

This document describes the user view scheduling rules for C++ and SystemC models that are synthesized through Catapult HLS. The goals of this document are:

1. To provide easy-to-understand rules to HLS users.
2. To ensure precise and consistent rules in both SystemC and C++.
3. To offer rules that are effectively compatible with how Catapult currently operates.
4. To enable the best possible Quality of Results (QOR) in Catapult synthesis.
5. To cover all known user requirements and scenarios.
6. To serve as a suitable starting point for a standardization proposal (e.g., in Accellera SWG).

To illustrate the goals of this document more specifically, consider what an engineer writing a testbench for an HLS model needs to understand about how HLS tools operate. This engineer may be using SystemVerilog UVM or may be writing a testbench in C++/SystemC. They likely are not an expert in any specific HLS tool (and may not want to be), but their testbench needs to work for both the pre-HLS model as well as the post-HLS model. Thus, it is crucial for the DV engineer to have a precise understanding of how the HLS tool will transform the design while still enabling it to be fully verified. This document describes what transformations the HLS tool is allowed to perform so that the pre-HLS and post-HLS models can be effectively verified with the same testbench. The overarching philosophy of the scheduling rules is to present “no surprises” to such a DV engineer, while still giving the HLS tool ample freedom to optimize the design.

## Background

HLS tools generate RTL from C++ models. Broadly speaking, this conversion takes a sequential C++ model and turns it into concurrent hardware that maintains the same behavior. HLS tools identify concurrent processes within the C++/SystemC model and then independently synthesize each process. Briefly, some of the techniques that HLS tools use to achieve good HW QOR when synthesizing each process include:

- Optimized scheduling based on the selected silicon target technology.
- Automatic HW pipeline construction according to the user’s specifications.
- Automatic HW resource sharing.
- Automatic scheduling of memory accesses.

The internal behavior of the process is specified by the control and dataflow behavior of the C++ code within the process. However, the external communication that the process has with other processes and HW blocks is specified via IO operations that are coded within the model. To enable a reliable, scalable, and verifiable HLS flow that generates high quality hardware, the scheduling behavior of these IO operations needs to be precisely handled at all steps of the flow. This document specifies the rules that govern the scheduling behavior for these IO operations within HLS models. These rules are specified with respect to an individual process, but the intent of the rules is to enable reliable and verifiable behavior of large sets of interacting processes in real-world designs.

By default, HLS tools can insert additional clock cycles (or latency) anywhere within a process, for example when pipelining a loop or to enable HW resource sharing. The overall approach used in this document is to make the entire design and testbench “latency insensitive” to the maximum extent possible, while still fully enabling key HW optimizations.

In some cases, designs or testbenches may use protocols which are latency sensitive. These situations can be handled by isolating the latency sensitive portions to small, self-contained parts of the design, and then keeping the rest of the design and testbench latency insensitive.

In many cases the overall design will need to satisfy end-to-end latency requirements. For these designs it is still highly advantageous to use a latency-insensitive modeling approach and verify in the post-HLS model that the overall design latency requirements have been satisfied, since this is typically easy to do.

This document only covers sequential HW processes. Combinational HW processes are omitted since their synthesis is straightforward. All of the examples and discussion in this document are for SystemC processes which are only sensitive to a single rising clock edge.

This document distinguishes between the following:

1. The "conceptual model" for the scheduling rules.
2. The simulation behavior of a model using the rules in C++ or SystemC.
3. The synthesis of a C++/SystemC model using the rules in an HLS tool such as Catapult.

The goal is to align each of these three cases as closely as possible, so that the user has easy to understand rules, while simulation and synthesis work without surprises. However, as we will see, there are practical considerations which may in some cases cause small deviations from the conceptual model in certain cases in either simulation or HLS.

A simple real-world example that illustrates the motivation for the scheduling rules is provided in appendix A of this document.

The examples referred to in this document are available here:

<https://github.com/Stuart-Swan/Matchlib-Examples-Kit-For-Accellera-Synthesis-WG/tree/master>

The most up-to-date version of this document is available here:

[https://github.com/Stuart-Swan/Matchlib-Examples-Kit-For-Accellera-Synthesis-WG/blob/master/matchlib\\_examples/doc/catapult\\_user\\_view\\_scheduling\\_rules.pdf](https://github.com/Stuart-Swan/Matchlib-Examples-Kit-For-Accellera-Synthesis-WG/blob/master/matchlib_examples/doc/catapult_user_view_scheduling_rules.pdf)

### An Analogy from RTL Synthesis

To better understand the specific purpose of this document, let's consider how RTL synthesis works. Say you have a sequential block that you are modeling in Verilog RTL, and it has an output port coded like:

```
Out1 <= #some_delay new_val;
```

In Verilog simulation, if some\_delay is less than the clock period of the block, then it will probably not affect the overall cycle level behavior of the system during simulation. However, if some\_delay is more than the clock period, it probably will.

During RTL synthesis, all RTL synthesis tools will ignore all delays in the input model, in this case even if some\_delay is greater than the clock period. Some RTL synthesis tools might give a warning or error for the code above like "Simulation and synthesis results are likely to mismatch because the delay in model is greater than clock period."

One might argue that RTL synthesis tools should always match the Verilog simulation behavior of the input model. But the overall approach works well because RTL is a good and simple "conceptual model" that users and tool vendors can align around. The slight differences between the "simulation model" and the "conceptual model" used by RTL synthesis tools can be easily managed.

We'll return to this example later in this document.

Next let's clarify some terminology related to signal IO. Say you have a Verilog RTL model like:

```
forever begin
  @(posedge clk); // wait for 1st rising clock edge
  output1 <= input1 + 10;
  @(posedge clk); // wait for 2nd rising clock edge
end
```

In this example we say that the read of the input1 signal occurs at the first wait statement, and the write of the output1 occurs at the second wait statement, since that is what you would observe in Verilog simulation when you ran this model. To generalize this, in Verilog RTL within implicit state machines like this model which are only sensitive to a clock edge, signal reads occur at the closest preceding wait statement, and signal writes occur at the closest succeeding wait statement.

### Catapult HLS Status Concerning Rules in this Document

A separate document provides a list of clarifications related to support within Catapult HLS for the rules described in this document. The items in the list are named "Cat#", so that each item has a unique number.

This document annotates certain rules with "Cat#" to refer to the items in the separate document.

### Terms Used in this Document

**Message Passing Interface:** A message passing interface reliably delivers messages (or transactions) from one process to another. This document uses this term to denote the type of communication found in Kahn Process Networks. See [https://en.wikipedia.org/wiki/Kahn\\_process\\_networks](https://en.wikipedia.org/wiki/Kahn_process_networks)  
Message passing read interfaces are always separate from message passing write interfaces – there are no bidirectional message passing interfaces.

Synchronization Interface: A synchronization interface synchronizes one process with another and/or with a global clock. For an example of a synchronization interface, see [https://en.wikipedia.org/wiki/Barrier\\_\(computer\\_science\)](https://en.wikipedia.org/wiki/Barrier_(computer_science))

Signal IO: In digital HW design, signals are the fundamental communication mechanism. Signals enable communication between two HW blocks/processes, but communication with signals in real HW always incurs at least some delay because communication cannot be faster than the speed of light. In HDLs and in SystemC, signal delays are modeled with the "delayed update" semantics.

"blocking" / "non-blocking": A blocking message passing interface suspends the execution of the calling process until the message is either sent or received. A non-blocking message passing interface never suspends execution of the calling process: instead, a return code is provided to indicate whether the operation completed or not.

"shall": This term indicates that a compliant tool or flow is required to follow the indicated rule.

"may": This term indicates that a compliant tool or flow is allowed to follow the indicated rule but is not required to do so.

### Classes of Operations Involved Scheduling Rules

There are three classes of operations involved in the scheduling rules:

1. Calls to message passing interfaces (which are all `ac_channel` methods, all SystemC MIO calls except calls to `SyncChannel`)
2. Calls to synchronization interfaces (which are calls to `ac_sync` and Matchlib `SyncChannel`, also `ac_wait` and SystemC `wait`)
3. Signal IO (which are SystemC signal reads and writes, also C++ model "direct inputs")

### Basic Conceptual Model

The basic conceptual model encompasses processes that have no loop pipelining but may have preserved loops. If a process has a preserved loop, then the user may place a wait statement in the loop, or else the HLS tool may automatically add one into the body of the loop. For a preserved loop the HLS tool may also add a wait statement at the loop termination. Such automatically added wait statements are called "implicit user wait statements" in this document. Wait statements explicitly placed in the model are called "explicit user wait statements" in this document.

Note that both "implicit user wait statements" and "explicit user wait statements" are classified as calls to a "synchronization interface".

The basic conceptual model rules are:

1. Synchronization interface calls within a process always remain in the source code order.
2. Signal read operations occur at the closest preceding call to a synchronization interface. (Cat1)

3. Signal write operations occur at the closest succeeding call to a synchronization interface.
4. Message passing operations are free to be reordered subject to the following constraints:
  - All message passing operations before a call to a synchronization interface shall be completed when the call to the synchronization interface has completed.
  - All message passing operations after a call to a synchronization interface shall not start until the call to the synchronization interface has completed.
  - Two message passing operations on separate interfaces which appear in sequence in the model may be executed either in the same sequence or in parallel in simulation and in synthesis, but they shall not be executed in the reverse sequence. (Cat2)

Some explanation for the very last point: in pure message passing models (i.e. KPN systems), all fifo sizes are unbounded, and calls to message passing interfaces can be reordered and the overall system behavior will not change (i.e. it will still be deterministic). However, real HW systems cannot have unbounded fifo sizes, and in practice these fifo sizes need to be kept as small as possible to save area. When fifo sizes are bounded and message passing interface call sequences are reordered by HLS tools, then it is possible that system deadlock cases may be introduced. The last rule ensures that HLS tools cannot introduce such deadlock cases.

### Pipelined Loops

When a loop is pipelined in HLS, the body of the loop is split into pipeline stages. HLS may start the next iteration of the loop before the current iteration has completed.

The user may place wait statements in the body of a pipelined loop to manually separate operations into their respective pipeline stages. Alternatively, the HLS tool may implicitly add these wait statements into the model to separate the pipeline stages. We call the former "explicit user pipeline stage wait statements", and the latter "implicit user pipeline stage wait statements".

Both explicit and implicit user pipeline stage wait statements are classified as calls to a "synchronization interface".

The scheduling rules for pipelined loops are the same as the rules given in the "basic conceptual model", with the addition of these pipeline stage wait statements into the set of calls to synchronization interfaces. However, one rule from the conceptual model is relaxed when loops are pipelined: During loop pipelining, message passing read operations from later loop iterations may be scheduled before or in parallel with message passing write operations from the current loop iteration, and SystemC wait() statements and ac\_wait statements, if present in the loop body, will not preclude this from occurring. Potential deadlocks are avoided by having the pipeline automatically flush. See Appendix B for further discussion.

When HLS pipelines a loop, multiple iterations of the loop are overlapped and execute at the same time. During loop pipelining, for all IO operations, HLS shall insure that an access to a specific message passing interface, signal, or synchronization interface shall not be moved over or in parallel with an access to the same interface from a different loop iteration.

When HLS pipelining occurs, any signal reads and writes and associated synchronization interface calls become embedded in specific pipeline stages. With pipelining, the post-HLS model may begin execution

of the next loop iteration before the current iteration has completed. Considering the entire set of signals read or written by the process, if HLS pipelining would cause the order of signal IO to differ between the pre-HLS and post-HLS models, or if any two signal IO operations which occur on the same clock edge in the pre-HLS model would not then strictly occur on the same clock edge in the post-HLS model, then the HLS tool shall detect such a situation and require the user to explicitly indicate in the model source (e.g., via a pragma) that HLS pipelining can still be used. (Cat7) Another way to state this requirement is the following: If a process communicates with other processes using only latency-insensitive protocols, then HLS pipelining by default shall not break any of the protocols.

## Direct Inputs

Normal SystemC signal read operations occur at the closest preceding synchronization interface call (e.g., wait statement) in both the pre-HLS and post-HLS models. (Cat1). If the HLS tool adds states to the process, or if it pipelines the process, then this implies that the HLS tool must add registers for each such read operation such that the read occurs where specified in the pre-HLS model, and the value is stored until the point where it is consumed in the post-HLS model. The area cost of such registers may be high if there are a lot of signals, and in some cases, it may be unneeded area since the value of the signals may not actually need to be stored internally to the process.

The simplest case is if such external signals are held stable after the process comes out of reset. In this case, HLS may assume that it is free to read the signal values as late as possible, with no need for register storage. This case is handled with the following pragma on SystemC signals and ports (Cat6):

```
#pragma hls_direct_input
```

To ensure that there are no pre-HLS versus post-HLS simulation mismatches, the environment that drives the signal shall hold it stable after all receiving processes that use this signal with this pragma come out of reset. Note that with this approach it is allowable to have dynamic “resets”, i.e. activation of block resets and associated resetting of direct input signals as part of the normal operation of the HW.

A related but somewhat more complex case is where input signals to the HW block may only be changed at “agreed upon” times, typically while the portion of the HW block that relies on them is temporarily idle. For example, a block may process 2D images. At the start of each new image, it may be desirable for the TB or external environment to update the control signals for how the block will process the next image. This needs to be done precisely since typically HLS designs are pipelined, and the HW pipeline for the current iteration must be fully “ramped down” before the input signals can be updated to affect the next iteration. In this case we can use the SystemC “SyncChannel” or C++ “ac\_sync” primitives to precisely synchronize the DUT with the TB/environment to enable the input signals to be updated at the correct time. The #pragma hls\_direct\_input\_sync directive shown below associates the sync operation with the direct inputs that it controls. The precise synchronization scheme shown here ensures that there are no pre-HLS versus post-HLS simulation mismatches even though we are using direct inputs and also changing their values while the design is executing.

```
// This is example 61* in Catapult Matchlib examples
sc_in<bool> CCS_INIT_S1(clk);
sc_in<bool> CCS_INIT_S1(rst_bar);
```

```

Connections::Out<uint32> CCS_INIT_S1(out1);
Connections::In <uint32> sample_in[num_samples];
Connections::SyncIn CCS_INIT_S1(sync_in);
#pragma hls_direct_input
sc_in<uint32_t> direct_inputs[num_direct_inputs];

void main() {
    out1.Reset();
    sync_in.Reset();

#pragma hls_unroll yes
    for (int i=0; i < num_samples; i++) {
        sample_in[i].Reset();
    }

    wait(); // reset state

    while (1) {
#pragma hls_direct_input_sync all
        sync_in.sync_in();

#pragma hls_pipeline_init_interval 1
#pragma hls_stall_mode flush
        for (uint32_t x=0; x < direct_inputs[0]; x++) {
            for (uint32_t y=0; y < direct_inputs[1]; y++) {
                uint32_t sum = 0;
#pragma hls_unroll yes
                for (uint32_t s=0; s < num_samples; s++) {
                    sum += sample_in[s].Pop() * direct_inputs[2 + s];
                }
                ac_int<32, false> ac_sum = sum;
                ac_int<32, false> sqrt = 0;
                ac_math::ac_sqrt(ac_sum, sqrt); // internal loop is unrolled in catapult .tcl
file
                if (sqrt > direct_inputs[7])
                    out1.Push(sqrt);
            }
        }
    }
};

```

From the perspective of the testbench or the environment, the updating of the signals controlled by the `hls_direct_input_sync` directive needs to occur at a precise point. The TB needs to first wait for the “rdy” signal for the sync to be asserted by the DUT, and then the TB must update all the input signals it wishes to change while simultaneously driving the sync “vld” signal high for one cycle.

It is important to note that the only safe operation to use to synchronize the updating of direct inputs is the “sync” operation as shown above. Other operations such as Push/Pop or `ac_channel` operations should not be used for this.

In the example above the DUT block that is being synthesized determines when to call sync, and thus it determines when the direct inputs will be updated. In some cases, it may be necessary for the environment around the DUT to determine when the direct updates should be updated. In this case the same approach as shown above should be used, however a separate input from the environment to the DUT (either using a signal or a message passing interface) should request that the DUT call sync as soon

as feasible. This will ensure that the DUT has properly ramped down its pipeline and is ready to receive the newly updated direct inputs as per the overall synchronization scheme described above.

### Additional Options for Scheduling Message Passing Interfaces

The following option may be added during HLS (Cat2):  
STRICT\_IO\_SCHEDULING=relaxed

when this is specified, the HLS tool is allowed to reorder message passing interface calls freely. However, it is still not allowed to move these calls across synchronization interface calls.

It is recommended that this "relaxed" option only be used by the user if they want to see what order the HLS tool prefers to schedule message passing interface calls (e.g., to achieve best QOR). Once the user knows the preferred order, it is recommended that the user modify the pre-HLS source code to reflect the preferred order, and then return to the use of the default scheduling modes. This methodology ensures that HLS cannot introduce any new deadlocks into the system as described earlier.

### Scheduling of Array Accesses

Arrays may appear in HLS models, and they may be preserved through synthesis and mapped to RAMs. Pointers may also appear in HLS models, and pointer dereferences are resolved to array accesses during HLS.

There are two cases to consider for arrays for the purposes of the scheduling rules:

1. Array instantiation in the HW is internal to the process
  - The array accesses are not visible external to the process, and thus their scheduling is also not visible externally.
  - All the scheduling rules described elsewhere in this document remain unaffected in this case.
2. Array instantiation in the HW is external to the process
  - In this case the user model shall indicate how array accesses are mapped onto IO operations that are external to the process.
  - We call this the "array access mapping layer". The array access mapping layer maps array accesses onto IO operations described above (signal IO, message passing interface calls, and synchronization calls).
  - The user model may indicate that it is allowable for HLS to transform array accesses, for example, to cache, merge, split, or reorder array accesses (e.g., to improve QOR). These transformed operations, if allowed, are an outcome from the use of the "array access mapping layer".
  - In all cases the scheduling rules described elsewhere in this document for the core IO operations (signal IO, message passing calls, synchronization calls) remain unaffected.
  - In all cases array accesses shall remain constrained by any explicit synchronization interface calls present in the process in the source model.
  - Note that if transformed operations occur and array accesses are visible externally in both pre-HLS and post-HLS model, then comparison of pre-HLS and post-HLS behaviors may need to account for the transformed operations.



When a loop is pipelined, multiple iterations of the loop are overlapped and execute at the same time. During loop pipelining, an access to a memory interface (or array) may be moved over or in parallel with an access to the same memory if the HLS tool can prove the reordering is conflict free. If the array/memory is external to the process, the “array access mapping layer” shall indicate that such reordering is allowable if such reordering is to occur during loop pipelining.

### Additional States Added by HLS Synthesis

By default, HLS synthesis tools may add additional states to processes (e.g. add latency to enable resource sharing), which may introduce latency differences in the interface behavior between the pre-HLS and post-HLS models. These additional states are never included in the set of “synchronization interface calls” as described above.

When the directive `IMPLICIT_FSM=true` is set on a process, the HLS synthesis tool shall ensure that the cycle level behavior of the interfaces of the pre-HLS and post-HLS models shall be identical. With this option, the internal state machines of the pre-HLS and post-HLS models will be the same.

When the directive `IO_MODE=FIXED` is set on a process, the HLS synthesis tool shall ensure that the cycle level behavior of the interfaces of the pre-HLS and post-HLS models shall be identical. With this option, it is still possible that the state machine internal to the process is different between the pre-HLS and post-HLS models (e.g. the post-HLS model may choose to use a pipelined multiplier where the pre-HLS model did not.)

### Avoiding Pre-HLS and Post-HLS Simulation Mismatches

The scheduling rules described in this document are designed to be easy to understand, while providing good QOR via HLS and generally avoiding any mismatches between the pre-HLS and post-HLS simulation behaviors.

Non-blocking message passing operations (`PushNB/PopNB` in SystemC, C++ `ac_channel nb_read/nb_write`) are a potential source of pre-HLS versus post-HLS simulation mismatches since their behavior is inherently dependent on the latency within the model, which often changes during HLS. Because of this, non-blocking message passing interfaces should only be used when no alternative approach is possible. For example, non-blocking message passing interfaces are required to model time-based arbitration of multiple message streams which access a shared resource. A full discussion of recommended guidelines on the use and verification of non-blocking message passing interfaces is beyond the scope of this document. (See Appendix C). Note that the scheduling rules described previously in this document fully specify how HLS tools are required to schedule such operations.

Unidirectional message passing between two processes should not be relied on to achieve synchronization between the two processes, since in general the message latency and storage capacity between the processes may be variable. Bidirectional message passing can be relied upon for synchronization between two processes. (An example of this is the AXI4 `ar` and `r`, and `aw` and `b`, channels). Note that such synchronization is weaker than explicit synchronization like `SyncChannel` or signal IO that uses a two-way handshake.

SystemC signal IO operations are a potential source of pre-HLS versus post-HLS simulation mismatches since timing behaviors may change between the two models. The following section provides guidance and rules to help avoid potential mismatches due to signal IO.

The scheduling rules state that signal IO operations occur at either SystemC wait statements or SyncChannel calls (sync\_in and sync\_out). In this section we will use “wait” statement to refer to both.

RULE 1: It is always best coding style to group signal write operations just before their corresponding wait statement, and signal read operations just after their corresponding wait statement. (Cat3). An example is below:

```
sc_in<int> i1;
sc_in<bool> go;
sc_out<int> o1;
void my_thread {
    int new_val=0;
    while (1) {
        o1.write(new_val);
        do {
            wait();
        } while (!go.read());
        new_val = i1.read();
        new_val = some_function(new_val); // function has no internal IO
    }
}
```

By placing the signal IO operations as close as possible to their corresponding wait statement, the HW intent is very clear. And there is no benefit either in terms of simulation performance or HLS QOR if they are placed further away from their corresponding wait statement.

Let’s look at another similar example, which now also uses a Matchlib Connections blocking Pop operation:

```
sc_in<int> i1;
sc_in<bool> go;
sc_out<int> o1;
Connections::In<int> pop1;
void my_thread {
    int new_val=0;
    while (1) {
        o1.write(new_val);
        do {
            wait();
        } while (!go.read());
        int pop_val = pop1.Pop();
        new_val = i1.read();
        new_val = some_function(new_val + pop_val); // function has no internal IO
    }
}
```

According to the “Conceptual Model scheduling rules” part of this document, the Pop operation does not affect the scheduling of the i1.read() operation. However, it is possible that in the pre-HLS SystemC simulation, the Pop operation may block for a clock cycle or more (only if no items are available to Pop). This means that it is possible in the pre-HLS simulation that the value of the signal i1 may change

between the time before the Pop operation starts and the time it completes. If this occurs, there may be a pre-HLS and post-HLS simulation mismatch if the HLS tool schedules the `i1.read()` operation at the wait statement. The proper fix to this issue (to reiterate) is to move the `i1.read()` operation as close as possible to its corresponding wait statement. This will make the potential simulation mismatch disappear, and it will not affect QOR or simulation performance.

To automatically avoid all such potential pre-HLS versus post-HLS simulation mismatches, HLS tools may provide error or warning messages in cases where models have the pattern shown above. Precisely speaking: if a blocking message passing operation separates a signal read or write operation from its corresponding synchronization interface call, then the HLS tool may emit an error or warning indicating that reordering the signal IO operation and the message passing operation in the source text is advisable.

Another scenario in which RULE 1 applies is shown below:

```
sc_in<bool> go;
sc_out<int> o1;
void my_thread {

    while (1) {
        wait();                WAIT 1
        o1.write(some_value);
        if (go.read()) {
            some_value = some_function();
        }
        else {
            wait();                WAIT 2
        }
        some_other_function();
        wait();                WAIT 3
    }
}
```

The signal read of “go” is clearly and uniquely associated with WAIT 1. However, the signal write of “o1” associates with WAIT 2 if “go” is false and WAIT 3 if it is not. This is a violation of RULE 1 and should be flagged as an error during HLS. The fix, as before, is to move the signal IO operation as close as possible to its intended wait statement so that the association is unconditional.

Next, let’s consider rolled (or “preserved”) loops that perform signal IO within the loop body. Consider the following example:

```
sc_in<int> i1;
sc_out<int> o1;
void my_thread {
    wait(); // reset state
    while (1) {
        wait(); // start of while loop
        #pragma hls_unroll no
        for (int i=0; i < 10; i++) {
            o1.write(i1.read() * i);
        }
    }
}
```

Note that the `i1.read()` operation is located inside the “for” loop, so presumably the user’s intent is that it should be read as the loop iterates. *If that is not the user’s intent, then he simply should move the `i1.read()` operation before the loop start.*

In the post-HLS simulation, each iteration of the loop will consume at least one clock cycle, and a new value for `i1` will be read (and a new value for `o1` written) on each iteration. Again, this is the user’s intent as per the code.

In the pre-HLS simulation, the for loop body will execute in zero time, and only the last write to `o1` will have any effect. The solution to avoid this mismatch is to manually place a “wait()” statement within the for loop body so that the signal IO synchronization is explicit in the pre-HLS simulation.

RULE 2: If you have signal IO operations within rolled (or “preserved” loops), manually place a wait statement within the body of the loop to avoid pre-HLS versus post-HLS simulation mismatches, and while doing so also follow RULE 1.

To automatically prevent these types of pre-HLS versus post-HLS simulation mismatches, HLS tools may emit warning or error messages if they encounter a rolled loop which has signal IO operations within the loop body, and the loop body does not have a wait statement included within the loop body. (Cat4)

If a pre-HLS model adheres to RULE 1 and RULE 2, then all signal IO in the post-HLS model shall occur only at clock cycles that correspond to explicit wait statements or explicit synchronization statements.

### Returning to the Analogy from RTL Synthesis

At the beginning of this document, we presented the example of a Verilog sequential block with an output coded like:

```
Out1 <= #some_delay new_val;
```

Recall that in Verilog simulation, if `some_delay` is less than the clock period of the block, then it will probably not affect the overall cycle level behavior of the system during simulation. However, if `some_delay` is more than the clock period, it probably will.

During RTL synthesis, all RTL synthesis tools will ignore all delays in the input model, in this case even if `some_delay` is greater than the clock period. Some RTL synthesis tools might give a warning for the code above like “Simulation and synthesis results are likely to mismatch because delay in model is greater than clock period.”

HLS tools that choose to adhere very closely to the “conceptual model” presented in this document should automatically provide errors or warnings for violations of RULE 1 and RULE 2 as described in the section above. This is analogous to the error message that the RTL synthesis tool would provide in the example directly above.

However, it is possible also that HLS synthesis tools may choose to adhere in these cases more closely to the pre-HLS SystemC simulation behavior. In this case such HLS tools might not provide any errors or warnings for violations of RULE 1 and RULE 2. This is analogous to an RTL synthesis tool being “very

smart” (maybe even too smart) about synthesizing matching HW based on the actual value of `some_delay` in the example directly above.

## Summary

At the beginning of this document, we said that the intent was to present “no surprises” to a DV engineer who is using a single testbench to verify both the pre-HLS and post-HLS models. The key aspects of the document which support this are:

- Three groups of IO operations are defined (message passing, signal IO, and synchronization calls) and each is treated uniformly. These IO operations are easy for verification engineers to understand because they are already using them in their testbenches.
- The document specifically avoids complex constructs such as “protocol regions” used in some HLS tools.
- The document preserves the ability of the pre-HLS SystemC model to be “throughput accurate” by using a library such as Matchlib.
- Synchronization calls can affect the scheduling of signal IO operations, and synchronization calls can affect the scheduling of message passing calls, but message passing calls cannot affect the scheduling of signal IO operations and vice-versa.
- HLS cannot by default reverse the order of message passing calls, so it cannot introduce new deadlocks into the post-HLS model.
- HLS pipelining is largely a “don’t care” from the perspective of the verification engineer. If the design and the testbench are insensitive to changes in latency, and if external array accesses are not reordered or rearranged during loop pipelining, then the possible use of HLS pipelining will not affect verification, provided the pipelines flush automatically. Even if the design or testbench are sensitive to changes in latency, or if they are sensitive to reordering or rearranging of external memory accesses due to the use of HLS loop pipelining, then the behavior of the DUT will only change in expected (rather than unexpected) ways.
- Signal IO operations in the post-HLS model by default always occur exactly at synchronization points (e.g., wait statements) that are either explicit in the pre-HLS model or easily deducible based on the use of loop roll/unroll or loop pipelining directives. The HLS tool can check that every signal IO operation is tightly coupled with exactly one wait statement / synchronization operation in the pre-HLS model.

## Catapult HLS Status Concerning Rules in this Document

See the separate document which clarifies Catapult HLS status with respect to items marked in this document.

## Appendix A – Factory Analogy

The scheduling rules described in this document apply to pre-HLS and post-HLS HW models. Although the rules may seem abstract and perhaps even arbitrary, they are shaped by the need to model systems in the real world that are required to have predictable behavior.

To understand the motivation behind the rules, it might be helpful to draw a simple real-world analogy and its correspondence to the rules described earlier.

Consider a factory that produces various types of wooden furniture:

The factory consists of people (processes) stationed at workbenches with various tools.

Each person is given written instructions about the specific tasks they are to perform (C++ code within a process).

People are instructed to send or receive objects (messages) to or from other people in the factory.

Sending or receiving objects may be blocking or non-blocking from the perspective of a person.

There is a clock with a second hand on the factory wall that everyone can see. (HW clock).

People have colored flags they can raise or lower to communicate with other people (signals).

If someone raises or lowers a flag, this is only seen by others the next time the clock second hand is at the top of the clock. (propagation delay of signals between sequential processes)

A person can choose to pipeline the tasks that he was assigned by hiring subordinates (pipeline stages) and having each one do a subtask. In general, this will improve the throughput for the tasks that the person was assigned.

It is possible for two people to explicitly synchronize their work by communicating via a synchronization protocol such as a barrier (synchronization).

It is possible to restart the work of some or all the people by raising a reset flag (HW resets).

Assume:

1. That the time that people take to complete their various tasks is in general variable, and similarly that the time that objects (messages) take to pass between people is in general variable.
2. That each person in general wants to complete their tasks as quickly and efficiently as possible.
3. That the factory needs to be able to make multiple types of furniture at the same time. For example, it might make chairs that need to be different colors or have different styles.

To reliably produce output, each person in the factory will need to adhere to rules like those described in this document.

Here's a sketch of a specific way the above example relates to the scheduling rules:

Person 1 sends chair seats and chair backs to Person 2. This is done with blocking operations, and there is no storage capacity between the people when the objects are sent. (This means that a Push operation cannot complete until the corresponding Pop operation is performed.) Assume that the fastest an object can be sent between people is 1 minute.

The written instructions that person 1 is given are:

```
while (1) {  
    // internal processing code for seats and backs ...  
    seats.Push(seat_object);  
    backs.Push(back_object);  
}
```

The written instructions that person 2 is given are:

```
while (1) {  
    seat_object = seats.Pop();  
    back_object = backs.Pop();  
    // internal processing code for seats and backs ...  
}
```

If both person 1 and person 2 choose to perform their tasks sequentially as written, then objects will be passed over time as:

	Person 1	Person 2
Minute 1:	seats.Push(seat1);	seat1 = seats.Pop();
Minute 2:	backs.Push(back1);	back1 = backs.Pop();
Minute 3:	seats.Push(seat2);	seat2 = seats.Pop();
Minute 4:	backs.Push(back2);	back2 = backs.Pop();

If both person 1 and person 2 choose to perform their IO operations in parallel, then objects will be passed over time as:

	Person 1	Person 2
Minute 1:	seats.Push(seat1); backs.Push(back1);	seat1 = seats.Pop(); back1 = backs.Pop();
Minute 2:	seats.Push(seat2); backs.Push(back2);	seat2 = seats.Pop(); back2 = backs.Pop();

If person 1 chooses to perform his IO operations in parallel, and person 2 chooses to perform his IO operations sequentially as written, then objects will be passed over time as:

	Person 1	Person 2
Minute 1:	seats.Push(seat1); backs.Push(back1);	seat1 = seats.Pop();
Minute 2:		back1 = backs.Pop();
Minute 3:	seats.Push(seat2); backs.Push(back2);	seat2 = seats.Pop();
Minute 4:		back2 = backs.Pop();

If person 1 chooses to perform his tasks sequentially as written, but person 2 chooses to perform his tasks sequentially in the reverse order as it was written, then objects will be passed over time as:

	Person 1	Person 2
Minute 1:	seats.Push(seat1);	<b>back1 = backs.Pop();</b>
Minute 2:	backs.Push(back1);	seat1 = seats.Pop();

In this case person 2 will deadlock at minute 1, waiting for back1 to arrive. This will cause the person 1 Push(seat1) to never complete. So, person 1 will never get to the point where he can send back1 at minute 2.

This example directly corresponds to the ordering rules related to message passing operations in the “basic conceptual model” within this document, and in particular the specific rule that disallows reversing the order of message passing operations.

#### Appendix B – Pipelined Loops and Message Passing

The scheduling rules state that during loop pipelining message passing read operations from later loop iterations may be scheduled before or in parallel with message passing write operations from the current loop iteration. This might seem to be in contradiction with the rules for message passing operations described in the “basic conceptual model”. However, it is important to remember that each message passing channel is “self-synchronized”. If a process has a pipelined loop that automatically flushes in the post-HLS model, then from an external perspective the only effect of allowing the message passing read operations to occur earlier is like a “pre-fetch” operation. If the incoming message is not available, the pipelined process in the post-HLS model will flush, and its behavior from the external perspective will appear exactly as if it is not pipelined.

#### Appendix C – Verification of Designs that are Partially Latency Sensitive

If designs are completely latency insensitive, verification of the pre-HLS versus post-HLS models is straightforward. However, if the design contains some components such as arbiters which have latency-sensitive behavior, and if that latency sensitive behavior is in some cases externally visible to the DUT, then verification becomes somewhat more complex. Techniques can be applied to simplify verification.

Consider a design which has an arbiter like Matchlib toolkit example 09\*. The arbiter uses non-blocking PopNB() on its inputs, and blocking Push() on its output to emit the “winner” of the arbitration. Since the latency between the pre-HLS and post-HLS designs will differ, the order of transactions presented to the arbiter in the two scenarios will differ, and thus the order of the “winners” will differ. This may result in verification mismatches between the two models.

To force the pre-HLS and post-HLS simulations to match, we can run the two designs side-by-side. We can snoop the inputs to the arbiter in the post-HLS model, and only allow the inputs to the pre-HLS arbiter to proceed when the corresponding inputs are seen in the post-HLS model. This will force the order of the inputs to be equivalent between the pre-HLS and post-HLS models, and thus both arbiters will pick the same winners. When this technique is used, the pre-HLS simulation will be throttled by the post-HLS simulation, but the overall verification will still work properly.