

# BS better with FP

...in three acts

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# Outline

- ◆ Haskell's Adventures in the Real World
- ◆ Peddling FP under the covers
- ◆ Compiling FP into hardware

# Act I

# Haskell's Adventures in the Real World

# Background

- ◆ Bluespec, Inc.
  - 1yr+ VC-funded startup
  - ~20 employees, ~10 engineers
  - technology developed at MIT and Sandhurst
- ◆ Chip design tool (details later)
- ◆ Code size
  - compiler: 61k lines Haskell + 109k lines C
    - ” (C mostly in BDD library)
  - RTS/Libs: 8k lines BS, 1.2k lines Verilog, 12.5k lines C

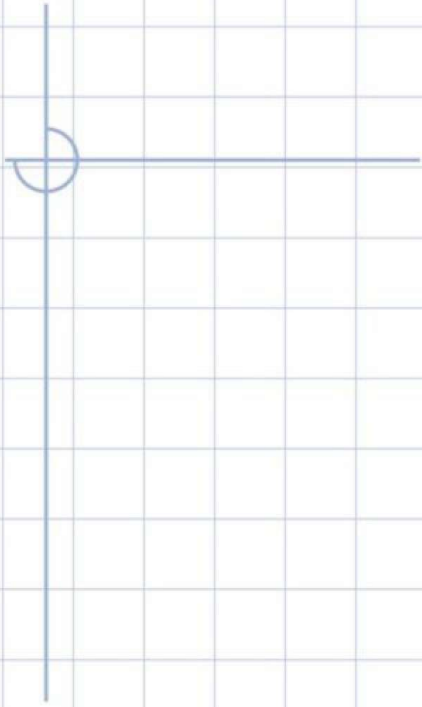
# Benefits of Haskell

- ◆ Quick prototyping
  - optimize later when required
- ◆ Type system allows safe changes and refactoring
- ◆ Pattern matching permits concise code
- ◆ Automatic memory management
  - so good, nobody notices
- ◆ Monads clear the mind (and the sinuses)

*one (Haskell-trained) intern added full SV assertions support in a summer*

# Business perspective

- ◆ Hiring Haskell programmers
  - the pool is *very* small
  - but smart (non-Haskell) people learn quickly
  - ramp-up cost dominated by deciphering code and articulating hidden assumptions anyway
    - ” but businesses need to plan for this
- ◆ Inexpensive outsourcing harder
  - training is an issue
- ◆ Scarcity of Haskell tools adds risk
  - de facto GHC dependency
  - free software license helps



Sins

# Big positional data structs

- ◆ Good

```
data Maybe a = Just a | Nothing
```

- ◆ Bad

```
data Pkg = Pkg String String Foo Int Integer  
        [Int] Bar ...
```

- ◆ Deadly

- some thousand lines later or in another file...

```
frobble (Pkg _ s f _ z ys b ...) = ...
```

- *especially* with easy-to-type variable names

- ◆ Same with functions of many arguments



# Deeply nested patterns

## ◆ Obvious

```
fromBE (If e1 e2 e3) = ...
fromBE (And e1 e2) = ...
```

## ◆ Readable?

```
collEQs (IAps (ICon _ (ICPrim _ PrimBAnd)) _
  [e1, e2]) = ...
```

## ◆ Encrypted

```
vsUniv (ICon i (ICValue { iValDef = IAps (ICon _
  (ICPrim _ PrimRange)) _ [ICon _ (ICInt { iVal
  = IntLit { ilValue = lo } }), ICon _ (ICInt
  { iVal = IntLit { ilValue = hi } }), _] }))
= ...
```

# Misguided “cleverness”

- ◆ “I bet I can do it with concatMap, fold, and scanr...”

- ◆ Long dotted chains of list functions

```
magic = magicfold . map snd . G.toVAList .  
        addMissing . foldl G.addEdge G.empty .  
        map (\(a,b) -> (a,b,()))
```

```
magicfold [] = []
```

```
magicfold xs = foldl1 intersect xs
```

- ◆ Not limited to Haskell

```
while(*s++=*t++);
```

# Rewrite instead of reuse

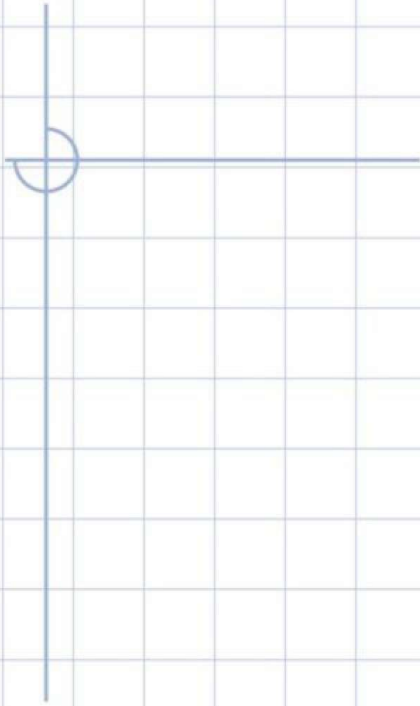
- ◆ Foo.hs, line 432...

```
fst3 (x, _, _) = x  
snd3 (_, y, _) = y  
thd (_, _, z) = z
```

- ◆ Bar.hs, line 1207...

```
get_1st (x, _, _) = x  
get_2nd (_, y, _) = y  
get_3rd (_, _, z) = z
```

- ◆ Temptation remains high
  - searching slower than rewriting



# Annoyances

# Creeping monadery

- ◆ “Central repository” paradigm
  - flags
  - name supply
  - symbol table
  - rename an ID across the whole program
- ◆ Foreign calls (e.g., external libraries)
  - BDD was monadic; now it’s foreign and in IO
  - ...and once in IO, there is no escape
- ◆ I/O *during* long computation (warnings)
- ◆ Soon IO has crept in *everywhere!*

# Laziness and debugging

- ◆ Everyone wants a gdb
  - examine/change a “universe” snapshot
  - for debugging
  - for deciphering mysterious code
  - laziness makes it hard!
- ◆ Laziness not as beneficial as expected
  - need to write out intermediate files
  - need to force thunks to limit heap leaks
  - need to attribute runtime to specific stages

# Testing/counting data tags

- ◆ Pattern-matching filters for one tag; what if you want two?

```
data T a b ... = T0 | T1 a | T2 b | ...  
fribble x | isT0 x || isT1 x = ...
```

- derive `isT0`, `isT1` automatically

- ◆ Class *Enum* enumerates the values of *T*; what if you want to enumerate the tags?

```
let tagNames = ["foo", "bar", "quux", ...]  
    name = tagNames !! tagOf x
```

- derive `tagOf` automatically

# Learning Haskell

- ◆ More realistic examples in books
  - the real world lives in IO
  - the real world is not an interpreter
- ◆ Monads considered confusing
- ◆ No “good programming style” guide
- ◆ Easier to write code than to trace code
- ◆ How useful is Haskell to one’s career?



## Act II

Peddling FP  
under the covers

# Tool and market

- ◆ For designing chips (ASICs, FPGAs, ...)
  - currently low-level with Verilog or VHDL
  - chip complexity rising (millions of gates)
- ◆ For chip designers, verification engineers, system architects
  - ASICs have huge NREs (\$500K–\$1M)
  - mistakes (respins) cost another NRE
  - tools run into millions of \$\$\$ per team, form a significant fraction of a company's budget (e.g., ~10%)
  - tools tend to run on UNIX (Solaris, Linux)

# Bluespec Classic: a Haskell-based HDL



```
package Shift(shift) where
import List

sstep :: Bit m -> Bit n -> Nat -> Bit n
sstep s x i when s[i:i] == 1 = x << (1 << i)
sstep s x i = x

shift :: Bit m -> Bit n -> Bit n
shift s x = foldl (sstep s) x
              (map fromInteger
                (upto 0 ((valueOf m) - 1)))
```

# Selling BS Classic

- ◆ Unfamiliar syntax a significant barrier
  - even in marketing slides
  - even ()s in function calls are different!
- ◆ Many fronts in adoption war
  - *new* hardware design methodology
  - *new* unfamiliar syntax
  - *new* type system
  - *new* purely functional thinking
  - *new* FP concepts (map, fold, monads)

# Adapt an existing HDL

- ◆ Map matching concepts
  - expressions, bit vectors, functions, modules
- ◆ Extend where straightforward
  - higher-order functions, first-class objects, polymorphism
- ◆ Standardize where possible
  - tagged unions, pattern matching (SV 3.1a)
- ◆ Desugar where required
  - imperative assignments, loops

# Bluespec SystemVerilog: FP with Verilog Syntax

```
function Bit#(n) sstep(Bit#(m) s, Bit#(n) x, Nat i);
  if(s[i] == 1)
    return(x << (1 << i));
  else
    return x;
endfunction
```

```
function Bit#(n) shift(Bit#(m) s, Bit#(n) x);
  return(foldl((sstep(s)),
              x,
              (map(fromInteger,
                  upto(0, valueof(m) - 1)))));
endfunction
```

# Bluespec SystemVerilog: Imperative circuit construction

```
function Bit#(n) shift(Bit#(m) s, Bit#(n) x);
    Integer max = valueof(m);
    Bit#(n) xA [max+1];
    xA[0] = x;
    for (Integer j = 0; j < max; j = j + 1)
        if (s[fromInteger(j)] == 1)
            xA[j+1] = xA[j] << (1 << fromInteger(j));
        else
            xA[j+1] = xA[j];
    return xA[max];
endfunction
```

# Teaching BSV

- ◆ Limited training time (2-4 days typical)
- ◆ Audience: hardware designers
  - little or no FP background
  - wires and registers, not abstractions
  - conservative (remember cost of mistakes?)
- ◆ Format: lectures interspersed with labs
- ◆ Need to communicate basics
  - or else evaluation project might be hard
- ◆ Want to show full range of features
  - or else benefits not perceived and no sale



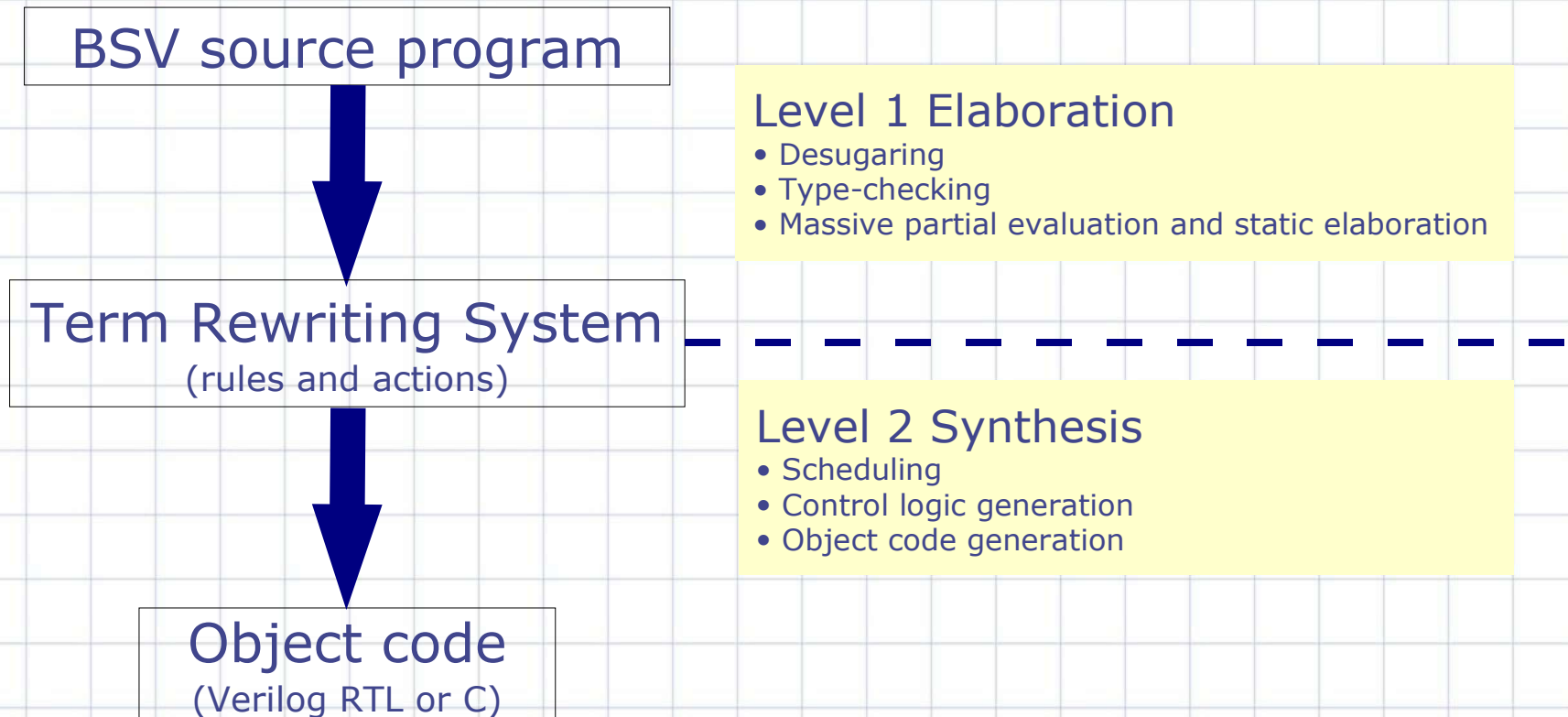
# Teaching conclusions

- ◆ Functional features are advanced
  - Get in the way of communicating basics
- ◆ Strict typing seen as restrictive
  - bit vs. Bool
  - bit-width constraints
  - structures vs. bit representations
- ◆ Standards less relevant when teaching
  - damn the torpedoes and teach the sugar
- ◆ Key challenge: build intuition about generated hardware

# Act III

Compiling FP  
into hardware

# Implementing BSV: two-level compilation



- ◆ For historical reasons, the level one evaluator is lazy
- ◆ Is this still a good idea as the language becomes more imperative?

# Laziness is hard work

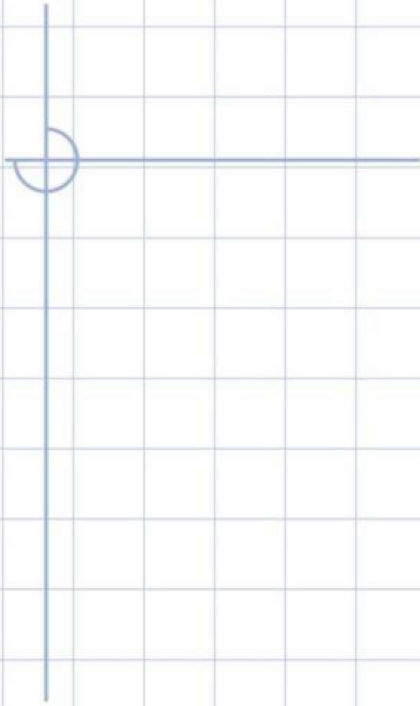
- ◆ Performance is a challenge
  - graph reduction required to avoid duplicating work
- ◆ Non-strict primitives (if, and, or) require careful handling
  - symmetric short-circuiting
  - undetermined values must be propagated correctly
- ◆ Error messages can be confusing
  - “Compile-time expression did not evaluate”

# Being lazy pays off

- ◆ Consider:  $let\ z = x + y$
- ◆ Is this:
  - a static constant?
  - a fixed incrementer?
  - a full adder?
- ◆ A lazy evaluator does not care!
  - evaluates what it can
  - defers (or suspends) what it can't
- ◆ User benefit: can move freely between static and dynamic code

# Conclusions

- ◆ Using FP not at all tragic :)
  - makes a small team powerful and agile
  - power can easily be abused
  - does not cure common engineering ills
- ◆ Teaching FP *quickly* is a challenge
  - especially new thinking on multiple fronts
  - most professionals averse to change
- ◆ FP techniques apply in new contexts
  - good for your mental toolbox



The End