Π-Ware: An Embedded Hardware Description Language using Dependent Types

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What is Π-Ware

" Π -Ware is a Domain-Specific Language (DSL) for hardware, embedded in the dependently-typed Agda programming language. It allows for the description, simulation, synthesis and verification of circuits, all in the same language."

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Hardware design is hard(er)

- ► Strict(er) correctness requirements
 - You can't simply update a full-custom chip after production
 - Intel Pentium's FDIV
 - Expensive verification / validation
 - Up to 50% of development costs
- ▶ Low-level details (more) important
 - Layout / area
 - Power consumption / fault tolerance

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Hardware design is growing

- ▶ Moore's law will still apply for some time
 - We can keep packing more transistors into same silicon area
- ▶ But optimizations in CPUs display diminishing returns
 - Thus, more algorithms directly in hardware

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Hardware Description Languages

- ▶ All started in the 1980s
- De facto industry standards: VHDL and Verilog
- ▶ Were intended for *simulation*, not modelling or synthesis
 - Unsynthesizable constructs
 - Widely variable tool support

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Functional Hardware Description

- A functional program describes a circuit
 - Easier to reason about program properties
 - Inherently parallel and stateless semantics
- ▶ Several functional HDLs during the 1980s
 - For example, μ FP [Sheeran, 1984]
- ▶ Later, *embedded* hardware DSLs
 - For example, Lava (Haskell) [Bjesse et al., 1998]

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Embedded DSLs for Hardware

- I ava
 - Simulation / Synthesis / Verification
 - Limitations: almost untyped / no size checks

```
adder :: (Signal Bool, ([Signal Bool], [Signal Bool]))
     -> ([Signal Bool], Signal Bool)
```

- Others:
 - ForSyDe [Sander and Jantsch, 1999]
 - · Hawk [Launchbury et al., 1999], etc.

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- ▶ Dependent type systems: systems in which types can depend on values
- ▶ It makes a big difference:
 - More expressivity
 - Certified programming
- DTP often touted as "sucessor" of functional programming
 - Very well-suited for DSLs [Oury and Swierstra, 2008]

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▶ Question:

- What are the improvements that Dependently-Typed Programming (DTP) can bring to hardware design?
 - Compared to other functional hardware languages

Methodology:

- Develop a hardware DSL, embedded in a dependently-typed language (Agda)
 - · Allowing simulation, synthesis and verification

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- ▶ **Disclaimer:** Suspend disbelief in syntax
 - · Examples are in Agda
 - · Syntax similar to Haskell, details further ahead
- ▶ Types can depend on values
 - Example:

```
data Vec (a : Set) : \mathbb{N} \to Set where...
```

Compare with Haskell:

```
data List (a :: *) :: * where
```

- Types of arguments can depend on values of previous arguments
 - · Ensure a "safe" domain
 - take : $(m : \mathbb{N}) \to \text{Vec } \alpha \ (m+n) \to \text{Vec } \alpha \ m$

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- ▶ Type checking requires *evaluation* of functions
 - We want Vec Bool (2 + 2) to unify with Vec Bool 4
- ▶ Consequence: all functions must be total
- ► Termination checker (heuristics)
 - Structurally-decreasing recursion
 - This passes the check:

```
add : \mathbb{N} \to \mathbb{N} \to \mathbb{N}
add zero y = y
add (suc x') y = \text{suc (add } x' y)
```

• This does not:

```
silly: \mathbb{N} \to \mathbb{N}
silly zero = zero
silly (suc n') = silly | n' /2|
```

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▶ Dependent pattern matching can *rule out* impossible cases

► Classic example: safe head function

```
head : Vec \alpha (suc n) \rightarrow \alpha
```

head (x :: xs) = x

• The **only** constructor returning $Vec \alpha$ (suc n) is $_::_$

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Depedent types as logic

- Programming language / Theorem prover
 - Types as propositions, terms as proofs [Wadler, 2014]
- ► Example:
 - Given the relation:

```
data \_ \le \_ : \mathbb{N} \to \mathbb{N} \to \text{Set where}

z \le n : \forall \{n\} \to \text{zero} \le n

s \le s : \forall \{m \ n\} \to m \le n \to \text{suc } m \le \text{suc } n
```

Proposition:

twoLEQFour :
$$2 \le 4$$

Proof:

```
twoLEQFour = s \le s (s \le s z \le n)
s \le s (s \le s (z \le n : 0 \le 4) : 1 \le 4) : 2 \le 4
```

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Agda syntax for Haskell programmers

- ► Liberal identifier lexing (Unicode everywhere)
 - $a \equiv b + c$ is a valid identifer, $a \equiv b + c$ an expression
 - Used a lot in Agda's standard library: X, ⊎, ∧
 - And in Π-Ware: C, [c], ↓, ↑
- ▶ Mixfix notation
 - _[_]:=_ is the vector update function: v [# 3] := true.
 - _[_]:=_ v (# 3) true ⇔ v [# 3] := true
- ▶ Almost nothing built-in
 - $_+_$: $\mathbb{N} \to \mathbb{N} \to \mathbb{N}$ defined in Data.Nat
 - if then else : Bool $\rightarrow \alpha \rightarrow \alpha \rightarrow \alpha$ defined in Data.Bool

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Agda syntax for Haskell programmers

- Implicit arguments
 - Don't have to be passed if Agda can guess it
 - Syntax: ε : { α : Set} \rightarrow Vec α zero
- ▶ "For all" syntax: $\forall n \iff (n : _)$
 - Where _ means: guess this type (based on other args)
 - Example:
 - $\forall n \rightarrow \text{zero} \leq n$
 - data $_\leq_$: $\mathbb{N} \to \mathbb{N} \to \mathsf{Set}$
- ▶ It's common to combine both:
 - $\forall \{\alpha \ n\} \rightarrow \mathsf{Vec} \ \alpha \ (\mathsf{suc} \ n) \rightarrow \alpha \iff \{\alpha : \} \{n : \} \rightarrow \mathsf{Vec} \ \alpha \ n \rightarrow \alpha$

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Low-level circuits

- Structural representation
- ▶ Untyped but *sized*

```
data \mathbb{C}': \mathbb{N} \to \mathbb{N} \to \mathbf{Set} data \mathbb{C}' where
```

Nil : \mathbb{C}' zero zero

Gate : $(g\# : Gates\#) \rightarrow \mathbb{C}' (|in| g\#) (|out| g\#)$

Plug : $\forall \{i \ o\}$ $\rightarrow (f : \operatorname{Fin} o \rightarrow \operatorname{Fin} i) \rightarrow \mathbb{C}' i \ o$

$$\mathsf{DelayLoop} \,:\, (c\,:\,\mathbb{C}'\,\,(i+l)\,\,(o+l))\,\,\{\mathsf{comb}'\,\,c\}\,\to\,\mathbb{C}'\,\,i\,\,o$$

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Atoms

- ▶ How to carry values of an Agda type in *one* wire
- ▶ Defined by the Atomic type class in PiWare.Atom

```
record Atomic : Set<sub>1</sub> where field
```

Atom : Set |Atom|-1 : \mathbb{N}

n→atom : Fin (suc |Atom|-1) → Atom atom→n : Atom → Fin (suc |Atom|-1)

inv-left : $\forall i \rightarrow atom \rightarrow n \ (n \rightarrow atom \ i) \equiv i$ inv-right : $\forall a \rightarrow n \rightarrow atom \ (atom \rightarrow n \ a) \equiv a$

```
|Atom| = suc |Atom|-1
Atom# = Fin |Atom|
```

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Atomic instances

- Examples of types that can be Atomic
 - Bool, std_logic, other multi-valued logics
 - · Predefined in the library: PiWare.Atom.Bool
- First, define how many atoms we are interested in
 - Need at least 1 (later why)

$$|B|-1 = 1$$

 $|B| = suc |B|-1$

▶ Friendlier names for the indices (elements of Fin 2)

```
pattern False# = Fz
pattern True# = Fs Fz
```

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Atomic instance (Bool)

▶ Bijection between $\{n \in \mathbb{N} \mid n < 2\}$ (Fin 2) and Bool

```
n\rightarrow B=\lambda { False# \rightarrow false; True# \rightarrow true } B\rightarrow n=\lambda { false \rightarrow False#; true \rightarrow True# }
```

▶ Proof that $n \rightarrow B$ and $B \rightarrow n$ are inverses

```
inv-left-B = \lambda { False# \rightarrow refl; True# \rightarrow refl; } inv-right-B = \lambda { false \rightarrow refl; true \rightarrow refl }
```

With all pieces at hand, we construct the instance

```
 \begin{array}{lll} Atomic-B = record & \{ \ Atom & = B \\ & ; \ |Atom|-1 & = |B|-1 \\ & ; \ n{\rightarrow}atom & = n{\rightarrow}B \\ & ; \ atom{\rightarrow}n & = B{\rightarrow}n \\ & ; \ inv-left & = inv-left-B \\ & ; \ inv-right & = inv-right-B \ \} \\ \end{array}
```

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Gates

- Circuits parameterized by collection of fundamental gates
- Examples:
 - {NOT, AND, OR} (BoolTrio)
 - {NAND}
 - · Arithmetic, Crypto, etc.
- ► The definition of what means to be such a collection is in PiWare.Gates.Gates

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The Gates type class

```
W: \mathbb{N} \to Set
W = Vec Atom
record Gates: Set where
field

|Gates|: \mathbb{N}
|in| |out|: Fin |Gates| \to \mathbb{N}
spec : (g: Fin |Gates|)
\to (W (|in| |g) \to W (|out| |g))

Gates# = Fin |Gates|
```

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Gates instances

- ► Example: PiWare.Gates.BoolTrio
- ▶ First, how many gates are there in the library

```
|BoolTrio| = 5
```

▶ Then the friendlier names for the indices

```
pattern FalseConst# = Fz

pattern TrueConst# = Fs Fz

pattern Not# = Fs (Fs Fz)

pattern And# = Fs (Fs (Fs Fz))

pattern Or# = Fs (Fs (Fs (Fs Fz)))
```

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Gates instance (BoolTrio)

▶ Defining the *interfaces* of the gates

```
|in| FalseConst# = 0

|in| TrueConst# = 0

|in| Not# = 1

|in| And# = 2

|in| Or# = 2
```

 $|out| _ = 1$

▶ And the specification function for each gate

```
\begin{array}{lll} \operatorname{spec-false} & \_ & = [ \ \operatorname{false} \ ] \\ \operatorname{spec-true} & \_ & = [ \ \operatorname{true} \ ] \\ \operatorname{spec-not} & (x :: \varepsilon) & = [ \ \operatorname{not} x \ ] \\ \operatorname{spec-and} & (x :: y :: \varepsilon) & = [ \ x \wedge y \ ] \\ \operatorname{spec-or} & (x :: y :: \varepsilon) & = [ \ x \vee y \ ] \end{array}
```

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Gates instance (BoolTrio)

▶ Mapping each gate index to its respective specification

```
specs-BoolTrio FalseConst# = spec-false
specs-BoolTrio TrueConst# = spec-true
specs-BoolTrio Not# = spec-not
specs-BoolTrio And# = spec-and
specs-BoolTrio Or# = spec-or
```

▶ With all pieces at hand, we construct the instance

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High-level circuits

- ▶ User is not supposed to describe circuits at low level (C')
- ► The high level circuit type (ℂ) allows for typed circuit interfaces
 - Input and output indices are Agda types

```
data \mathbb{C} (\alpha \beta : Set) {i \ j : \mathbb{N}} : Set where

Mk\mathbb{C} : {\{s\alpha : \psi \text{W} \uparrow \alpha \{i\} \}\}} {\{s\beta : \psi \text{W} \uparrow \beta \{j\} \}\}}

\rightarrow \mathbb{C}' \ i \ j \rightarrow \mathbb{C} \ \alpha \ \beta \ \{i\} \ \{j\}
```

- ► MkC takes:
 - Low level description (ℂ¹)
 - Information on how to synthesize elements of α and β
 - Passed as instance arguments (class constraints)

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Synthesizable

- ▶ \#W↑ type class (pronounced Synthesizable)
 - Describes how to synthesize a given Agda type (α)
 - Two fields: from element of α to a word and back

```
record \Downarrow W \Uparrow (\alpha : Set) \{i : \mathbb{N}\} : Set where constructor <math>\Downarrow W \Uparrow [\_, \_] field \Downarrow : \alpha \to W i \Uparrow : W i \to \alpha
```

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₩M↑ instances

- ▶ Any *finite* type can have such an instance
- ▶ Predefined in the library: Bool; _x_; _⊎_; Vec
- Example: instance for products (_x_)

up $.(\downarrow a ++ \downarrow b) \mid \downarrow a, \downarrow b, \text{ refl} = \uparrow \downarrow a, \uparrow \downarrow b$

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Synthesizable

- ▶ Both fields **↓** and **↑** should be inverses of each other
 - Due to how high-level simulation is defined using
 ↓ and ↑
- ▶ Not enforced as a field of of **W**↑↑
 - Too big of a proof burden while quick prototyping

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Circuit semantics

- ▶ Synthesis semantics: produce a netlist
 - Tool integration / implement in FPGA or ASIC.
- Simulation semantics: execute a circuit
 - · Given circuit model and inputs, calculate outputs
- ▶ Other semantics possible:
 - · Timing analysis, power estimation, etc.
 - This possibility guided Π-Ware's development

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Synthesis semantics

- ▶ Netlist: digraph with *gates* as nodes and *buses* as edges
- Synthesis semantics: given netlists of subcircuits, build combination

Nil : ℂ 0 0

 $i o : \mathbb{N}$ $f : Fin o \rightarrow Fin i$ Plug $f : \mathbb{C} i o$

g#: Gate#

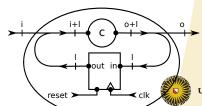
Gate $g# : \mathbb{C}$ (ins g#) (outs g#)

 $c : \mathbb{C} (i+l) (o+l)$ DelayLoop : $\mathbb{C} i o$









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Synthesis semantics

 $\begin{array}{c} C_1 : \mathbb{C} \text{ i m} \\ C_2 : \mathbb{C} \text{ m o} \end{array}$ $C_1) C_2 : \mathbb{C} \text{ i o}$

C1: \mathbb{C} i1 O1
C2: \mathbb{C} i2 O2
C1 |' C2: \mathbb{C} (i1+i2) (O1+O2)

 $\begin{array}{c} C_1:\mathbb{C} \text{ is 0} \\ C_2:\mathbb{C} \text{ iz 0} \\ \end{array}$ $C_1\mid +^{\perp} C_2:\mathbb{C} \left(1+\left(\text{is} \sqcup \text{ii}_2\right)\right) \text{ 0}$

j_{1+i2} C₂ i₂ C₂

 $1+(i_1\sqcup i_2)$ P A D i_1 C_1 0 P A i_2 C_2 0 0

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Synthesis semantics

Missing "pieces":

- ► Adapt Atomic
 - New field: a VHDLTypeDecl
 - Such as: type ident is (elem1, elem2);
 - Enumerations, integers (ranges), records.
 - New field: atomVHDL : Atom# → VHDLExpr
- ▶ Adapt Gates
 - · For each gate, a corresponding VHDLEntity
 - netlist : $(g# : Gates#) \rightarrow VHDLEntity (|in| g#) (|out| g#)$
 - The VHDL entity has the interface of corresponding gate

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Simulation semantics

- Two levels of abstraction
 - High-level simulation ($[\![_]\!]$) for high-level circuits ($\mathbb C$)
 - Low-level simulation ($[\![_]\!]'$) for low-level circuits (\mathbb{C}')
- ▶ Two kinds of simulation
 - Combinational simulation () for stateless circuits
 - Sequential simulation ([_]*) for stateful circuits
- ▶ High level defined in terms of low level

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Combinational simulation (excerpt)

```
[\![ ]\!]': \forall \{i \ o\} \rightarrow (c: \mathbb{C}' \ i \ o) \{p: \mathsf{comb}' \ c\} \rightarrow (\mathsf{W} \ i \rightarrow \mathsf{W} \ o)
   [Ni] ]' = const \varepsilon
   [ Gate g# ] ' = spec g#
      [\![ Plug p ]\!]' = plugOutputs p
      [\![ DelayLoop \ c \ ]\!]' \{()\} \ v
[ c_1 \rangle \rangle c_2 \rangle \langle c_2 \rangle \langle c_1 \rangle \langle c_2 \rangle \langle c_
[ ] _{-}| +'_{-} \{i_{1}\} c_{1} c_{2} ]' \{p_{1}, p_{2}\} =
                                                 [ [ c_1 ]' \{ p_1 \}, [ c_2 ]' \{ p_2 \} ]' \circ \text{untag } \{ i_1 \}
```

▶ Remarks:

- Proof requires c to be combinational
- Gate case uses specification function
- DelayLoop case can be discharged

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Semantics



Sequential simulation

- ▶ Inputs and outputs become Streams
 - \mathbb{C}' i $o \Longrightarrow \mathsf{Stream}\;(\mathsf{W}\;i) \to \mathsf{Stream}\;(\mathsf{W}\;o)$
 - · Stream: infinite list
- ▶ We can't write a recursive evaluation function over Streams
 - Sum case (_|+'_) needs a function of type (Stream $(\alpha \uplus \beta) \to \text{Stream } \alpha \times \text{Stream } \beta$)
 - What if there are no lefts (or rights)?
- ▶ A stream function is not an accurate model for hardware
 - A function of type (Stream $\alpha \to \text{Stream } \beta$) can "look ahead"
 - For example, tail $(x_0 :: x_1 :: x_2 :: x_s) = x_1 :: x_2 :: x_s$

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Causal stream functions

Solution: sequential simulation based on causal stream function

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Some definitions:

► Causal context: past + present values

$$\Gamma c : (\alpha : Set) \rightarrow Set$$

 $\Gamma c \alpha = \alpha \times List \alpha$

► Causal stream function: produces **one** (current) output

$$_\Rightarrow c_ : (\alpha \ \beta : Set) \to Set$$

 $\alpha \Rightarrow c \ \beta = \Gamma c \ \alpha \to \beta$





Causal sequential simulation

Core sequential simulation function:

$$[\hspace{-0.07em}[\hspace{.07em} c_1\hspace{.07em}]\hspace{-0.07em}\rangle'\hspace{.07em} c_2\hspace{.07em}]\hspace{.07em}]\hspace{.07em} c\hspace{.07em}=\hspace{.07em}[\hspace{.07em}[\hspace{.07em} c_2\hspace{.07em}]\hspace{.07em}]\hspace{.07em} c\hspace{.07em}\circ\hspace{.07em} \mathsf{map}^+\hspace{.07em}[\hspace{.07em}[\hspace{.07em} c_1\hspace{.07em}]\hspace{.07em}]\hspace{.07em} c\hspace{.07em}\circ\hspace{.07em} \mathsf{tails}^+$$

- ▶ Nil, Gate and Plug cases use combinational simulation
- DelayLoop calls a recursive helper (delay)
- ► Example structural case: _\(\right)\'_ (sequence)
 - Context of $[c_1] c$ is context of the whole compound
 - Context of $[\![c_2]\!]$ c is past and present *outputs* of c1

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Sequential simulation

- We can then "run" the step-by-step function to produce a whole Stream
 - Idea from "The Essence of Dataflow Programming" [Uustalu and Vene, 2005]

$$\begin{array}{l} \operatorname{runc}' \,:\, (\alpha \Rightarrow \subset \beta) \to (\Gamma \subset \alpha \times \operatorname{Stream} \, \alpha) \to \operatorname{Stream} \, \beta \\ \operatorname{runc}' \, f \, ((x^0 \,,\, x^-) \,,\, (x^1 \,::\, x^+)) = \\ f \, (x^0 \,,\, x^-) \,::\, \sharp \, \operatorname{runc}' \, f \, ((x^1 \,,\, x^0 \,::\, x^-) \,,\, \flat \, x^+) \end{array}$$

```
runc : (\alpha \Rightarrow c \beta) \rightarrow (\text{Stream } \alpha \rightarrow \text{Stream } \beta)
runc f(x^0 :: x^+) = \text{runc'} f((x^0, []), \flat x^+)
```

▶ Obtaining the stream-based simulation function:

$$[\![]\!] *' : \forall \{i \ o\} \to \mathbb{C}' \ i \ o \to (\mathsf{Stream} \ (\mathsf{W} \ i) \to \mathsf{Stream} \ (\mathsf{W} \ o))$$

$$[\![]\!] *' = \mathsf{runc} \circ [\![]\!] \mathsf{c}$$

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Properties of circuits

- ▶ Tests and proofs about circuits depend on the *semantics*
 - We focused on the functional simulation semantics
 - Other possibilities (gate count, critical path, etc.)
- ▶ Very simple sample circuit to illustrate: XOR

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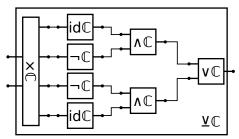
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Sample circuit: XOR



$$\begin{array}{l} \underline{\vee}\mathbb{C} \,:\, \mathbb{C} \,\left(\mathsf{B} \times \mathsf{B}\right) \,\mathsf{B} \\ \underline{\vee}\mathbb{C} = \,\,\mathsf{pFork} \times \\ \qquad \qquad \qquad \rangle \,\left(\neg\mathbb{C} \,\mid\mid \, \mathsf{id}\mathbb{C} \,\,\right) \,\wedge\mathbb{C}) \,\mid\mid \, (\mathsf{id}\mathbb{C} \,\mid\mid \, \neg\mathbb{C} \,\,\right) \,\wedge\mathbb{C}) \\ \qquad \qquad \qquad \rangle \,\,\vee\mathbb{C} \end{array}$$

Proofs



Specification of XOR

- ▶ To define correctness we need a specification function
 - Listing all possibilities (truth table)
 - Based on pre-exisiting functions (standard library)
- ▶ Truth table

```
\begin{array}{l} \underline{\vee}\mathbb{C}\text{--spec-table} : (B \times B) \to B \\ \underline{\vee}\mathbb{C}\text{--spec-table} \ \ (\text{false} \ \ , \ \text{false}) = \text{false} \\ \underline{\vee}\mathbb{C}\text{--spec-table} \ \ (\text{false} \ \ , \ \text{true} \ ) = \text{true} \\ \underline{\vee}\mathbb{C}\text{--spec-table} \ \ (\text{true} \ \ , \ \text{false}) = \text{true} \\ \underline{\vee}\mathbb{C}\text{--spec-table} \ \ (\text{true} \ \ , \ \text{true} \ ) = \text{false} \\ \end{array}
```

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Proof of XOR (truth table)

```
\begin{array}{lll} \underline{\vee}\mathbb{C}-\mathsf{proof-table} : & [\![\underline{\vee}\mathbb{C}]\!] \ (a\ ,\ b) \equiv \underline{\vee}\mathbb{C}-\mathsf{spec-table} \ (a\ ,\ b) \\ \underline{\vee}\mathbb{C}-\mathsf{proof-table} & \mathsf{false} & \mathsf{false} & = \mathsf{refl} \\ \underline{\vee}\mathbb{C}-\mathsf{proof-table} & \mathsf{false} & \mathsf{true} & = \mathsf{refl} \\ \underline{\vee}\mathbb{C}-\mathsf{proof-table} & \mathsf{true} & \mathsf{false} & = \mathsf{refl} \\ \underline{\vee}\mathbb{C}-\mathsf{proof-table} & \mathsf{true} & \mathsf{true} & = \mathsf{refl} \\ \end{array}
```

- ▶ Proof by case analysis
 - Can probably be automated by reflection [van der Walt and Swierstra, 2013]

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Specification of XOR

▶ Based (_xor_) from Data.Bool

$$_xor_: B \rightarrow B \rightarrow B$$

true $xor b = not b$
false $xor b = b$

► Adapted interface to match exactly <u>∨</u>ℂ

```
\underline{\vee}\mathbb{C}-spec-subfunc : (B \times B) \to B
\underline{\vee}\mathbb{C}-spec-subfunc = uncurry' _xor_
```

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Proof of XOR (pre-existing)

▶ Proof based on <u>V</u>C-spec-subfunc

$$\underline{\vee}\mathbb{C}-\mathsf{proof}-\mathsf{subfunc} : [\![\underline{\vee}\mathbb{C}]\!] (a,b) \equiv \underline{\vee}\mathbb{C}-\mathsf{spec}-\mathsf{subfunc} (a_{\mathsf{Res}} b_{\mathsf{duction}})_{\mathsf{Methodology}}$$

- Need a lemma to complete the proof
 - Circuit is defined using {NOT, AND, OR}
 - xor is defined directly by pattern matching

```
\vee \mathbb{C}-xor-equiv : (not a \wedge b) \vee (a \wedge not b) \equiv (a \times b)
```

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Circuit "families"

- ▶ We can also prove properties of circuit "families"
- Example: an AND gate definition with generic number of inputs

```
\begin{array}{ll} \operatorname{andN}' : \forall \ n \to \mathbb{C}' \ n \ 1 \\ \operatorname{andN}' \ \operatorname{zero} \ = \ \mathsf{T}\mathbb{C}' \\ \operatorname{andN}' \ (\operatorname{suc} \ n) = \operatorname{id}\mathbb{C}' \ |' \ \operatorname{andN}' \ n \ \rangle\!\rangle' \ \wedge \mathbb{C}' \end{array}
```

- Example proof: when all inputs are true, output is true
 - For any number of inputs
 - Proof by induction on n (number of inputs)

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Problems

▶ This proof is done at the low level

```
proof-andN': \forall n \rightarrow [andN' n]' (replicate true) \equiv [true]_{Research Question}
proof-andN' zero
                         = refl
proof-andN' (suc n) = cong (spec-and \circ (_::_ true))
                                   (proof-andN' n)
```

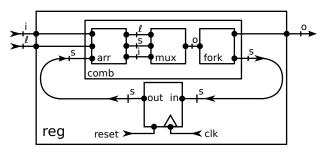
- Still problems with inductive proofs in the high level
 - Guess: definition of ℂ and □ prevent goal reduction

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Sequential proofs

Example of sequential circuit: a register



Respective Π-Ware circuit description

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Register example

Example (test case) of register behaviour

```
loads inputs: Stream Bool
loads = true:: # (true :: # (false :: # repeat false))
inputs = true :: # (false :: # (true :: # repeat false))

actual = take 42 ( [ reg ] * $ zipWith _, _ inputs loads)

test-reg = actual = true < false < replicate false
```

- ► Still problems with *infinite* expected vs. actual comparisons
 - Normal Agda equality (_≡_) does not work
 - Need to use bisimilarity

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What Π-Ware achieves

- Several design activities in the same language
 - Description (untyped / typed)
 - Simulation
 - Synthesis
 - · Verification (inductive families of circuits)
- ▶ Well-typed descriptions (ℂ) at compile time
 - Low-level descriptions (\mathbb{C}') / netlists are well-sized
- ▶ Type safety and totality of simulation due to Agda

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Current limitations / trade-offs

- ▶ Interface of generated netlists is always *flat*
 - · One input, one output

```
entity fullAdd8 is
port (
    inputs : in std_logic_vector(16 downto 0);
    outputs : out std_logic_vector(8 downto 0)
);
end fullAdd8;
```

- ▶ Due to the indices of \mathbb{C}' (naturals)
 - Can't distinguish \mathbb{C}' (1 + 8 + 8) (8 + 1) from \mathbb{C}' 17 9

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Current limitations / trade-offs

- ▶ Proofs for high-level families of circuits
 - Probably due to definitions of ℂ and □
- ▶ Proofs with infinite comparisons (sequential circuits)

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Future work

- ▶ Automatic proof by reflection for finite cases
- Prove properties of combinators in Agda
 - Algebraic properties
- Automatic generation of ↓W↑ (Synthesizable) instances
- ▶ More (higher) layers of abstraction

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Thank you! Questions?

Mede mogelijk gemaakt door:

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