

HOW TO USE THE DESCAM PLUGIN PRINTCHISEL

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1 Install Chisel

1.1 Development Tools

1.1.1 Install Java

```
1 sudo apt-get install default-jdk
```

1.1.2 Install sbt (Scala Build Tool)

```
1 echo "deb https://dl.bintray.com/sbt/debian/" | sudo tee -a /etc/apt/sources.list.d/sbt.list
2 sudo apt-key adv --keyserver hkp://keyserver.ubuntu.com:80 --recv 642AC823
3 sudo apt-get update
4 sudo apt-get install sbt
```

1.1.3 Install Verilator

1. Install prerequisites:

```
1 sudo apt-get install git make autoconf g++ flex bison
```

2. Clone repository:

```
1 git clone http://git.veripool.org/git/verilator
```

3. Check out a known good version (Currently recommended: 4.006):

```
1 git pull
2 git checkout verilator_4_006
```

4. In the Verilator repository directory, build and install:

```
1 unset VERILATOR_ROOT # For bash, unsetenv for csh
2 autoconf # Create ./configure script
3 ./configure
4 make
5 sudo make install
```

1.2 Chisel Tutorial

The tutorial teaches how to use the above tools to compile Chisel code and generate hardware.

1.2.1 Getting the repository

```
1 git clone https://github.com/ucb-bar/chisel-tutorial.git
2 cd chisel-tutorial
3 git fetch origin
4 git checkout release
```

1.2.2 Using Chisel

1. Run sbt:

```
1 sbt
```

2. Run the first example (In tutorial folder):

```
1 test:runMain problems.Launcher Mux2
```

1.3 Links

For further details on:

- Installing dev. tools: <https://github.com/freechipsproject/chisel3>
- Setting up tutorial: <https://github.com/ucb-bar/chisel-tutorial>
- Generation of Verilog and simulation files from Chisel code: <https://github.com/ucb-bar/chisel-tutorial/wiki/the-basics>

2 Chisel Projects

2.1 Create a Project

2.1.1 Manual

1. Get the project template:

```
1 mkdir ~/ChiselProjects
2 cd ~/ChiselProjects
3
4 git clone https://github.com/ucb-bar/chisel-template.git MyChiselProject
5 cd MyChiselProject
```

2. Clear out old stuff:

```
1 rm -rf .git
2 git init
3 git add .gitignore *
```

3. Rename project in build.sbt file:

Change the line `name := "chisel-module-template"` in file `build.sbt` to `name := "my-chisel-project"`.

2.1.2 Automatic

In the script found in folder `\PrintChiselTutorial\scripts\` change the path of the Chisel project directory to the path on your machine and then execute:

```
1 sudo ./create-chisel-project.sh PROJECT_FOLDER_NAME PACKAGE_NAME
```

2.2 Using IntelliJ IDEA

Many Chisel developers use JetBrains's IntelliJ IDEA as an IDE to write Chisel code. The following link shows how to install the tool and import your above created projects: <https://github.com/freechipsproject/chisel-template/wiki/IntelliJ-Installation-Guide>

2.3 Links

For further details on:

- Creating Chisel projects: <https://github.com/freechipsproject/chisel-template>
- Generating Verilog from a project: <https://github.com/freechipsproject/chisel3/wiki/Frequently-Asked-Questions#get-me-verilog>

3 Use PrintChisel

3.1 Workflow

1. Invoke plugin by executing DeSCAM with option `-PrintChisel`
2. The tool generates following files (if ESL description is named e.g. `MyDesign.h`):
 - `MyDesign.scala`
 - `MyDesign_functions.scala`
 - `MyDesign.sva`
 - `MyDesign_functions.sva`
 - `types.sva`
 - `ipc.sva`
3. Create a Chisel project by calling `sudo ./create-chisel-project.sh MY_DESIGN mydesign`
4. Copy `MyDesign.scala` and `MyDesign_functions.scala` into folder `\MY_DESIGN\src\main\scala\mydesign\`
5. In a terminal from the folder `\MY_DESIGN` invoke `sbt 'runMain mydesign.MyDesign'` to generate Verilog (`MyDesign.v`)

Examples of Chisel projects created following the above workflow can be found in folder `\PrintChiselTutorial\examples\`.

Important: Look at 3.2 before working with generated hardware!

3.2 Open Issues

- The automatic refinement (function `autorefine()` in PrintChisel plugin) of the state macros in the SVA file is not yet implemented and has to be performed manually before checking the design with OneSpin.