The Challenges of Hardware Synthesis from C-like Languages

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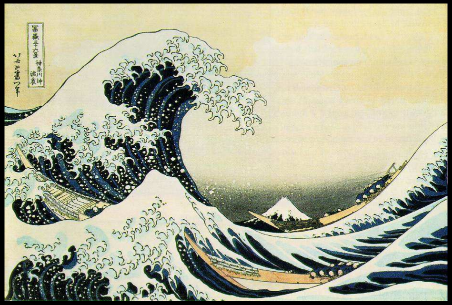
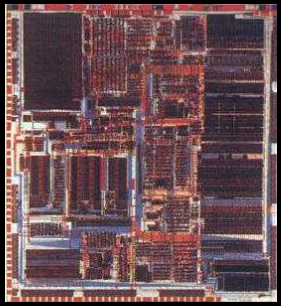
Why C?





$$\text{C model} \longrightarrow \text{Verilog/VHDL} \longrightarrow \text{GDS II}$$

“A single language would facilitate the step-by-step refinement of a system design down to its components”

[SystemC: Liao et al. 1997]

“All examples contributed by industry were written in the C programming language” [SpecC: Gajski et al., 2000]

“If you are familiar with conventional C you will recognize nearly all the other features.” [Handel-C: Celoxica, 2003]

Why Hardware?

vs.

Efficiency: Power, speed, or cost.

This talk assumes we have decided to produce hardware.

Genesis: BCPL begat B begat C

BCPL: Martin Richards, Cambridge, 1967

Typeless: everything a machine word

Memory: undifferentiated array of words

Then, processors mostly word-addressed

```
LET try(ld,row,rd) BE TEST row=all
THEN count := count + 1
ELSE $(
   LET poss = all & NOT (ld | row | rd)
   UNTIL poss=0 DO $(
      LET p = poss & -poss
      poss := poss - p
      try(ld+p << 1, row+p, rd+p >> 1)
   $)
$)
```

Part of the N-queens problems implemented in BCPL

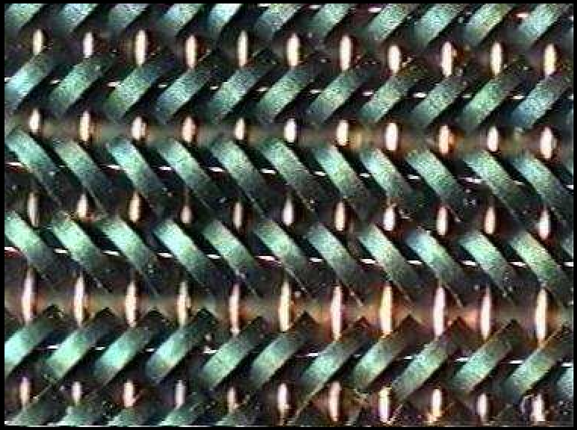
C History

Developed 1969–1973 along with Unix

Due mostly to Dennis Ritchie

Designed for systems programming:
operating systems, utility programs, compilers

PDP-11/20 (c. 1970)

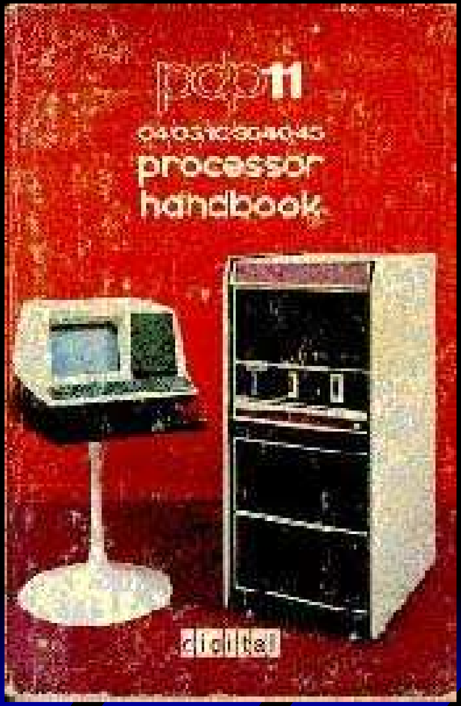


24K of core (12K for kernel)

PDP-11 Euclid's Algorithm

```
int gcd(int m, int n)
{
  int r;
  while ((r = m%n) != 0) {
    m = n;
    n = r;
  }
  return n;
}
```

```
        .globl _gcd
        .text
_gcd:
        jsr r5, rsave
L2:     mov 4(r5), r1
        sxt r0
        div 6(r5), r0
        mov r1, -10(r5)
        jeq L3
        mov 6(r5), 4(r5)
        mov -10(r5), 6(r5)
        jbr L2
L3:     mov 6(r5), r0
        jbr L1
L1:     jmp rretrn
```



The Five Big Challenges

Concurrency

Timing

Meta-Data

Types

Communication

Trad. C Concurrency: Pthreads

```
pthread_mutex_t mymutex;   /* Mutual Exclusion Variable */
int myglobal = 0;          /* Global variable */
pthread_t thread[3];       /* Information about threads */

void *myThread(void *arg) {
  pthread_mutex_lock(&mymutex);   /* Get the lock */
  ++myglobal;                     /* Update shared variable */
  pthread_mutex_unlock(&mymutex); /* Release the lock */
  pthread_exit((void*) 0);
}

void count_to_three() {
  int i, status;
  pthread_attr_t attr;
  pthread_mutex_init(&mymutex, NULL);
  pthread_attr_init(&attr);
  pthread_attr_setdetachstate(&attr, PTHREAD_CREATE_JOINABLE);
  for (i = 0 ; i < 3 ; i++)
    pthread_create(&thread[i], &attr, myThread, (void *)i);
  for (i = 0 ; i < 3 ; i++)
    pthread_join(thread[i], (void **)&status);
}
```

Way 1: Add Parallel Constructs

HardwareC, SystemC, Ocapi, Handel-C, SpecC, Bach C

This is C?

```
/* Handel-C code for a four-place queue */

void main(chan (in)  c4 : 8,
          chan (out) c0 : 8)
{
    int d0, d1, d2, d3;
    chan c1, c2, c3;

    void e0() { while (1) { c1 ? d0; c0 ! d0; } }
    void e1() { while (1) { c2 ? d1; c1 ! d1; } }
    void e2() { while (1) { c3 ? d2; c2 ! d2; } }
    void e3() { while (1) { c4 ? d3; c3 ! d3; } }

    par {
        e0(); e1(); e2(); e3();
    }
}
```

Way 2: Infer Concurrency

Cones, Transmogrifier C, C2Verilog, CASH

```
/* CONES code counts ones */
INPUTS: IN[5];
OUTPUTS: OUT[3];
rd53() {
  int count, i;
  count = 0;
  for (i = 0 ; i < 5 ; i++ )
    if (IN[i] == 1)
      count = count + 1;
  for (i = 0 ; i < 3 ; i++ ) {
    OUT[i] = count & 0x01;
    count = count >> 1;
  }
}
```

Compiler unrolls loops

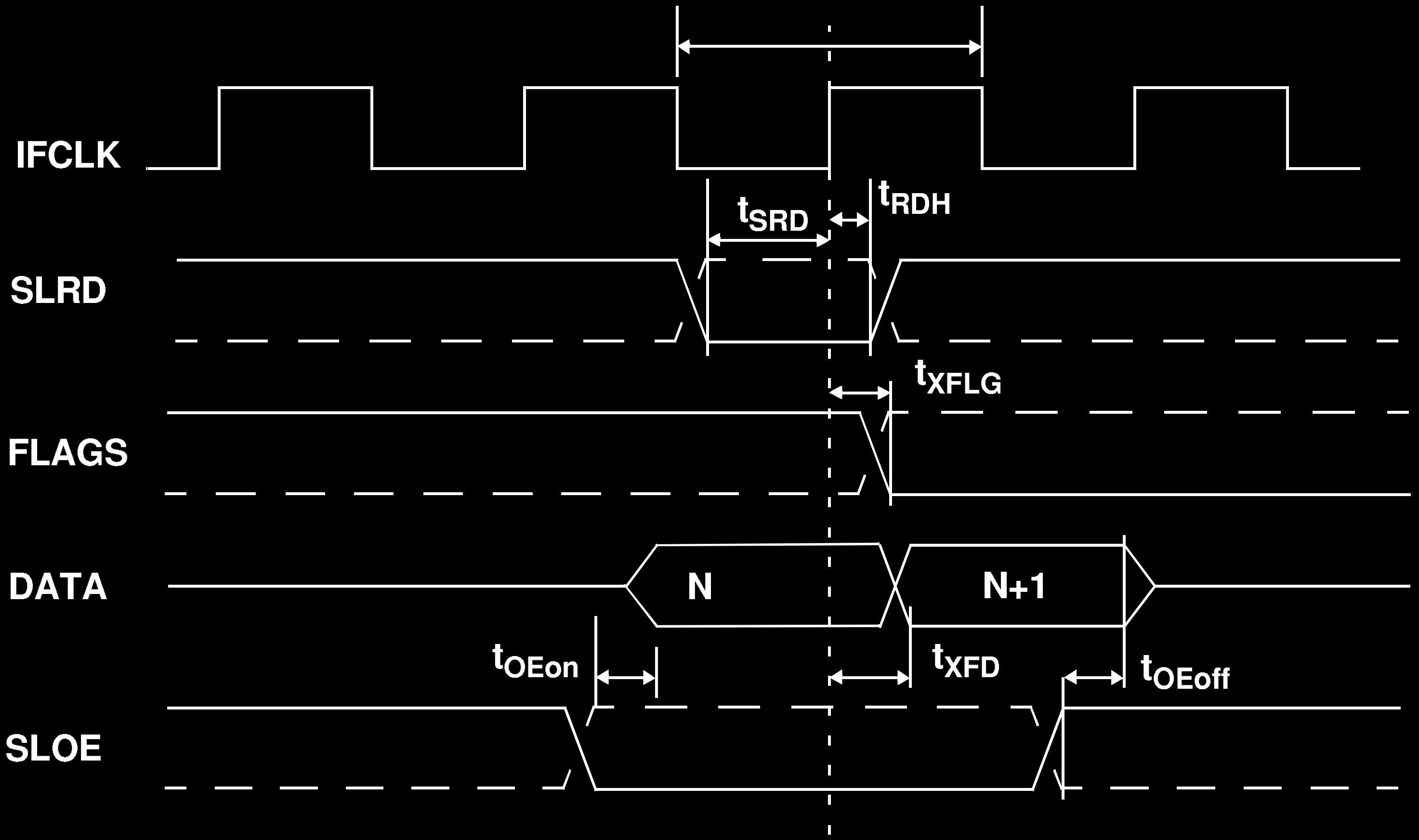
Fundamental limits on how much concurrency could ever be found [David Wall 91, 94]

This problem: a Holy Grail of Computer Science

Timing

Algorithm: “A sequence of steps designed to solve a problem.”

Powerful abstraction; inadequate for hardware



Way 1: Explicit Clocks

Ocapi, SpecC, Cones, SystemC

```
/* SystemC code for a simple protocol */
while( index < 16 ) {
  data_req.write(true);
  wait_until(data_valid.delayed() == true);
  tmp_real = in_real.read();
  tmp_imag = in_imag.read();
  real[index] = tmp_real;
  imag[index] = tmp_imag;
  index++;
  data_req.write(false);
  wait();
}
```

Way 2: Constraints

HardwareC, C2Verilog

```
/* Constraints in HardwareC */

constraint maxtime from label1 to label3 = 4 cycles;
constraint delay of label2 = 2 cycles;

label1:
   Y = read(X);
   Y = Y + 1;
label2:
   Y = Y * Q;
label3:
   send(channelA, Y);
```

Way 3: Rules Imply Clocks

Handel-C (assignment = clock),
Transmogrifier C (loop iteration = clock),
C2Verilog (complex)

```
                                 /* Handel-C  Transmogrifier C */
for (i = 0 ; i < 8 ; i++ ) {  /*   9          8    */
  a[i] = c[i];                /*   8          0    */
  b[i] = d[i] || f[i];        /*   8          0    */
}
```

Types

BCPL: everything is a word (word-addressed memory)

C: chars, shorts, ints, longs, floats, doubles (PDP-11's byte-addressed memory)

Bit-level granularity natural for hardware.

Way 1: Annotations/External

C2Verilog, Transmogrifier C

```
/* Selecting bit widths in Transmogrifier C */
#pragma intbits 4
int xval, yval;

#pragma intbits 1
int ready;
```

C2Verilog had a GUI for adding annotations.

Way 2: Add Hardware Types

HardwareC, Handel-C, Bach C, SpecC

```
/* Bach C hardware data types */

int#24 a = (101*100)/2;
unsigned#16 b = 1;

while (a)
  a -= b++;
```

Way 3: Use C++ Types

SystemC, Ocapi

```
/* Hardware data types in SystemC */
struct fft: sc_module {
  sc_in<sc_int<16> >  in_real;
  sc_in<sc_int<16> >  in_imag;
  sc_in<bool> data_valid;
  sc_in<bool> data_ack;
  sc_out<sc_int<16> > out_real;
  sc_out<sc_int<16> > out_imag;
  sc_out<bool> data_req;
  sc_out<bool> data_ready;
  sc_in_clk CLK;

  SC_CTOR(fft) {
    SC_CTHREAD(entry, CLK.pos());
  }

 void entry();
};
```

Communication

Software

Hardware

Communication: Pointers

Assumes a monolithic memory model.

Semeria and De Micheli [ICCAD 2001] used pointer analysis to break memory into separate spaces.

Not implemented in any commercial compiler.

Way 1: Preserve the C model

CASH, Handel-C, C2Verilog

```
/* Source C code */
int *p;
struct { int i; short sh[2]; } s;
int b[5];

if (...)
   p = &s.i;
else
   p = &b[2];
p = p + 1;

out = *p;
```

P can point into s or into b

```
/* After Semeria et al. */
int pp;
short sh[4];
int b[5];

if (...)
   pp = 0 << 16 | 0;
else
   pp = 1 << 16 | 8;
pp = pp + 4;

if ( pp >> 16 == 0 )
  out = sh[ pp&0xffff >> 1 ] << 16 |
        sh[ pp&0xffff >> 1 + 1];
else
  out = b[ pp&0xffff >> 2 ];
```

Way 2: Use Other Primitives

HardwareC (rendezvous)
Handel-C (rendezvous)
Bach C (rendezvous)
SpecC (variety)
SystemC (variety)

```
/* Handel-C serial-to-parallel */
while (1) {
   bitstream ? bits_0;
   bitstream ? bits_1;
   bitstream ? bits_2;
   bitstream ? bits_3;
   bitstream ? bits_4;
   bitstream ? bits_5;
   bitstream ? bits_6;
   bitstream ? bits_7;
   STDOUT ! bits_0 @ bits_1 @
            bits_2 @ bits_3 @
            bits_4 @ bits_5 @
            bits_6 @ bits_7;
}
```

Meta-Data

```
int g[15];

a = b + c;
d = e + f;
```

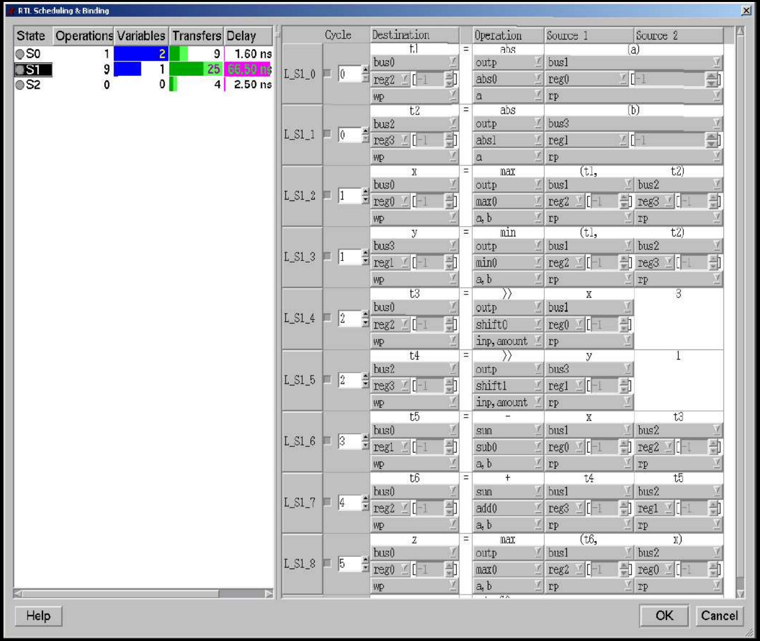
How to implement the “+”?

How many adders?

How should the g array be implemented?

How do you tell the synthesizer what you want?

Meta-Data Approaches



RTL Scheduling & Binding

State	Operations	Variables	Transfers	Delay
S0	1	2	9	1.60 ns
S1	9	1	25	66.50 ns
S2	0	0	4	2.50 ns

	Cycle	Destination		Operation	Source 1	Source 2
L_S1_0	0	t1	=	abs	(a)	
		bus0		outp	bus1	
		reg2 [-1]		abs0	reg0 [-1]	
		wp		a	rp	
L_S1_1	0	t2	=	abs	(b)	
		bus2		outp	bus3	
		reg3 [-1]		abs1	reg1 [-1]	
		wp		a	rp	
L_S1_2	1	x	=	max	(t1,	t2)
		bus0		outp	bus1	bus2
		reg0 [-1]		max0	reg2 [-1]	reg3 [-1]
		wp		a, b	rp	rp
L_S1_3	1	y	=	min	(t1,	t2)
		bus3		outp	bus1	bus2
		reg1 [-1]		min0	reg2 [-1]	reg3 [-1]
		wp		a, b	rp	rp
L_S1_4	2	t3	=	>>	x	3
		bus0		outp	bus1	
		reg2 [-1]		shift0	reg0 [-1]	
		wp		inp, amount	rp	
L_S1_5	2	t4	=	>>	y	1
		bus2		outp	bus3	
		reg3 [-1]		shift1	reg1 [-1]	
		wp		inp, amount	rp	
L_S1_6	3	t5	=	-	x	t3
		bus0		sum	bus1	bus2
		reg1 [-1]		sub0	reg0 [-1]	reg2 [-1]
		wp		a, b	rp	rp
L_S1_7	4	t6	=	+	t4	t5
		bus0		sum	bus1	bus2
		reg2 [-1]		add0	reg3 [-1]	reg1 [-1]
		wp		a, b	rp	rp
L_S1_8	5	z	=	max	(t6,	x)
		bus0		outp	bus1	bus2
		reg0 [-1]		max0	reg2 [-1]	reg0 [-1]
		wp		a, b	rp	rp

SpecC GUI

```
instance counter value1, value2;
instance fastcounter value3;

value1(...); /* first counter */
value1(...); /* first counter */
value2(...); /* second counter */
value3(...); /* third fastcounter */
value2(...); /* second counter */
```

Hardware C

Summary

Concurrency	Explicit or compiler’s job
Timing	Explicit, constraints, or rules
Types	Annotations, additional, C++
Communication	C-like or additional
Meta-Data	GUI or annotations

The language should have...

- High-level abstractions that address complexity
  Concurrency + communication, timing control, hardware types, and support for refinement
- Constructs that match what designers want
  Datapaths, controllers, memories, busses, hierarchy
- Semantics with an efficient translation into hardware
- Semantics that facilitate very efficient simulation

Will it be like C? At most only superficially.