Chisel @ CS250 – Part I – Lecture 02

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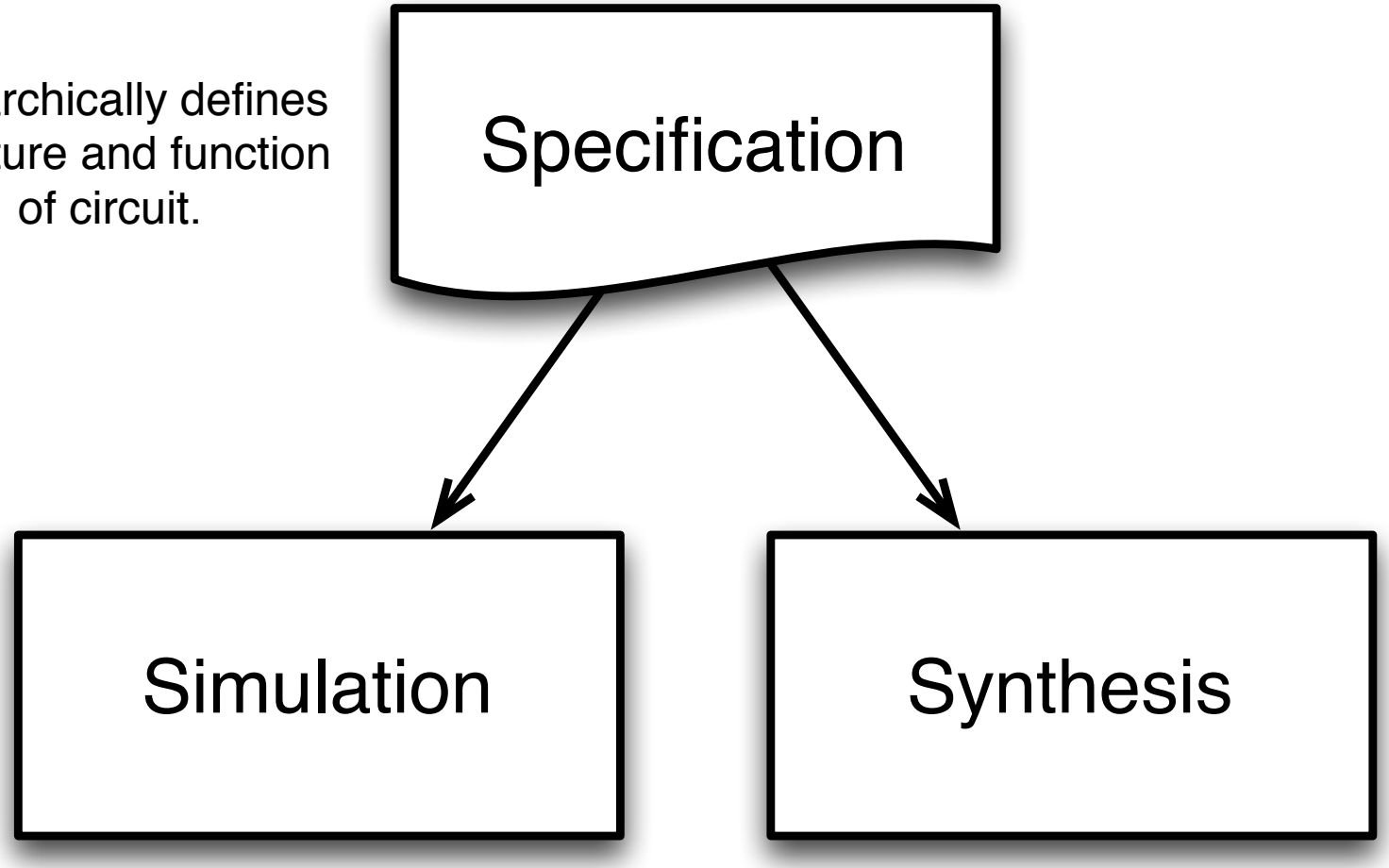
Standard Design Methodology

Hierarchically defines structure and function of circuit.

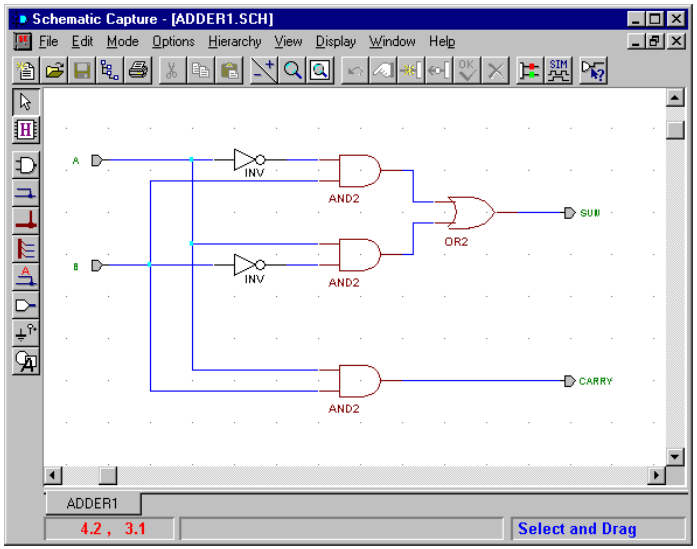


Verification: Does the design behave as required with regards to function (and timing, and power consumption)?

Maps design to resources of implementation platform (FGPA or ASIC).

Design Entry

- Design circuits graphically
- Used commonly until approximately 2002
- Schematics are intuitive
- Labor intensive to produce (especially readable ones).
- Requires a special editor tool
- Unless hierarchy is carefully designed, schematics can be confusing and difficult to follow on large designs



Structural Description: connections of components with a nearly one-to-one correspondence to schematic diagram.

```
Decoder(output x0,x1,x2,x3;
        input a,b) {
  wire abar, bbar;
  inv(bbar, b);
  inv(abar, a);
  and(x0, abar, bbar);
  and(x1, abar, b   );
  and(x2, a,    bbar);
  and(x3, a,    b   );
}
```

Behavioral Description: use high-level constructs (similar to convential programming) to describe the circuit function.

```
Decoder(output x0,x1,x2,x3;
        input a,b) {
  case [a b]
    00: [x0 x1 x2 x3] = 0x1;
    01: [x0 x1 x2 x3] = 0x2;
    10: [x0 x1 x2 x3] = 0x4;
    11: [x0 x1 x2 x3] = 0x8;
  endcase;
}
```

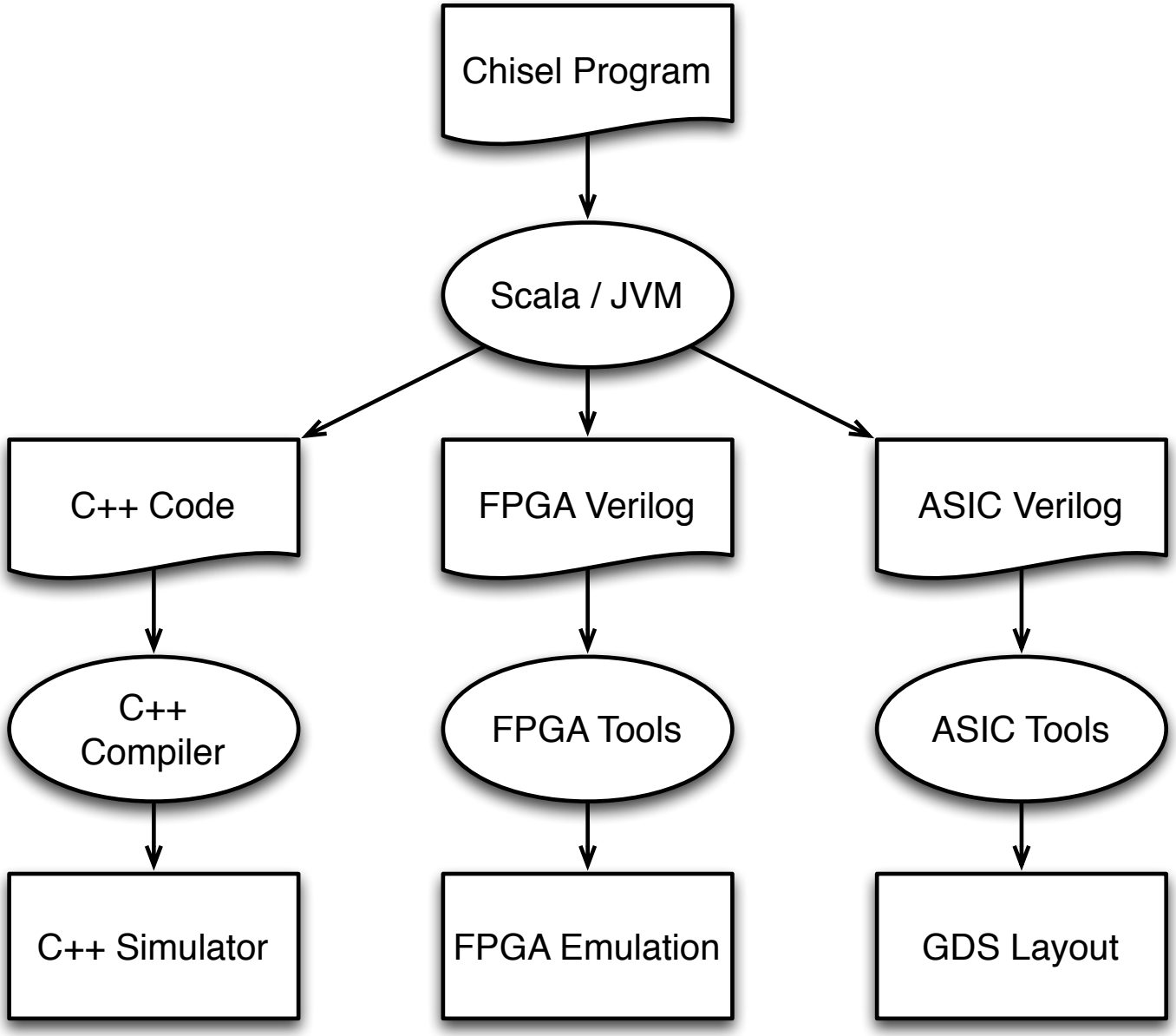
Verilog Issues

- Originally invented for simulation
- Many constructs don't synthesize: ex: deassign, timing constructs
- Others lead to mysterious results: for-loops
- Difficult to understand synthesis implications of procedural assignments (always blocks), and blocking versus non-blocking assignments
- In common use, most users ignore much of the language and stick to a very strict style
- Very weak meta programming support for creating circuit generators
- Various hacks around this over the years, ex: embedded TCL scripting
- VHDL has much the same issues

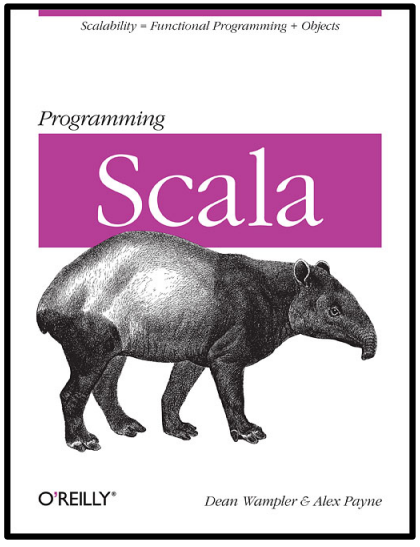
Constructing Hardware In Scala Embedded Language

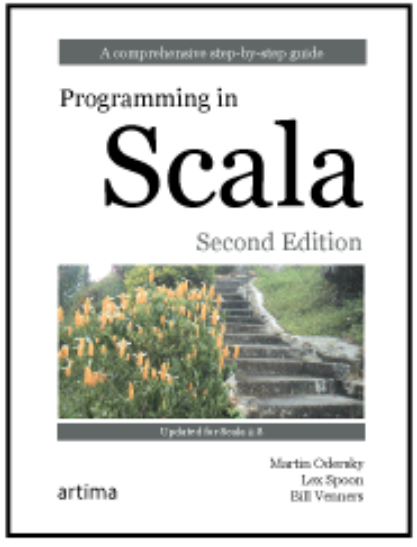
- Embed a hardware-description language in Scala, using Scala's extension facilities
- Chisel is just a set of class definitions in Scala and when you write a Chisel program you are actually writing a Scala program
- A hardware module is just a data structure in Scala
- Clean simple set of design construction primitives for RTL design
- Full power of Scala for writing hardware generators
- Different output routines can generate different types of output (C, FPGA-Verilog, ASIC-Verilog) from same hardware representation
- Can be extended above with domain specific languages (such as declarative cache coherence specifications)
- Can be extended below with new backends (such as quantum)
- Open source with lots of libraries
- Only 5200 lines of code in current version!

Chisel Workflow



- Compiled to JVM
  - Good performance
  - Great Java interoperability
  - Mature debugging, execution environments
- Object Oriented
  - Factory Objects, Classes
  - Traits, overloading etc
- Functional
  - Higher order functions
  - Anonymous functions
  - Currying etc
- Extensible
  - Domain Specific Languages (DSLs)





```
// Array's
val tbl = new Array[Int](256)
tbl(0) = 32
val y = tbl(0)
val n = tbl.length

// ArrayBuffer's
val buf = new ArrayBuffer[Int]()
buf += 12
val z = buf(0)
val l = buf.length

// List's
val els = List(1, 2, 3)
val a :: b :: c :: Nil = els
val m = els.length
```

Scala Iteration


```
val tbl = new Array[Int](256)

// loop over all indices
for (i <- 0 until tbl.length)
  tbl(i) = i

// loop of each sequence element
for (e <- tbl)
  tbl(i) += e

// nested loop
for (i <- 0 until 16; j <- 0 until 16)
  tbl(j*16 + i) = i

// create second table with doubled elements
val tbl2 = for (i <- 0 until 16) yield tbl(i)*2
```

```
// simple scaling function, e.g., x2(3) => 6
def x2 (x: Int) = 2 * x
```

```
// produce list of 2 * elements, e.g., x2list(List(1, 2, 3)) => List(2, 4, 6)
def x2list (xs: List[Int]) = xs.map(x2)
```

```
// simple addition function, e.g., add(1, 2) => 3
def add (x: Int, y: Int) = x + y
```

```
// sum all elements using pairwise reduction, e.g., sum(List(1, 2, 3)) => 6
def sum (xs: List[Int]) = xs.foldLeft(0)(add)
```

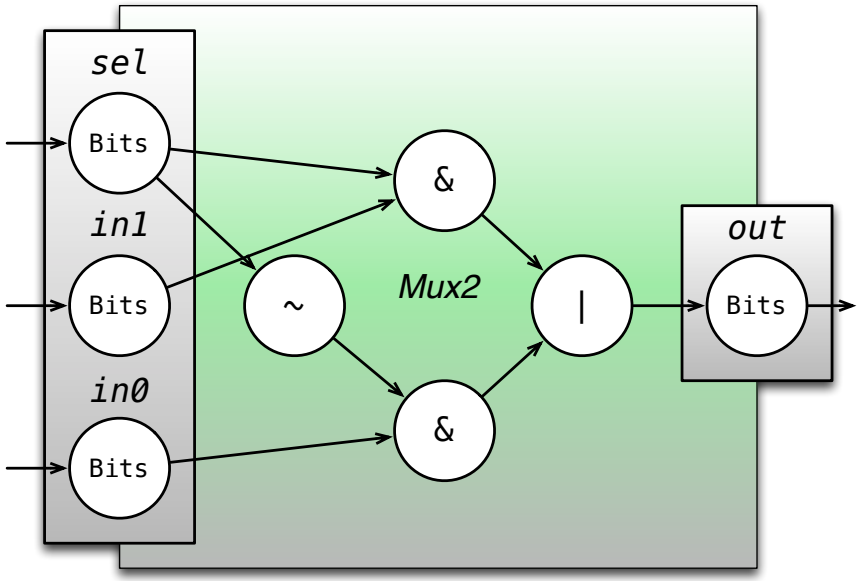
```
object Blimp {
  var numBlimps = 0
  def apply(r: Double) = {
    numBlimps += 1
    new Blimp(r)
  }
}

Blimp.numBlimps
Blimp(10.0)

class Blimp(r: Double) {
  val rad = r
  println("Another Blimp")
}

class Zep(r: Double) extends Blimp(r)
```

Scala Console


```
> scala
scala> 1 + 2
=> 3
scala> def f (x: Int) = 2 * x
=> (Int) => Int
scala> f(4)
=> 8
```

Chisel Example


```
class Mux2 extends Component {
  val io = new Bundle{
    val sel = Bits(INPUT, 1)
    val in0 = Bits(INPUT, 1)
    val in1 = Bits(INPUT, 1)
    val out = Bits(OUTPUT, 1)
  }
  io.out := (io.sel & io.in1) |
            (~io.sel & io.in0)
}
```



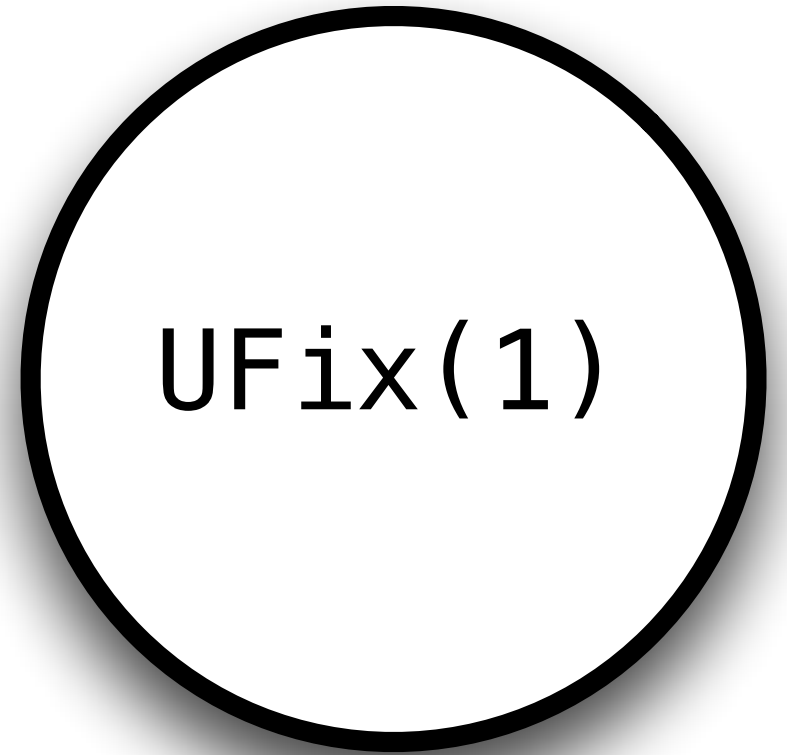
Literals

```
Bits(1)        // decimal 1-bit literal from Scala Int.
Bits("ha")     // hexadecimal 4-bit literal from string.
Bits("o12")    // octal 4-bit literal from string.
Bits("b1010") // binary 4-bit literal from string.

Fix(5)         // signed decimal 4-bit literal from Scala Int.
Fix(-8)        // negative decimal 4-bit literal from Scala Int.
UFix(5)        // unsigned decimal 3-bit literal from Scala Int.

Bool(true)     // Bool literals from Scala literals.
Bool(false)
```

```
Bits("h_dead_beef") // 32-bit literal of type Bits.
Bits(1)             // decimal 1-bit literal from Scala Int.
Bits("ha", 8)       // hexadecimal 8-bit literal of type Bits.
Bits("o12", 6)      // octal 6-bit literal of type Bits.
Bits("b1010", 12)   // binary 12-bit literal of type Bits.

Fix(5, 7)           // signed decimal 7-bit literal of type Fix.
UFix(5, 8)          // unsigned decimal 8-bit literal of type UFix.
```

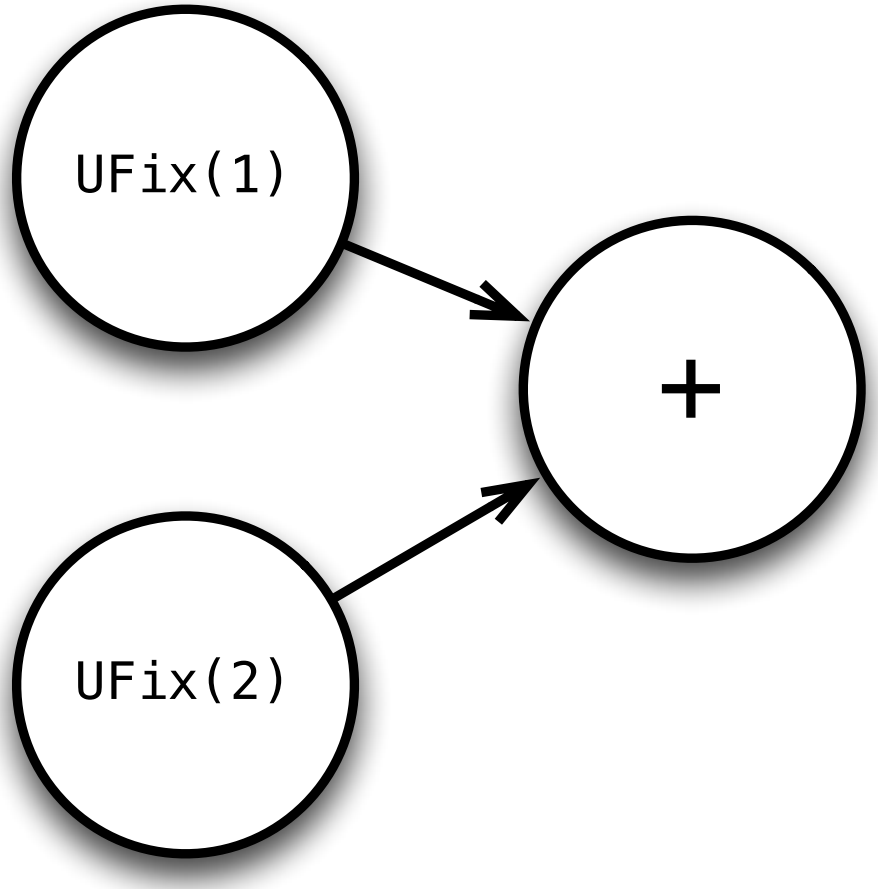
Literal Node Construction


```
UFix(1)
```

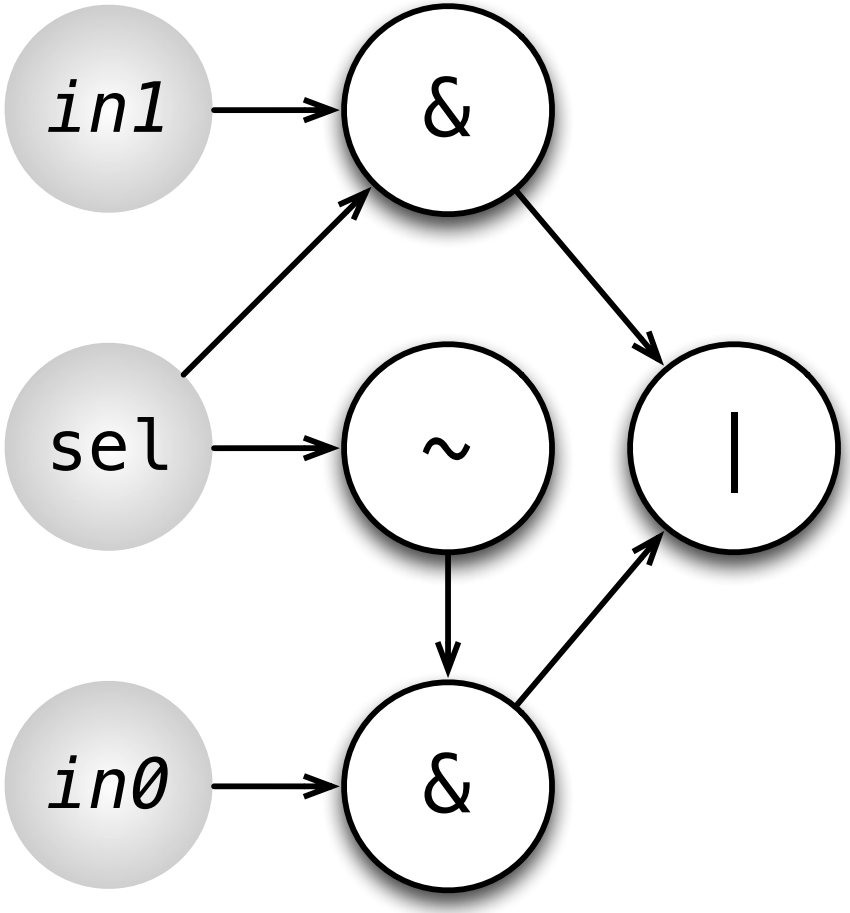


Algebraic Construction


```
UFix(1) + UFix(1)
```

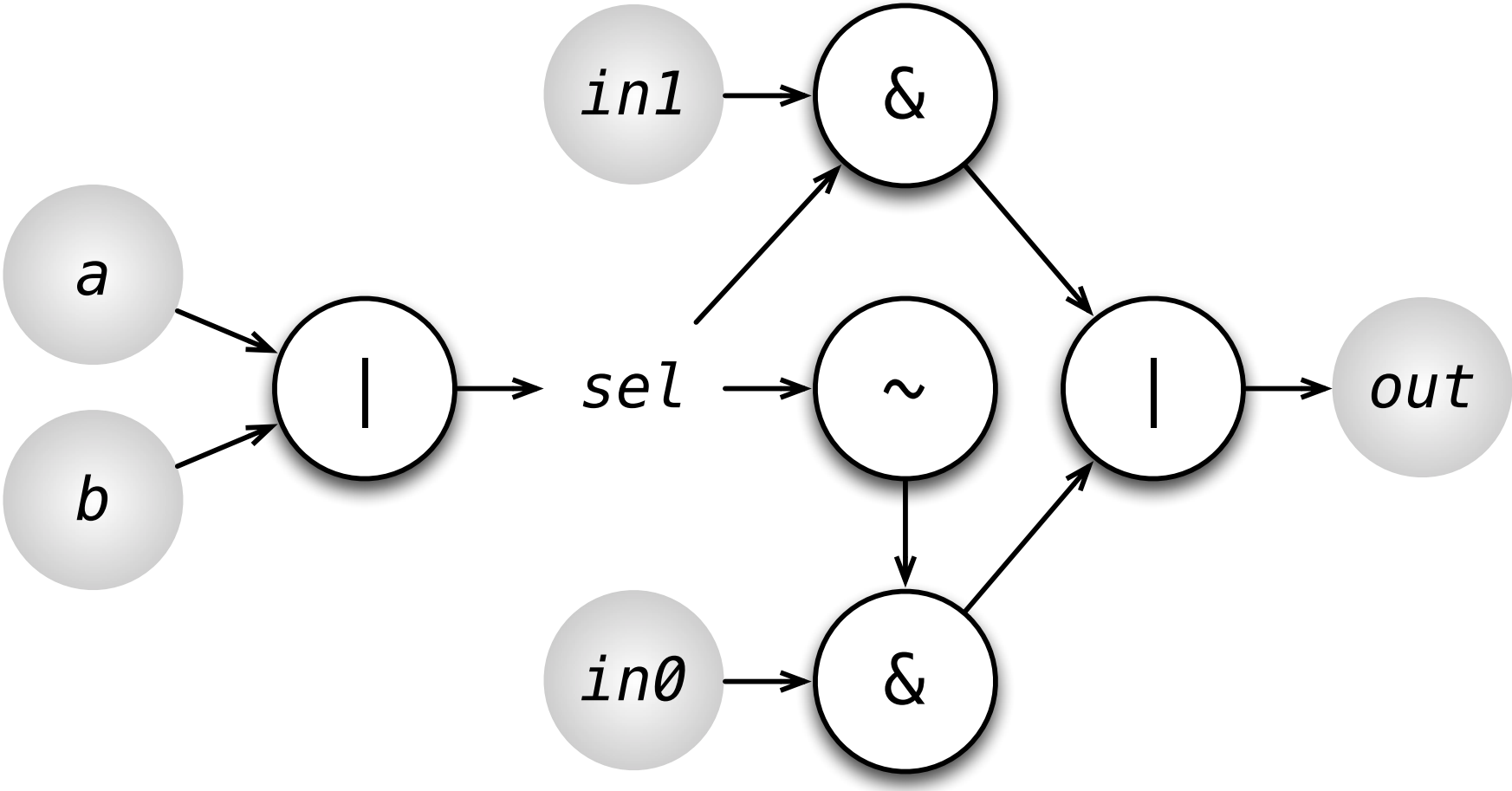


```
(sel & in1) | (~sel & in0)
```

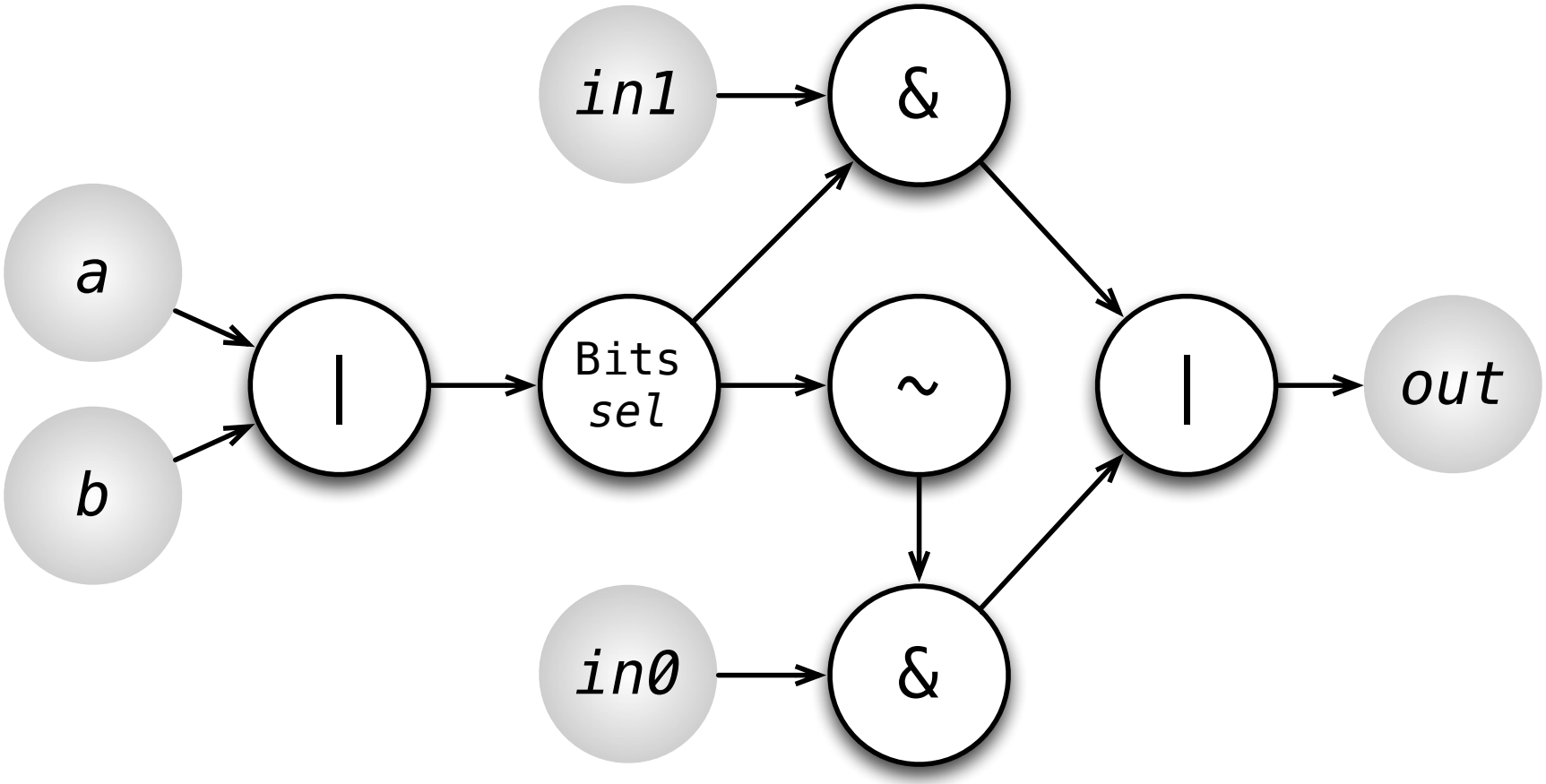


Fan Out


```
val sel = a | b
val out = (sel & in1) | (~sel & in0)
```



```
val sel = Bits()
val out = (sel & in1) | (~sel & in0)
sel := a | b
```



Valid on Bits, Fix, UFix, Bool.

```
// Bitwise-NOT
val invertedX = ~x
// Bitwise-AND
val hiBits    = x & Bits("h_ffff_0000")
// Bitwise-OR
val flagsOut  = flagsIn | overflow
// Bitwise-XOR
val flagsOut  = flagsIn ^ toggle
```

Valid on Bits, Fix, and UFix. Returns Bool.

```
// AND-reduction
val allSet = andR(x)
// OR-reduction
val anySet = orR(x)
// XOR-reduction
val parity = xorR(x)
```

where reduction applies the operation to all the bits.

Valid on Bits, Fix, UFix, and Bool. Returns Bool.

```
// Equality
val equ = x === y
// Inequality
val neq = x != y
```

where === is used instead of == to avoid collision with Scala.

Valid on Bits, Fix, and UFix.

```
// Logical left shift.
val twoToTheX = Fix(1) << x
// Right shift (logical on Bits & UFix, arithmetic on Fix).
val hiBits    = x >> UFix(16)
```

where logical is a raw shift and arithmetic performs top bit sign extension.

Valid on Bits, Fix, UFix, and Bool.

```
// Extract single bit, LSB has index 0.
val xLSB       = x(0)
// Extract bit field  from end to start bit pos.
val xTopNibble = x(15,12)
// Replicate a bit string multiple times.
val usDebt     = Fill(3, Bits("hA"))
// Concatenates bit fields, w/ first arg on left
val float      = Cat(sgn,exp,man)
```

Valid on Bools.

```
// Logical NOT.
val sleep = !busy
// Logical AND.
val hit   = tagMatch && valid
// Logical OR.
val stall = src1busy || src2busy
// Two-input mux where sel is a Bool.
val out   = Mux(sel, inTrue, inFalse)
```

Valid on Nums: Fix and UFix.

```
// Addition.
val sum  = a + b
// Subtraction.
val diff = a - b
// Multiplication.
val prod = a * b
// Division.
val div  = a / b
// Modulus
val mod  = a % b
```

where `Fix` is a signed fixed-point number represented in two's complement and `UFix` is an unsigned fixed-point number.

Arithmetic comparisons

Valid on Nums: Fix and UFix. Returns Bool.

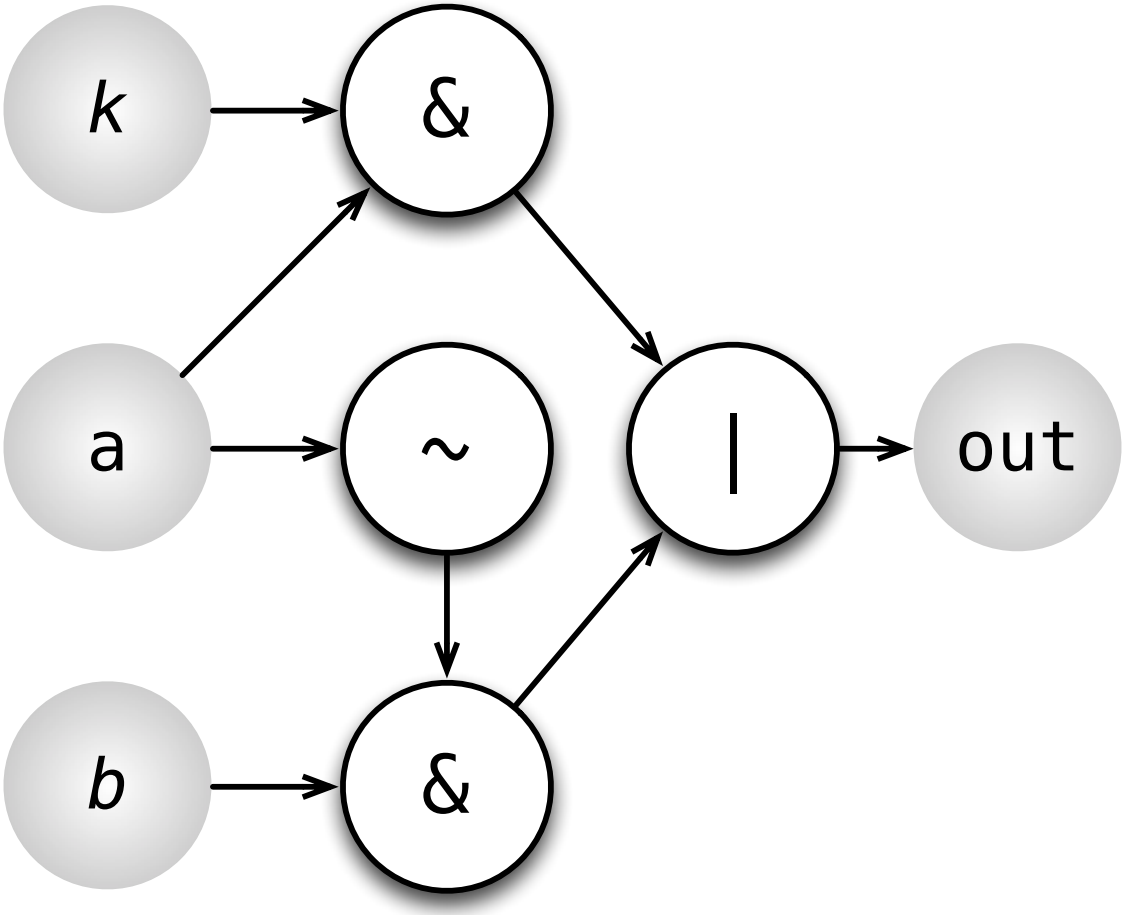
```
// Greater than.
val gt  = a > b
// Greater than or equal.
val gte = a >= b
// Less than.
val lt  = a < b
// Less than or equal.
val lte = a <= b
```

Bitwidth Inference

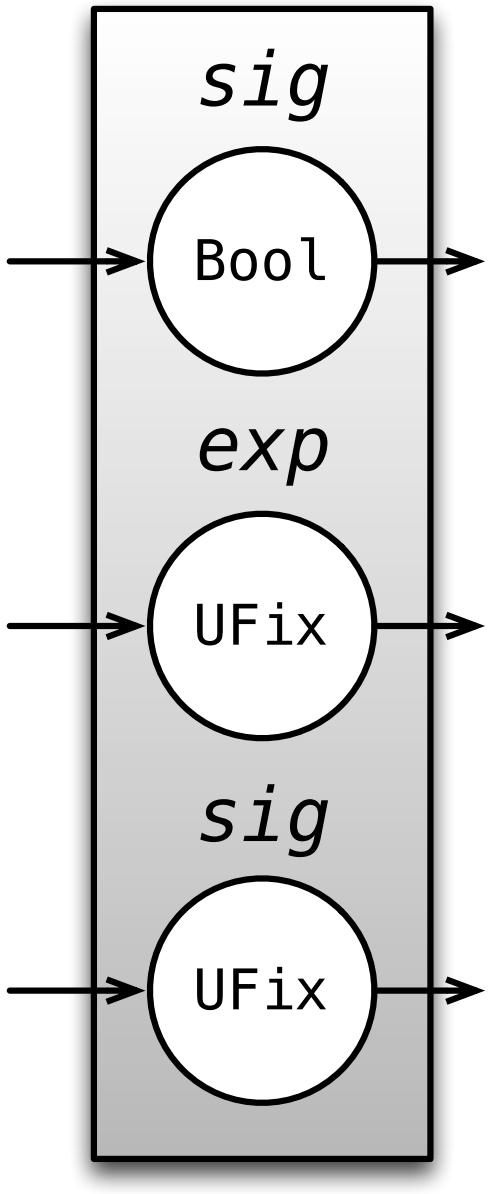
operation	bit width
`z = x + y`	`wz = max(wx, wy)`
`z = x - y`	`wz = max(wx, wy)`
`z = x & y`	`wz = min(wx, wy)`
`z = x | y`	`wz = max(wx, wy)`
`z = Mux(c, x, y)`	`wz = max(wx, wy)`
`z = w * y`	`wz = wx + wy`
`z = x << n`	`wz = wx + maxNum(n)`
`z = x >> n`	`wz = wx - minNum(n)`
`z = Cat(x, y)`	`wz = wx + wy`
`z = Fill(n, x)`	`wz = wx * maxNum(n)`

Functional Abstraction


```
def mux2 (sel: Bits, in0: Bits, in1: Bits) =
  (sel & in1) | (~sel & in0)

val out = mux2(k,a,b)
```

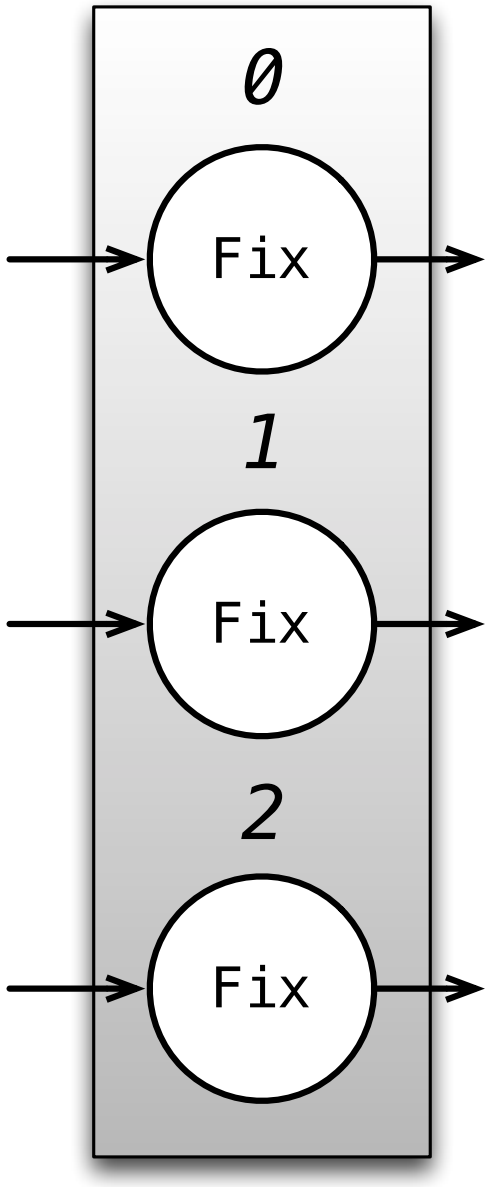


```
class MyFloat extends Bundle {
  val sign        = Bool()
  val exponent    = UFix(width = 8)
  val significand = UFix(width = 23)
}

val x  = new MyFloat()
val xs = x.sign
```



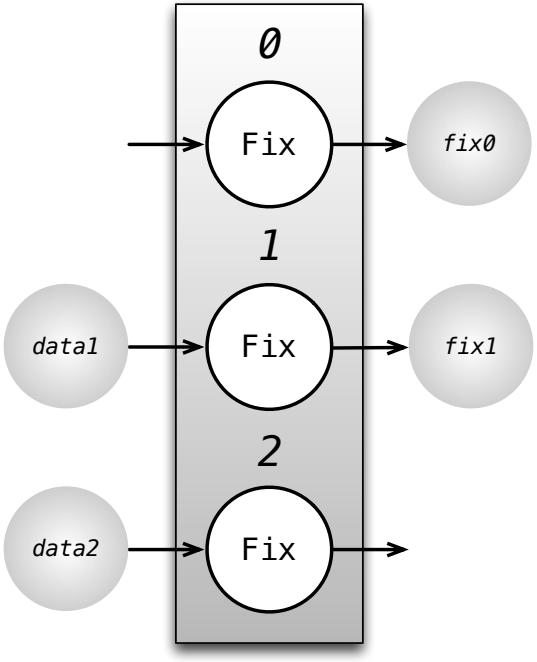
```
// Vector of 3 23-bit signed integers.
val myVec = Vec(3) { Fix(width = 23) }
```

- can be used as Scala sequences
- can also be nested into Chisel Bundles



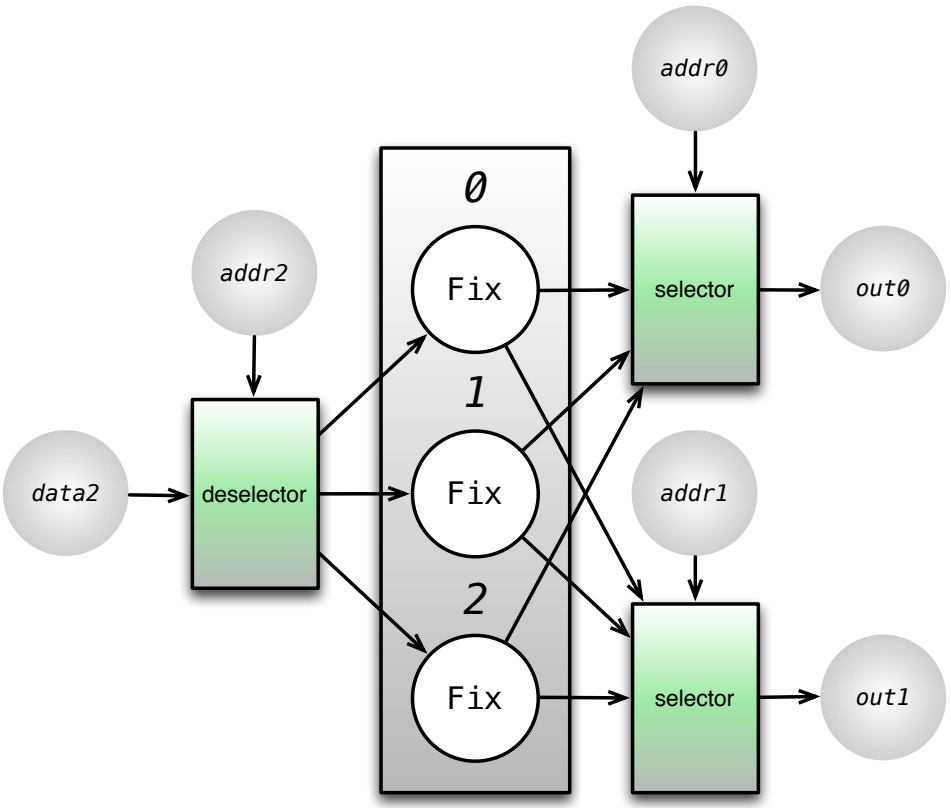
Static Vec Element Access


```
val myVec = Vec(3) { Fix(width = 23) }

// Connect to one vector element chosen at elaboration time.
val fix0  = myVec(0)
val fix1  = myVec(1)
fix1     := data1
myVec(2) := data2
```



Dynamic Vec Element Access


```
val myVec = Vec(3) { Fix(width = 23) }

// Connect to one vector element chosen at runtime.
val out0      = myVec(addr0)
val out1      = myVec(addr1)
myVec(addr2) := data2
```

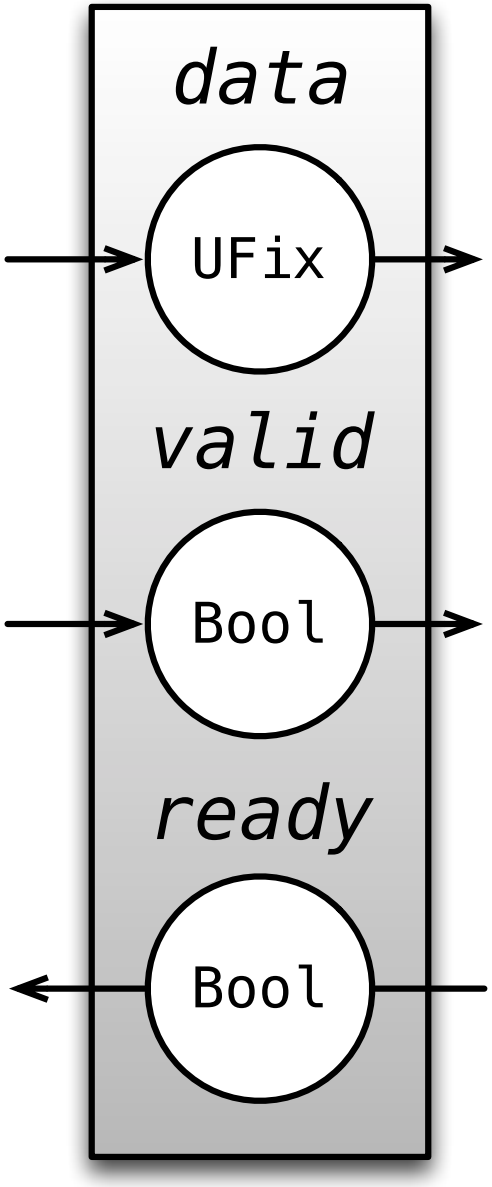


Data object with directions assigned to its members

```
class FIFOIO extends Bundle {
  val data  = Bits(INPUT, 32)
  val valid = Bool(OUTPUT)
  val ready = Bool(INPUT)
}
```

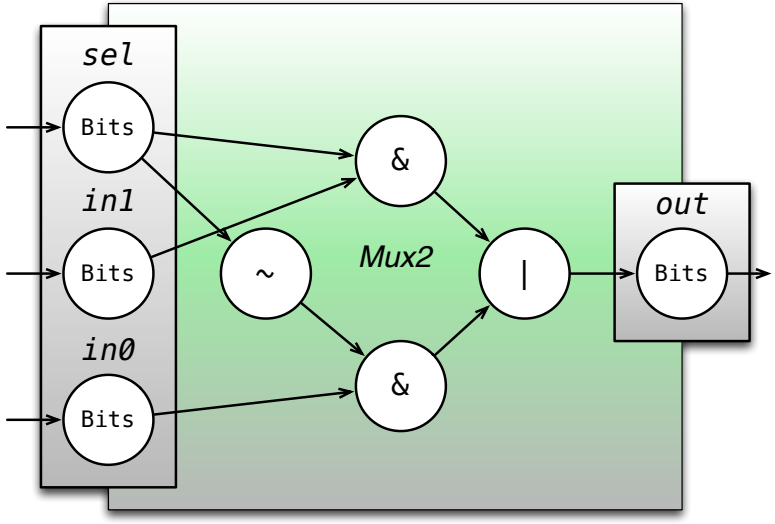
Direction assigned at instantiation time

```
class ScaleIO extends Bundle {
  val in    = new MyFloat().asInput
  val scale = new MyFloat().asInput
  val out   = new MyFloat().asOutput
}
```

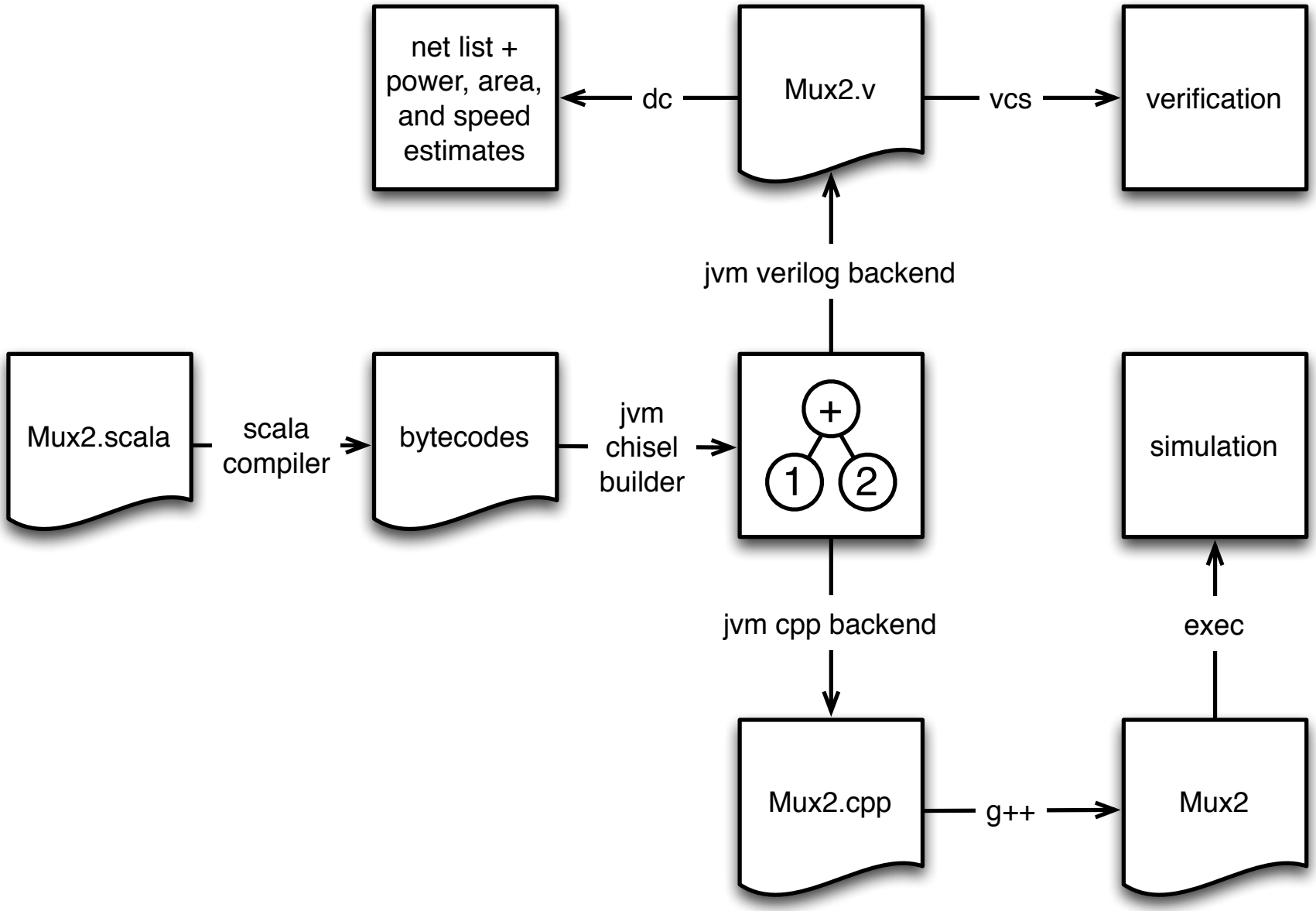


- inherits from `Component`,
- contains an interface stored in a port field named `io`, and
- wires together subcircuits in its constructor.

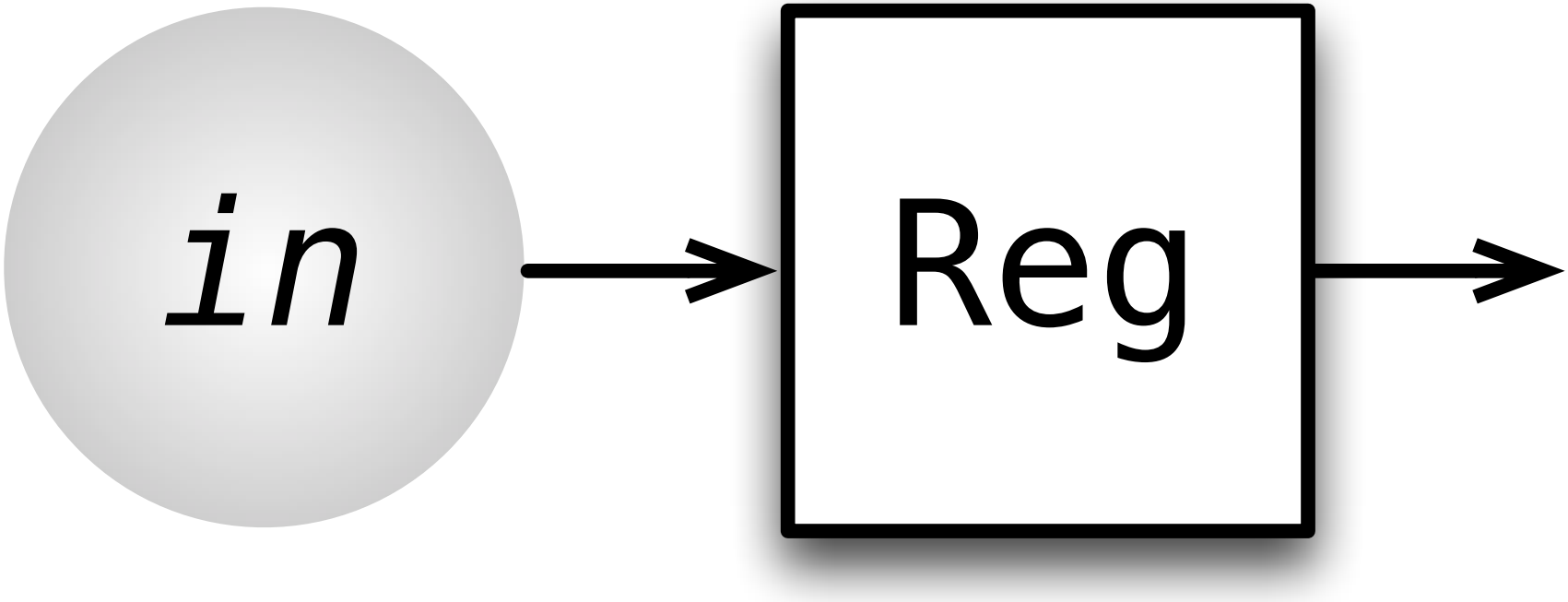
```
class Mux2 extends Component {
  val io = new Bundle{
    val sel = Bits(INPUT, 1)
    val in0 = Bits(INPUT, 1)
    val in1 = Bits(INPUT, 1)
    val out = Bits(OUTPUT, 1)
  }
  io.out := (io.sel & io.in1) |
            (~io.sel & io.in0)
}
```



Chisel Workflow

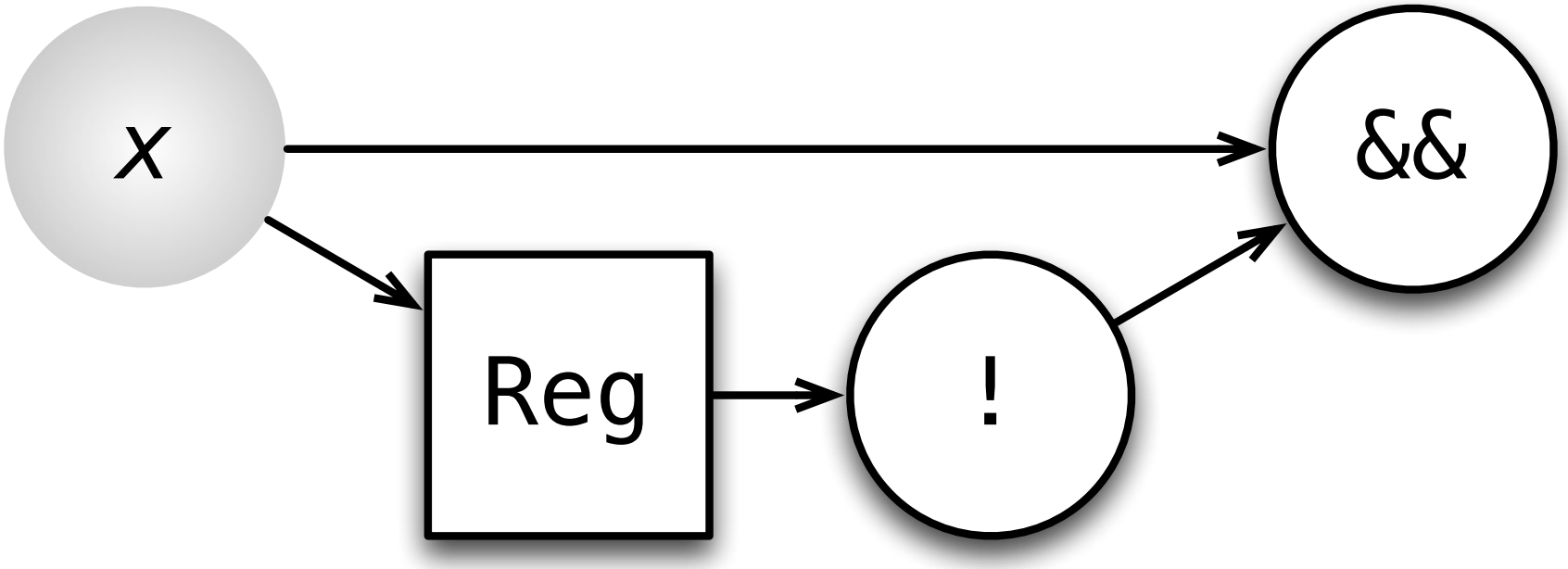


```
Reg(in)
```



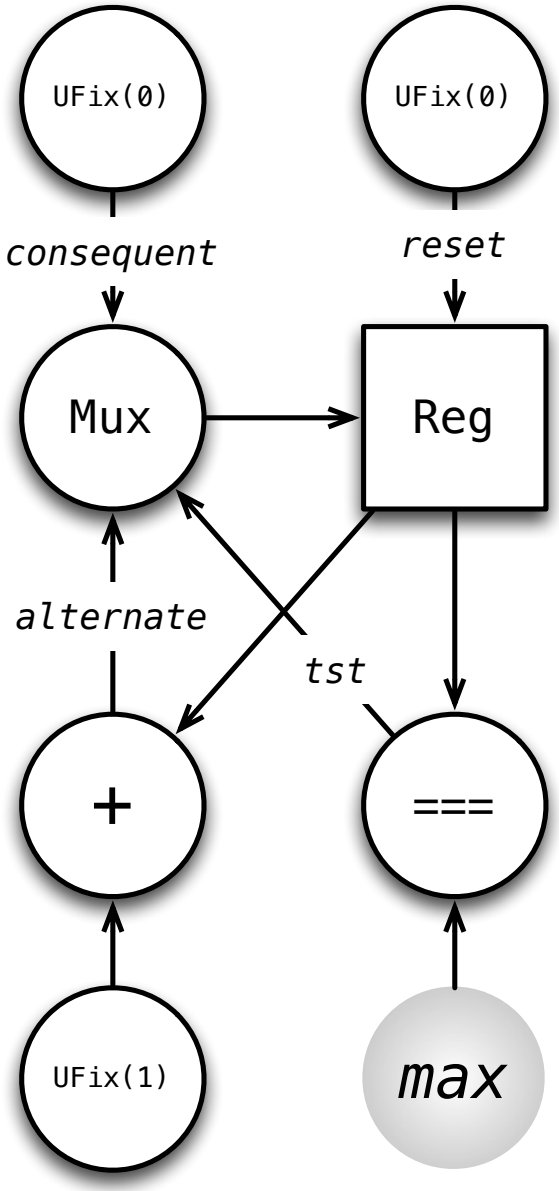
Rising Edge

```
def risingEdge(x: Bool) = x && !Reg(x)
```



Counter

```
def counter(max: UFix) = {
  val x = Reg(resetVal = UFix(0, max.getWidth))
  x := Mux(x == max, UFix(0), x + UFix(1))
  x
}
```



```
// Produce pulse every n cycles.
def pulse(n: UFix) = counter(n - UFix(1)) === UFix(0)
```

```
// Flip internal state when input true.
def toggle(p: Bool) = {
  val x = Reg(resetVal = Bool(false))
  x := Mux(p, !x, x)
  x
}
```

```
// Square wave where each half cycle has given period.
def squareWave(period: UFix) = toggle(pulse(period))
```