

Bringing declarative programming
into a commercial tool
for developing integrated circuits

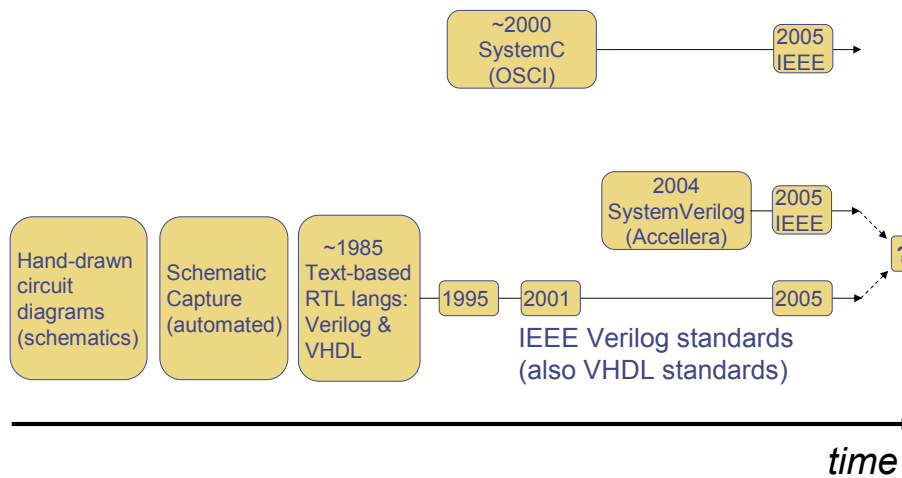
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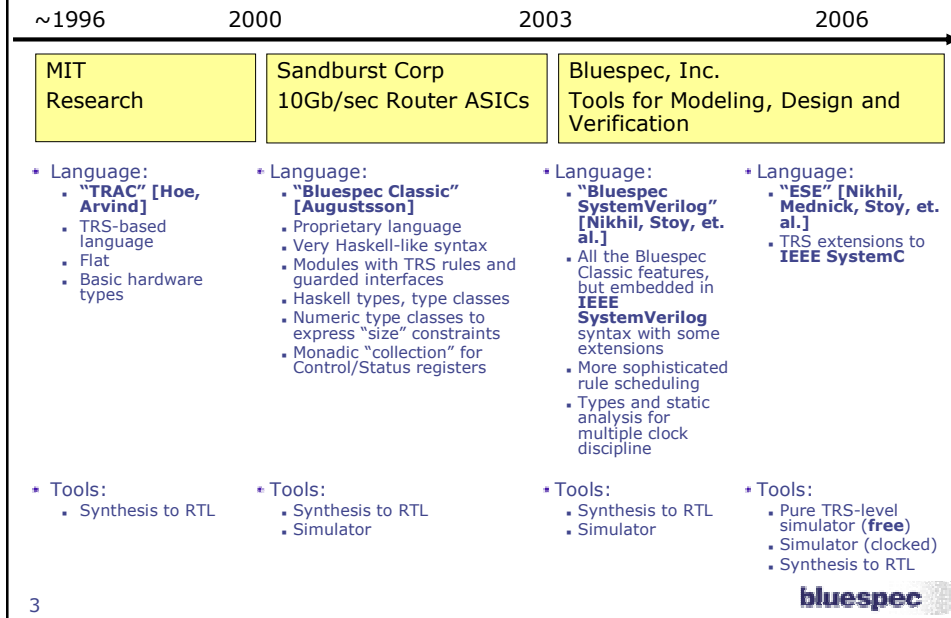
CUPF, September 21, 2006

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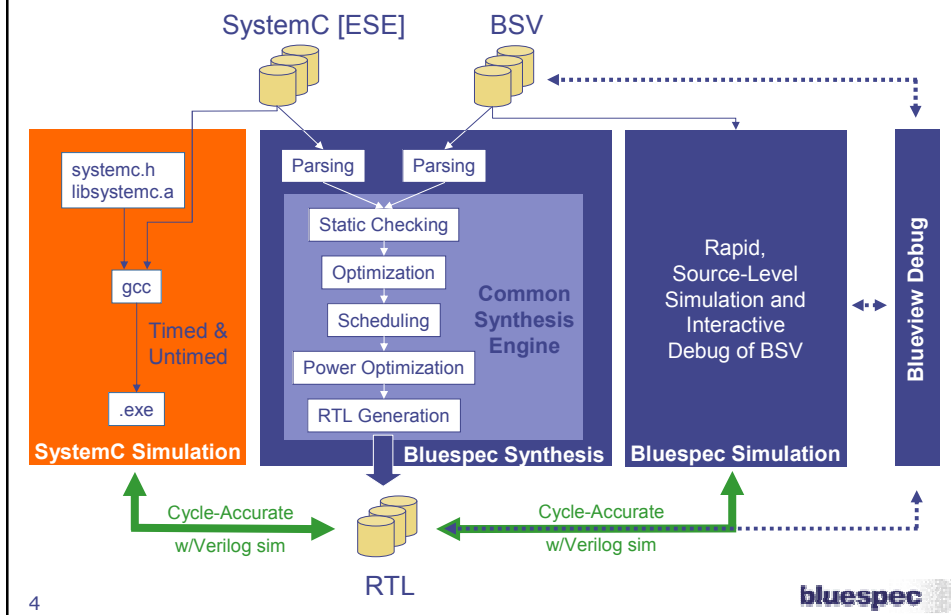
Evolution of HDLs (Hardware Description Languages) and Modeling Languages



The Bluespec saga (still playing!)



Bluespec tools



The saga

- Epic in duration
 - (like a Bollywood movie!)
- Not yet epic in impact
- What does it take for wide adoption?

5

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The adoption process

- Technical presentation in front of engineering managers, senior engineers
- If pass, do an "eval"
 - Training: 3 days of lectures and labs
 - Project: 2-6 weeks, with close support
- If pass ... maybe do another eval ... and another eval ...
- If pass, adopt for a small project
- ... *the process can take months, years*

6

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Getting an audience for initial technical presentations

- Is not (too) hard, because every company is in a “productivity squeeze”, and knows they have to do *something*:
 - Skyrocketing costs for chip development, as Moore’s law increases complexity of what’s on a chip
 - Time-to-market windows shrinking

7

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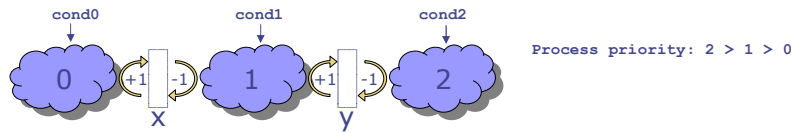
Problem: how to do an “elevator pitch” for productivity improvement?

- Raising the level of abstraction wins “in the large”, not on small toy examples
- But how do you demonstrate this during an “elevator pitch”?
 - Need small but convincing examples
 - With *lots* of explicit verbal reinforcement!

8

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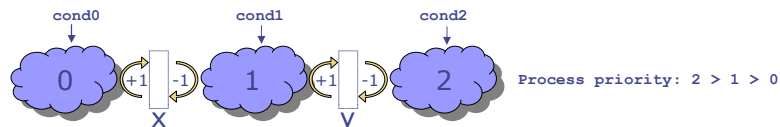
Simple example with concurrency and shared resources



- Process 0: increments register **x** when **cond0**
- Process 1: transfers a unit from register **x** to register **y** when **cond1**
- Process 2: decrements register **y** when **cond2**
- Each register can only be updated by one process on each clock. Priority: 2 > 1 > 0

9

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Which one is correct?

```
always @(posedge CLK) begin
  if (!cond2 && cond1)
    x <= x - 1;
  else if (cond0)
    x <= x + 1;

  if (cond2)
    y <= y - 1;
  else if (cond1)
    y <= y + 1;
end
```

✓

```
always @(posedge CLK) begin
  if (!cond2 || cond1)
    x <= x - 1;
  else if (cond0)
    x <= x + 1;

  if (cond2)
    y <= y - 1;
  else if (cond1)
    y <= y + 1;
end
```

What's required to verify that they're correct?

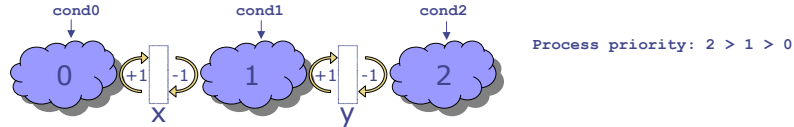
What if the priorities changed: cond1 > cond2 > cond0?

What if the processes are in different modules?

10

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With Bluespec, the design is direct



```
(* descending_urgency = "proc2, proc1, proc0" *)
```

```
rule proc0 (cond0);
  x <= x + 1;
endrule
```

```
rule proc1 (cond1);
  y <= y + 1;
  x <= x - 1;
endrule
```

```
rule proc2 (cond2);
  y <= y - 1;
endrule
```

Hand-written RTL:

Complexity due to:
State-centric (for synthesizability)
Scheduling clutter

BSV:

Functional correctness follows directly from rule semantics (atomicity)

Executable spec (operation-centric)

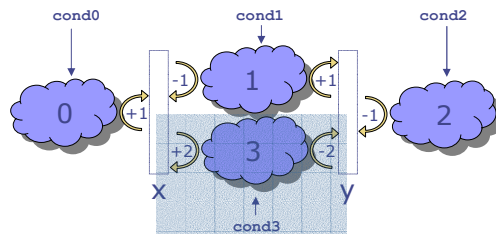
Automatic handling of shared resource mux logic

Same hardware as the RTL

11

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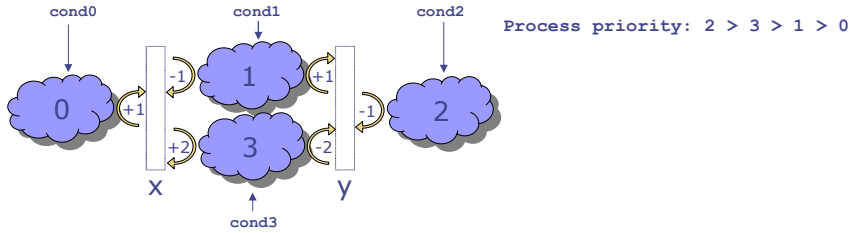
Now, let's make a small change: add a new process and insert its priority



12

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Changing the Bluespec design

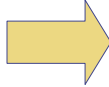


Pre-Change

```
(* descending_urgency = "proc2, proc1, proc0" *)
rule proc0 (cond0);
  x <= x + 1;
endrule

rule proc1 (cond1);
  y <= y + 1;
  x <= x - 1;
endrule

rule proc2 (cond2);
  y <= y - 1;
endrule
```



```
(* descending_urgency = "proc2, proc3, proc1, proc0" *)
rule proc0 (cond0);
  x <= x + 1;
endrule

rule proc1 (cond1);
  y <= y + 1;
  x <= x - 1;
endrule

rule proc2 (cond2);
  y <= y - 1;
  x <= x + 1;
endrule

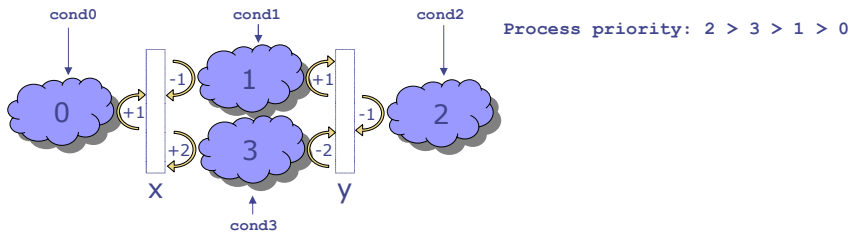
rule proc3 (cond3);
  y <= y - 2;
  x <= x + 2;
endrule
```



13



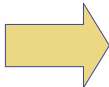
Changing the Verilog design



Pre-Change

```
always @(posedge CLK) begin
  if (!cond2 && cond1)
    x <= x - 1;
  else if (cond0)
    x <= x + 1;

  if (cond2)
    y <= y - 1;
  else if (cond1)
    y <= y + 1;
end
```



```
always @(posedge CLK) begin
  if ((cond2 && cond0) || (cond0 && !cond1 && !cond3))
    x <= x + 1;
  else if (cond3 && !cond2)
    x <= x + 2;
  else if (cond1 && !cond2)
    x <= x - 1;

  if (cond2)
    y <= y - 1;
  else if (cond3)
    y <= y - 2;
  else if (cond1)
    y <= y + 1;
end
```

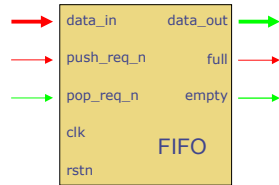


14

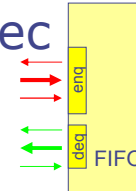


Interface Methods: Executable specifications

RTL



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A small sample of the informal, written interface specification:

An error occurs if a push is attempted while the FIFO is full.

Thus, there is no conflict in a simultaneous push and pop when the FIFO is full. A simultaneous push and pop cannot occur when the FIFO is empty, since there is no pop data to prefetch. However, push data is captured in the FIFO.

A pop operation occurs when pop_req_n is asserted (LOW), as long as the FIFO is not empty. Asserting pop_req_n causes the internal read pointer to be incremented on the next rising edge of clk. Thus, the RAM read data must be captured on the clk following the assertion of pop_req_n.



Executable interface specification:

```
interface FIFOBuf#(x_type);
  method Action      enq(x_type x);
  method ActionValue#(x_type) deq();
endinterface
```

Method conditions and method scheduling analysis capture all the "protocol" constraints on the left

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15

Elevating Design above RTL

Bluespec SystemVerilog

Behavioral

Fully synthesizable

Structural

Correct: Concurrency and Communications

Rules and interface methods for complex control and concurrency:

- Across multiple shared resources
- Across module boundaries

Correct: Construction and Configurability

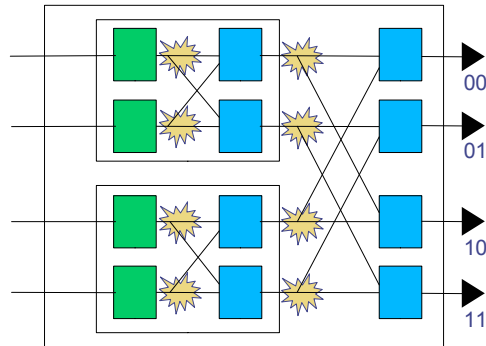
- High-level types closer to spec
- Much more powerful "generate"
- Powerful parameterization
- Powerful static checking & formal semantics
- Advanced clock management

VHDL/Verilog/SystemVerilog/SystemC

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16

Example: a butterfly switch (crossbar)



Basic building blocks:   

Recursive construction: $1 \times 1 \rightarrow 2 \times 2 \rightarrow 4 \times 4 \dots \rightarrow N \times N$

17

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Butterfly switch: code excerpts

```
interface XBar #(type t);  
  interface List#(Put#(t))  input_ports;  
  interface List#(Get#(t))  output_ports;  
endinterface
```

- * The choice of the type (t) of the data deferred to later
- * Intuitive high-level structures for the interface:
 - Sub-interfaces (hierarchical)
 - Aggregation (lists, vectors of interfaces)

18

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Butterfly switch: code excerpts

```
module mkXBar #(Integer logn,  
              function Bit #(32) destinationOf (t x),  
              module #(Merge2x1 #(t)) mkMerge2x1  
              (XBar #(t))  
  ...  
endmodule: mkXBar
```

Parameters chosen at compile time:

- * Size: *logn*
- * Comb. circuit: *destinationOf*
- * Module: *mkMerge2x1*
 - Encapsulates flow-control, arbitration, queuing behavior of the 2x1 merge
- * Interface, *XBar#(t)*, instead of port lists
- * Type (*t*) of data externally defined

19

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Butterfly switch: code excerpts

```
module mkXBar #(Integer logn, ...)
  if (logn == 0) ... // BASE CASE
    FIFO#(t) f <- mkFIFO;
  ...
  else ... // RECURSIVE CASE
    XBar#(t) upper <- mkXBar (logn-1, ...);
    XBar#(t) lower <- mkXBar (logn-1, ...);
  ...
  for (Integer j = 0; j < n; j = j + 1) ...
    rule route; ...
      if (! flip) merges [j] .iport0.put (x);
      else merges [jFlipped].iport1.put (x);
    endrule
endmodule: mkXBar
```

- * Arbitrary, powerful “generate” capability (here: conditional, recursion, loop)
- * All constructs can be leveraged as parameters, objects or returned from functions (modules, interfaces, rules, ...)

20

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Butterfly switch

Key Implementation Notes:

- Advanced parameterization & extremely powerful “generate”

Parameters: Type of data NxN 

- The switch itself: **< 60 lines of BSV code**
- First working (tested) prototype: **< 1 day**
(including simple testbench)
- Fully synthesizable:
Synthesized to layout (Magma, TSMC 0.18u, **550 MHz**)
(see also whitepaper for full code)

21

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Clocks and clock-gating

- Most chips today involve multiple clocks, and use gated clocks to reduce power consumption
- In Bluespec, use types, type-checking, and other static analysis to ensure clock discipline:
 - Circuits only talk to “same-clock” circuits
 - Communication between clock-domains always uses a “safe” intermediary (synchronizing circuit)
 - Clock gating integrated with rule and method conditions
 - [Stoy, Nanavati, Czeck, ...]

22

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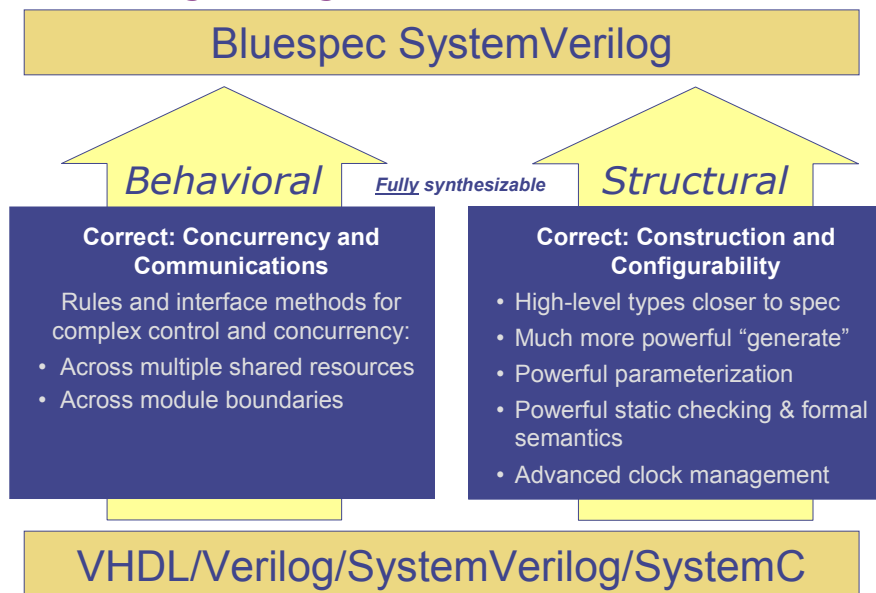
Power management

- Power consumption is a *major* consideration in today's chips, for mobile and machine-room applications
- In Bluespec, we exploit semantics of Rules to *automatically* insert gating circuits in the HW to eliminate unnecessary switching activity (and therefore reduce power)

23

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Elevating Design above RTL



24

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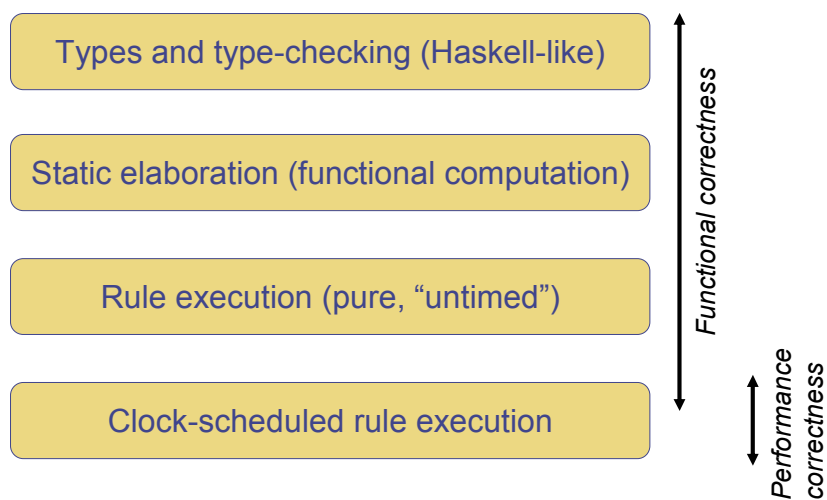
Performance: no compromises tolerated

- Generated RTL *must* match hand-coded RTL in
 - silicon area
 - clock speed
 - power consumption
- Must be *better* for
 - Debugging, maintainance, reuse, modifiability for timing closure, ...

25

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Language needs to be understood at multiple levels



26

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How much time to let this all sink in?

Types and type-checking (Haskell)

Static elaboration (functional computation)

Rule execution (pure, "untimed")

Clock-scheduled rule execution

- In University, we teach these concepts in semesters/ quarters/ terms/ years
 - And students are motivated (by grades, if nothing else)
- With customers, we have 3 days
 - (only the basics possible)
 - And students may not be motivated at all
 - May be "assigned" by their managers
 - Any available objection, to avoid change

27

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Objections: minor

- "I don't get it"
- "We don't need types. Hardware only uses bits!"
- "These look like software features; it can't be relevant for hardware"
- "I can mentally translate your examples into VHDL"
- "What's an atomic transaction?"
- "What's an invariant?"
- "I get it, but it's too hard for our engineers" (!)
- Responses:
 - Education, education, education
 - Internal education, too: all of your technical reps have to be able to engage in a sophisticated technical argument!
 - Slowly, painfully, build public testimonials
 - Fear: "Your competitor gets it!"

28

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Objection: "it can't work"

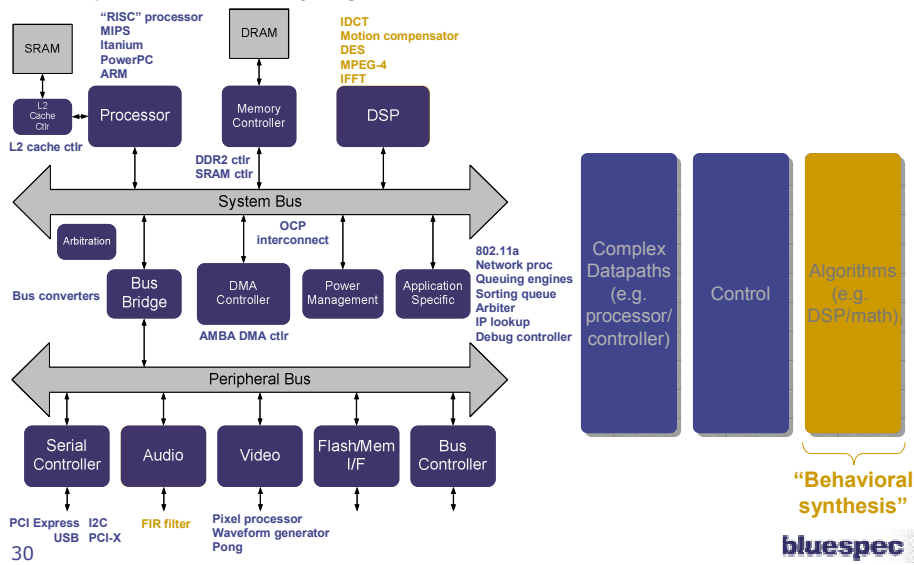
- "It works for your conveniently chosen examples; it won't work for our applications"
- "In our small eval we completed the design in half the time. But there must be some gotchas we'll encounter in *real* designs."
- "Yes, my colleagues evaluated it, and liked it; but I don't really trust them"
- Response:
 - Slowly, painfully, build a huge and diverse portfolio of successful designs, with competitive HW quality
 - Occasionally, much *better* than hand-coded RTL, because higher-level of abstraction suggest much better microarchitectures!

29

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Designs with Bluespec

Bluespec has been used for every design listed:



30

Objection: "doesn't fit"

- * Need to interop with Verilog/VHDL
- * Need to fit into an "ecosystem" of testbench and other tools
- * Generated RTL needs to be readable!
- * Response: Do *enormous* amount of engineering, write lots of training material, to meet these objections

31

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Objection: "competing approaches"

- * SystemVerilog itself (it's new!)
- * SystemC itself (it's new!)
- * Assertions (correctness properties in temporal logic)
- * "Behavioral Synthesis"
 - Old medicine (vectorization, automatic parallelization) in new bottles, but people are unaware of the history and limitations
 - "It'll succeed any day now"
- * Response: education, education, education
 - Most of these are not "competing" at all, when you understand the details
 - Attend trade shows, get onto panel discussions, write trade press articles, be punchy

32

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33

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Objection: "non-standard"

- * "It isn't standard"
- * Responses:
 - Reuse familiar languages as much as possible!
 - [Bluespec Classic would be a total non-starter!]
 - Remind tradeoff: standards vs. innovation!
 - Innovations, by definition, don't start life as standards
 - Insist that you're language is not proprietary:
 - Participate in standards bodies (IEEE P1800 SystemVerilog, IEEE P1666 SystemC)
 - *Enormous* investment of time!
 - Donate your language features to standards ("Tagged Unions and Pattern Matching" in IEEE P1800 SystemVerilog comes from Bluespec)

34

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Objection: “you pipsqueak!”

- “We can’t risk our chip on tools from you, a small startup company”
- “This won’t help my resumé at all”
- Responses:
 - Punch back (“Ok, if you’re comfortable delaying your productivity improvements by 2 years”)
 - Risk-mitigation measures (e.g., escrow your tool)
 - Look for risk-takers in companies (“early adopters”)

35

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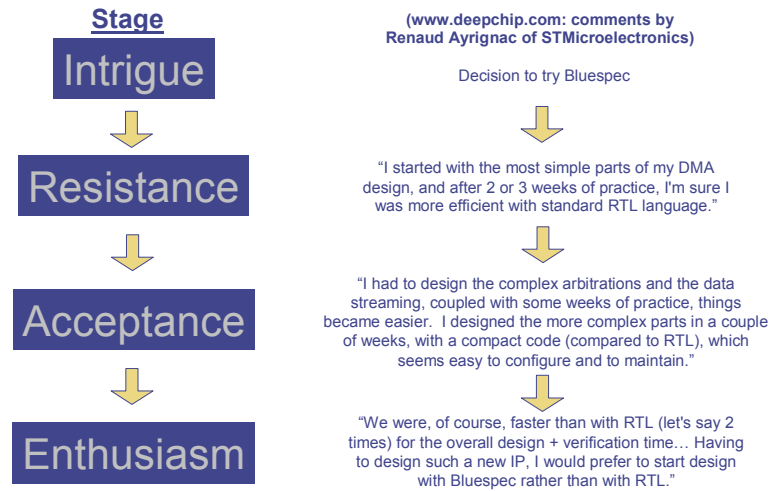
Using Haskell to implement our tools

- This is a purely internal choice (not visible to customers)
- Hard to recruit people:
 - who know Haskell well, *and*
 - know chip design reasonably well
- But, enormous productivity!
 - Our engineering team has just 7 developers (+ interns)!
- And, enormous stability and reliability of our products
 - In a field where tools are notoriously flaky!
- Some battles with space leaks, black holes, ...
(sometimes seriously affecting capacity of designs that can be handled)

36

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Typical user experience



You have to find and cultivate such people in each company!

37

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Where we stand today

Paying customers:



plus several in advanced "eval" stage
(after several dozens of evals).

University program: Serious use at
MIT, CMU, UT Austin, UTokyo, Indian Institute of
Science, Virginia Tech, ...

(your university, too?)

38

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Summary

- It's a long, hard, grind
- Have to educate engineers and managers about how abstraction and rigor will benefit them
- Have to educate in detail about why your tool is different
- No compromise on generated RTL quality
- Today, finally, we have a toe-hold with a small number of influential customers
 - Let's hope it "catches" and grows (before we run out of money!)
 - If it does, it'll be spectacular—it'll revolutionize HW design!

39

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End

Thank you!

Questions: nikhil@bluespec.com

40

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