Bluespec-2: Types

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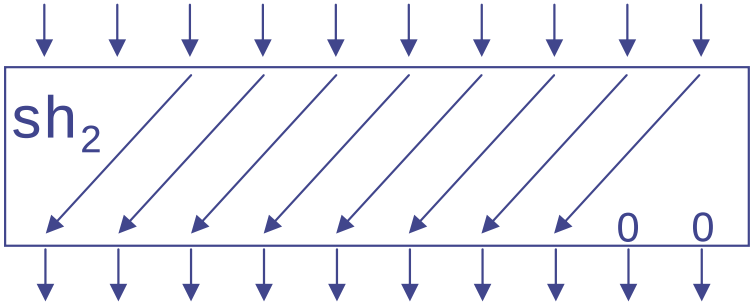
Example: Shifter

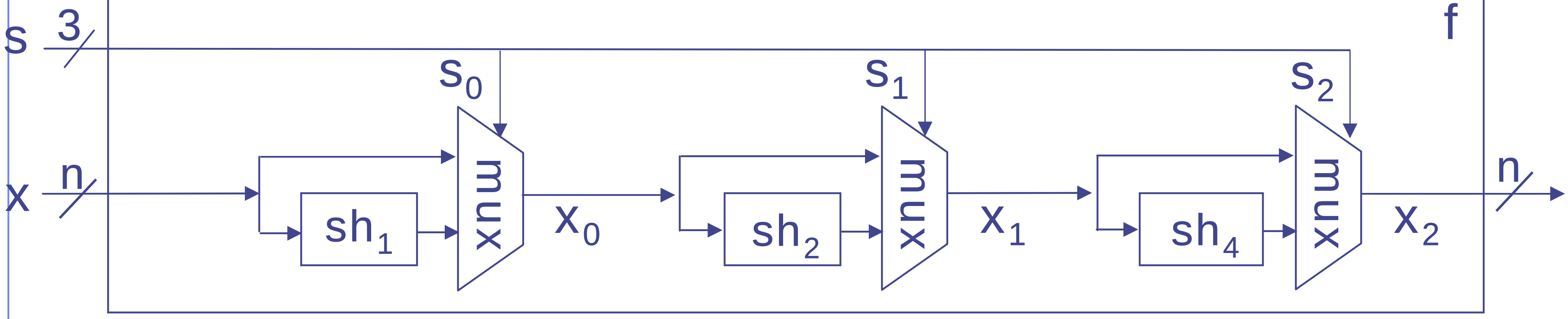
- Goal: implement: y = shift (x,s)

  where y is x shifted by s positions.
  Suppose s is a 3-bit value.

- Strategy:
  - Shift by s =
    shift by 4 ($=2^2$) if s[2] is set,
    and by 2 ($=2^1$) if s[1] is set,
    and by 1 ($=2^0$) if s[0] is set
  - A shift by 2^j is trivial: it's just a "lane change" made purely with wires



Cascaded Combinational Shifter



A family of functions

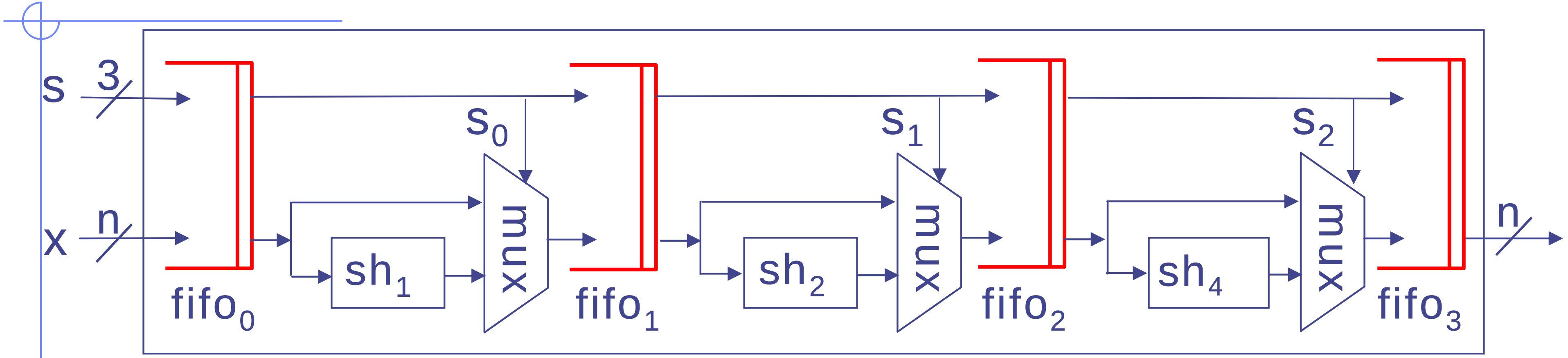
```
function Pair step_j (Pair sx);
 return ((sx.s[j]==0) ? sx  :
                        Pair{s: sx.s,x:sh_k(sx.x)});
endfunction
```

where $k=2^j$

```
function int shifter (int s,int x);
  Pair sx0, sx1, sx2;
  sx0 = step_0(Pair{s:s, x:x});
  sx1 = step_1(sx0);
  sx2 = step_2(sx1);
  return (sx2.x);
endfunction
```

```
typedef struct
        {int x; int s;}
         Pair;
```

Asynchronous pipeline with FIFOs (regs with interlocks)



```
rule stage_0 (True);
  Pair sx0 = fifo0.first(); fifo0.deq(); fifo1.enq(step_0(sx0));
endrule
```

```
rule stage_1 (True);
  Pair sx1 = fifo1.first(); fifo1.deq(); fifo2.enq(step_1(sx1));
endrule
```

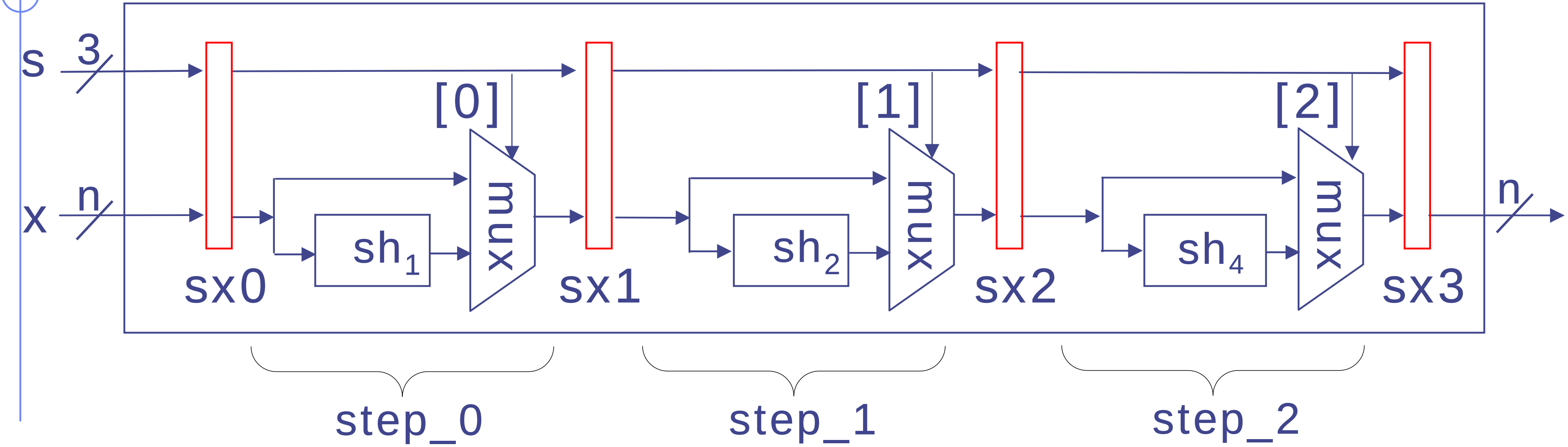
```
rule stage_2 (True);
  Pair sx2 = fifo2.first(); fifo2.deq(); fifo3.enq(step_2(sx2));
endrule
```

Required simultaneity

If it is *necessary* for several actions to happen together, (i.e., indivisibly, atomically)

Put them in the same rule!

Synchronous pipeline (with registers)



```
rule sync-shifter (True);
  sx1 <= step_0(sx0);
  sx2 <= step_1(sx1);
  sx3 <= step_2(sx2);
endrule
```

sx1, sx2 and sx3 are registers defined outside of the rules

```
Reg#(Pair) sxi <- mkRegU();
```

Will it start properly?

Will it leave some values in the pipe?

Discussion

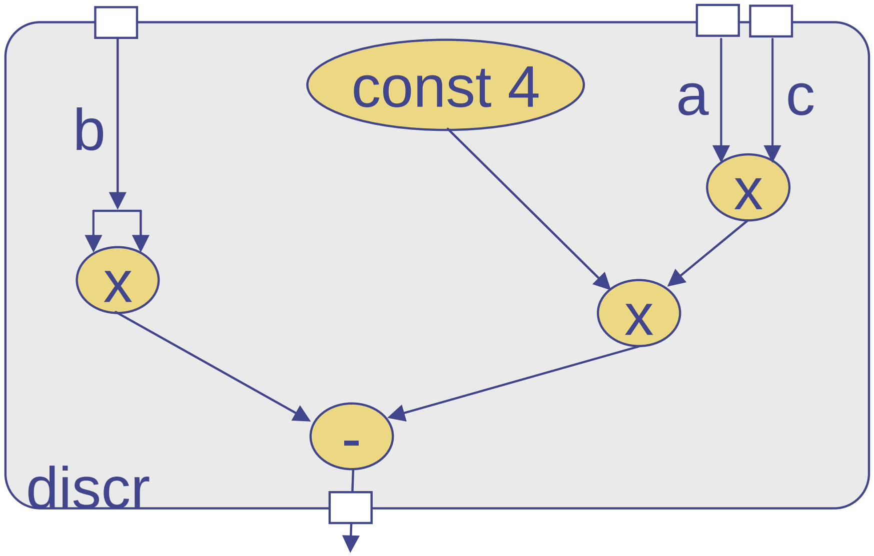
- In the synchronous pipeline, we compose actions in parallel
    - All stages move data simultaneously, in lockstep (atomic!)
- In the asynchronous pipeline, we compose rules in parallel
    - Stages can move independently (each stage can move when its input fifo has data and its output fifo has room)
    - If we had used parallel action composition instead, all stages would have to move in lockstep, and could only move when all stages were able to move
- Your design goals will suggest which kind of composition is appropriate in each situation

Expressions vs. Functions

- A function is just an abstraction of a combinational expression
- Arguments are inputs to the circuit
- The result is the output of the circuit

```
function int discr (int a, int b, int c);
    return b*b – 4*a*c;
endfunction
```

expression

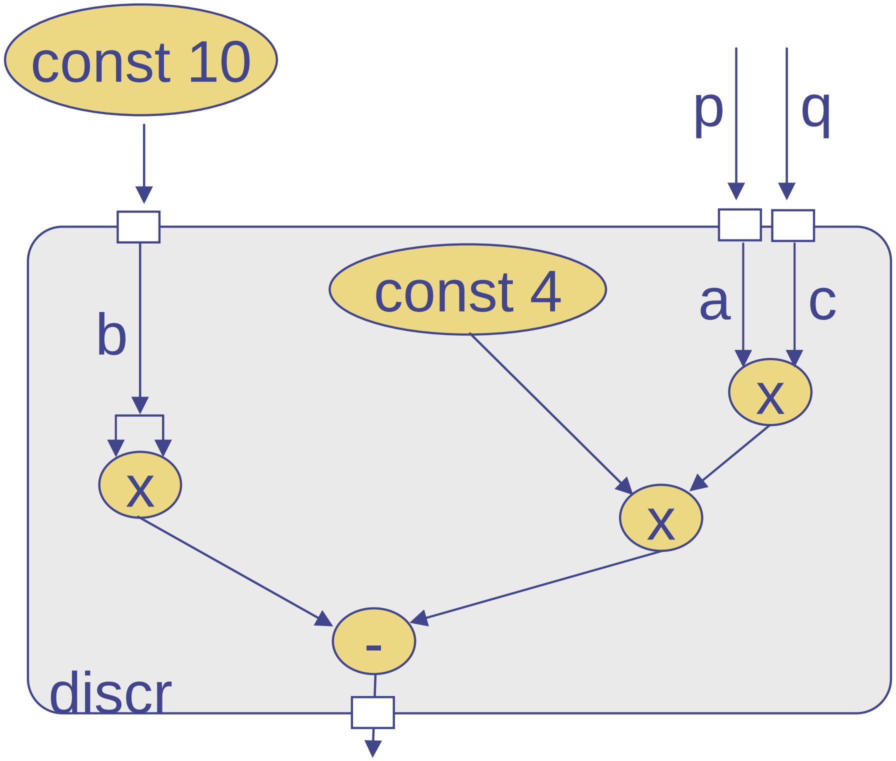


Function Application

- Instantiates combinational hardware of the function body
- Connects the body to argument expressions

```
d = discr (10, p, q);
```

```
function int
 discr (int a, int b, int c);
 return b*b – 4*a*c;
endfunction
```



No runtime allocation of stack frames or passing of arguments; only meaningful for static elaboration

Types and type-checking

- BSV is strongly-typed
  - Every variable and expression has a *type*
  - The Bluespec compiler performs strong type checking to guarantee that **values are used only in places that make sense**, according to their type

- This catches a huge class of design errors and typos at compile time, i.e., before simulation

What is a Type?

- A type describes a set of *values*
- Types are orthogonal (independent) of entities that may carry values (such as wires, registers, …)
  - No inherent connection with *storage*, or *updating*
- This is true even of complex types
  - E.g., **`struct`** `{ int …, Bool …}`
  - This just represents a set of *pairs* of values, where the first member of each pair is an int value, and the second member of each pair is a Bool value

SV notation for types

- Some types just have a name

```
int, Bool, Action, …
```

- More complex types can have *parameters* which are themselves types

```
FIFO#(Bool)                 // fifo containing Booleans
Tuple2#(int,Bool)           // pair of int and Boolean
FIFO#(Tuple2#(int,Bool))    // fifo of pairs of int
                            // and Boolean
```

- Type names begin with uppercase letter
  - Exceptions: ‘int’ and ‘bit’, for compatibility with Verilog

`bit[15:0]` is the same as **`Bit#(16)`**

Numeric type parameters

- BSV types also allows *numeric* parameters

```
Bit#(16)                // 16-bit wide bit-vector
Int#(29)                // 29-bit wide signed integers
Vector#(16,Int#(29))    // vector of 16 whose elements
                        // are of type Int#(29)
```

- These numeric types should not be confused with numeric values, even though they use the same number syntax
  - The distinction is always clear from context, i.e., type expressions and ordinary expressions are always distinct parts of the program text

Common scalar types

- `Bool`
  - Booleans
- `Bit#(n)`
  - Bit vectors, with a width n bits
- `Int#(n)`
  - Signed integers of n bits
- `UInt#(n)`
  - Unsigned integers of n bits
- `Integer`
  - Unbound integers; has meaning only during static elaboration

Some Composite Types

- Enumerations
  - Sets of symbolic names
- Structs
  - Records with fields
- Tagged Unions
  - unions, made “type-safe” with tags

Types of variables

- Every variable has a *data type*:

```
bit[3:0] vec;  // or   Bit#(4) vec;
vec = 4’b1010;
Bool cond = True;
typedef struct {Bool b; bit[31:0] v;} Val;
Val x = Val {b: True, v: 17};
```

- BSV will enforce proper usage of values according to their types
  - You can't apply “+” to a struct
  - You can’t assign a boolean value to a variable declared as a struct type

“let” and type-inference

- Normally, every variable is introduced in a declaration (with its type)
- The “let” notation introduces a variable with an assignment, with the compiler inferring its correct type

```
let vec = 4’b1010;     // bit[3:0] vec = …
let cond = True;       // Bool cond = …;
```

- This is typically used only for very “local” temporary values, where the type is obvious from context

Type synonyms with typedef

- typedef is used to define a new, more readable *synonym* for an existing type

Reminder: type names begin with uppercase letter!

```
typedef     existingType        NewType;
typedef     int                 Addr;
typedef     bit [63:0]          Data;
typedef     bit [15:0]          Halfword;
typedef     Bool                Flag;
```

Type synonyms do not introduce new types.

For example, `Bool` and `Flag` can be intermixed without affecting the meaning of a program

Enumeration

```
typedef enum {Red; Green; Blue} Color;
```

Red = 00, Green = 01, Blue = 10

```
typedef enum {Waiting; Running; Done} State;
```

Waiting = 00, Running = 01, Done = 10

```
typedef enum {R0;R1;R2;R3} RName;
```

R0 = 00, R1 = 01, R2 = 10, R3 = 11

Enumerations define new, distinct types:

- Even though, of course, they are represented as bit vectors

Type safety

- Type checking guarantees that bit-vectors are consistently interpreted.
- If a Color and a State are different types, a Color cannot accidentally be used as a State:

`Reg#(Color) c <- mkRegU();`

`Reg#(State) s <- mkRegU();`

`...`

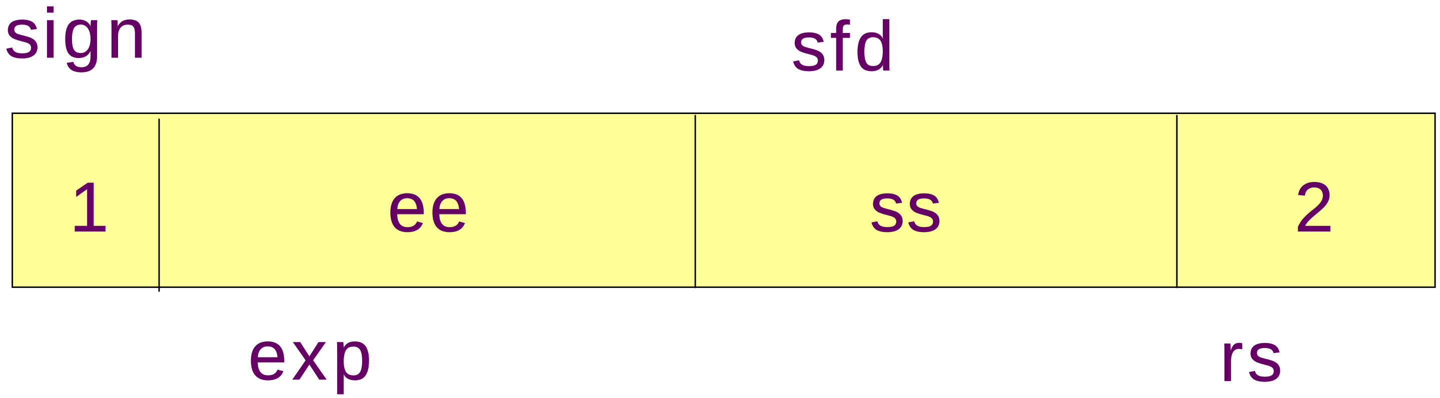
~~`s <= c;`~~

Structs

```
typedef Bool FP_Sign ;
typedef Bit#(2) FP_RS ;

typedef struct {
  FP_Sign  sign; // sign bit
  Bit#(ee) exp;  // exponent
  Bit#(ss) sfd;  // significand
  FP_RS    rs;   // round and sticky bit
  } FP_I#(type ee, type ss);
    // exponent and significand sizes are
    // *numeric* type parameters
```

Bit interpretation of structs



sign

sfd

1

ee

ss

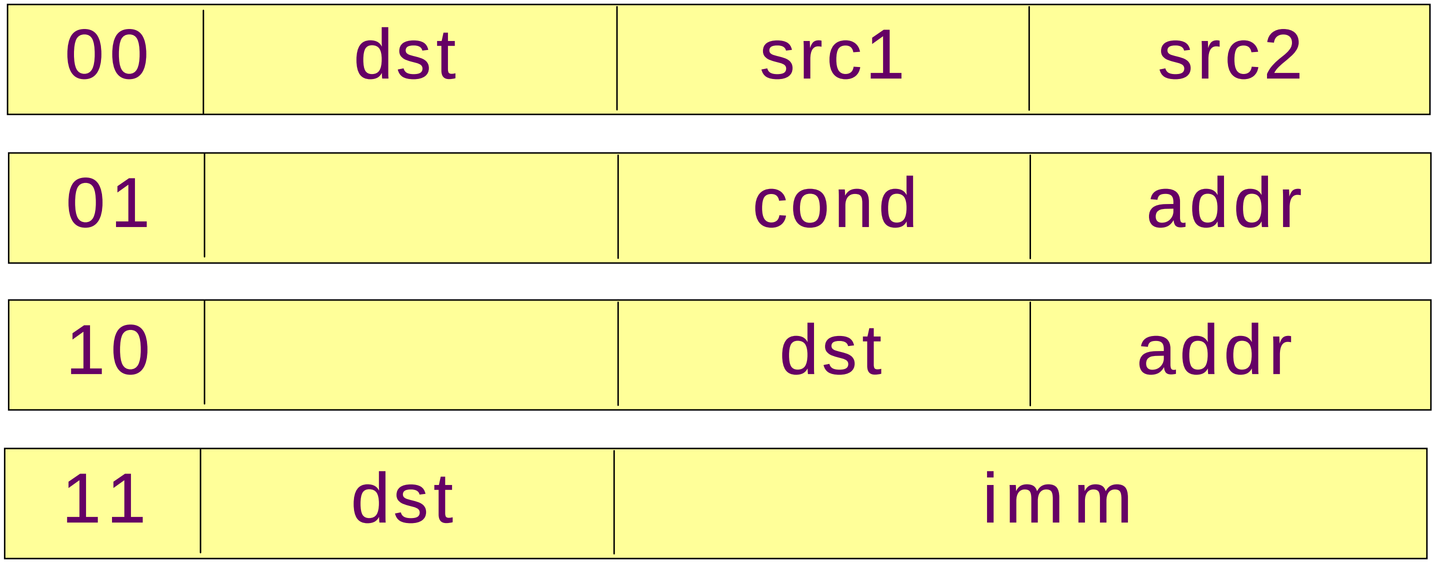
2

exp

rs

Tagged Unions

```
typedef union tagged {
  struct {RName dst; RName src1; RName src2;}  Add;
  struct {RName cond; RName addr;}               Bz;
  struct {RName dst; RName addr;}              Load;
  struct {RName dst; Immediate imm;}         AddImm;
  …
} Instr;
```



The Maybe type

- The Maybe type can be regarded as a value together with a “valid” bit

```
typedef union tagged {
  void  Invalid;
  t     Valid;
} Maybe#(type t);
```

- Example: a function that looks up a name in a telephone directory can have a return type `Maybe#(TelNum)`
  - If the name is not present in the directory it returns
    `tagged` `Invalid`
  - If the name is present with number x, it returns
    `tagged` `Valid x`

The Maybe type

- The `isValid(m)` function
  - returns `True` if m is `tagged Valid x`
  - returns `False` if m is `tagged Invalid`
- The `fromMaybe(y,m)` function
  - returns x if m is `tagged Valid x`
  - returns y if m is `tagged Invalid`

Deriving

- When defining new types, by attaching a "deriving" clause to the type definition, we let the compiler automatically create the "natural" definition of certain operations on the type

```
typedef struct { … } Foo
  deriving (Eq);
```

- Eq generates the "**==**" and "**!=**" operations on the type via bit comparison

Deriving Bits

```
typedef struct { … } Foo
  deriving (Bits);
```

- Automatically generates the “pack” and “unpack” operations on the type (simple concatenation of bit representations of components)
- This is necessary, for example, if the type is going to be stored in a register, fifo, or other element that demands that the content type be in the Bits typeclass
- It is possible to customize the pack/unpack operations to any specific desired representation

Pattern-matching

- Pattern-matching is a more readable way to:
  - test data for particular structure and content
  - extract data from a data structure, by binding "pattern variables" (.variable) to components

```
case (m) matches
  tagged Invalid  : return 0;
  tagged Valid .x : return x;
endcase
```

```
if (m matches (Valid .x) &&& (x > 10))
   …
```

- The &&& is a conjunction, and allows pattern-variables to come into scope from left to right

Example: CPU Instructions Operands

```
typedef union tagged {
  bit [4:0] Register;
  bit [21:0] Literal;
  struct {
    bit [4:0] regAddr; bit [4:0] regIndex;
  } Indexed;
} InstrOperand;
```

```
case (oprand) matches
  tagged Register .r : x = rf[r];
  tagged Literal  .n : x = n;
  tagged Indexed {regAddr: .ra, regIndex: .ri } :
                 begin Iaddress a = rf[ra]+rf[ri];
                       x = mem.get(a);
                 end
endcase
```

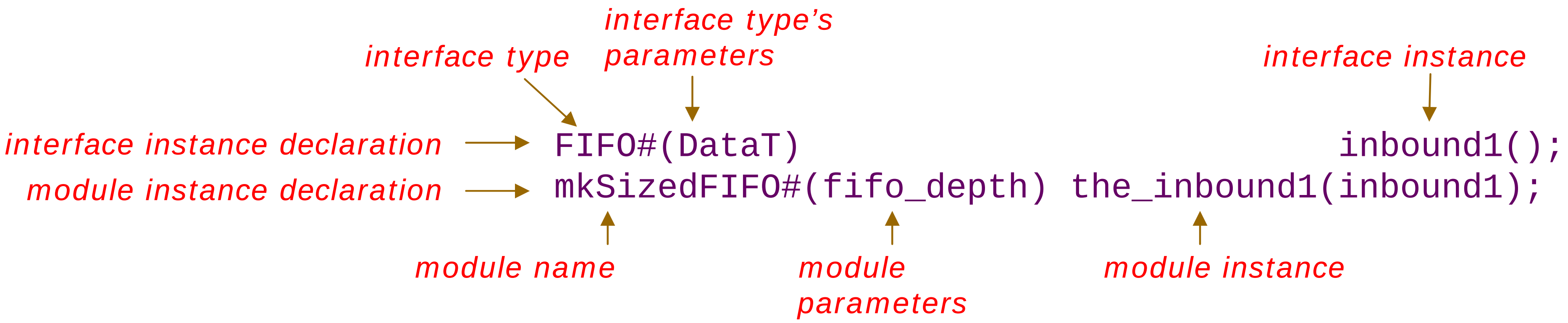
Other types in BSV

- String
    - Character strings
- Action
    - What rules/interface methods do
- Rule
    - Behavior inside modules
- **Interface**
    - External view of module behavior

Useful during
static elaboration

Instantiating interfaces and modules

- The SV idiom is:
  - Instantiate an interface
  - Instantiate a module, binding the interface
    - Note: the module instance name is generally not used, except in debuggers and in hierarchical names



interface type *interface type's parameters* *interface instance*

interface instance declaration →

module instance declaration →

```
FIFO#(DataT)                                      inbound1();
mkSizedFIFO#(fifo_depth) the_inbound1(inbound1);
```

module name *module parameters* *module instance*

- BSV also allows a shorthand:

```
FIFO#(DataT) inbound1 <- mkSizedFIFO(fifo_depth);
```

We will only use the shorthand

Module Syntax

- Module declaration

module name

interface provided by this module

```
module mkGCD (I_GCD#(t));
   …
endmodule
```

- Module instantiation

interface type

interface type's parameter(s)

interface instance

module name

module's parameter(s)

```
I_GCD#(int)     gcd     <- mkGCD ();
```

Rules

- A rule is *declarative* specification of a state transition
  - An action guarded by a Boolean condition

rule *ruleName (<predicate>);*
    <action>
endrule

Rule predicates

- The *rule predicate* can be any Boolean expression
    - Including function calls and method calls
- Cannot have a side-effect
    - This is enforced by the type system
- The predicate must be true for rule execution
    - But in general, this is not enough
    - Sharing resources with other rules may constrain execution

Next Lecture

- Static elaboration and architectural exploration