

## Constructive Computer Architecture

# Tutorial 1

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## Administrative Stuff

### ◆ Piazza

- Was everyone added to the class?

### ◆ Lab 1 (Due Friday)

- Has everyone tried logging onto vlsifarm?
- What about checking out the lab git repositories?
- Anyone having technical problems?

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# Bluespec Introduction

## ◆ Combinational Circuits

- Written as Functions
  - ◆ Problem: all functions inlined, no code reuse
- Written as Modules
  - ◆ Allows for code reuse, but is more complicated

## ◆ Sequential Circuits

- Requires Reg#(...)’s and Rules
  - ◆ Currently the examples from lecture only use 1 rule.
  - ◆ Adding multiple rules complicates things and will be covered in a later lecture.

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# Bluespec Types

- ◆ Bool
- ◆ Bit#(n)
- ◆ Enum
- ◆ Struct

```
typedef enum {  
    ADD,  
    SUB,  
    MUL,  
    DIV  
} Operation deriving(Bits, Eq);
```

```
typedef struct {  
    Operation op;  
    Bit#(32) val;  
} Command deriving(Bits, Eq);
```

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## Bluespec Type - Tuples

- ◆ Type: `Tuple2#(type a, type b)`
  - Also `Tuple3#(a,b,c)` up to `Tuple8#(...)`
- ◆ Values: `tuple2( val_a, val_b )`
- ◆ Components: `tpl_1(t), tpl_2(t), ...`

```
Tuple2#(Bool, Bit#(16)) t = tuple2( true, 4 );  
Bool a_val = tpl_1(t);  
Bit#(16) b_val = tpl_2(t);
```

## Bluespec Type - Vectors

- ◆ Type: `Vector#(numeric type size, type data_type)`
- ◆ Values: `newVector()`, `replicate(val)`
- ◆ Elements accessed by `[]`
- ◆ Advanced functions like `zip`, `map`, and `fold`
  - See the Bluespec Reference Manual for more info

```
Vector#(32, Bit#(32)) rfile_values = replicate(0);  
rfile_values[7] = 5;
```

## Bluespec Type - Reg

- ◆ Type: `Reg#(type data_type)`
- ◆ Instantiated differently from normal variables
  - Uses `<-` notation
- ◆ Written to differently from normal variables
  - Uses `<=` notation

```
Reg#(Bit#(32)) a_reg <- mkReg(0) // value set to 0
Reg#(Bit#(32)) b_reg <- mkRegU() // uninitialized

// write to b_reg (needs to be done inside rule)
b_reg <= 7;
```

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## Reg and Vector

- ◆ Register of Vectors
  - `Reg#( Vector#(32, Bit#(32) ) ) rfile;`
  - `rfile <- mkReg( replicate(0) );`
- ◆ Vector of Registers
  - `Vector#( 32, Reg#(Bit#(32)) ) rfile;`
  - `rfile <- replicateM( mkReg(0) );`
- ◆ Each has its own advantages and disadvantages

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# Numeric Types

```
typedef 5 N; // N is the numeric type 5
Bit#(N); // Same as Bit#(5)
valueOf(N); // The Integer 5

Bit#(n); // type variable
```

# Modules

- ◆ Modules are building blocks for larger systems
  - Modules contain other modules and rules
  - Modules are accessed through their interface
- ◆ `module mkAdder( Adder#(32) );`
  - `Adder#(32)` is the interface

# Interfaces

- ◆ Interfaces contain methods for other modules to interact with the given module

- Interfaces can also contain other interfaces

```
interface MyInterface#(numeric type n);  
  method ActionValue#(Bit#(b)) f();  
  interface SubInterface s;  
endinterface
```

# Interface Methods

## ◆ Method

- Returns value, doesn't change state
- method Bit#(32) peek\_at\_front();

## ◆ Action

- Changes state, doesn't return value
- method Action enqueue();

## ◆ ActionValue

- Changes state, returns value
- method ActionValue#(Bit#(32)) dequeue\_front()

# Strong Typing

- ◆ The Bluespec Compiler throws errors if it can't figure out a type
- ◆ Which of the following lines work?

```
Bit#(32) a = 7;  Bit#(8) small_b = 3;

let b = zeroExtend( small_b );

Bit#(32) other_b = zeroExtend( small_b );

let a_plus_b = a + zeroExtend( small_b );

Bit#(8) small_b_plus_fifty_truncated
    = truncate( 50 + zeroExtend( small_b ) );
```

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# WideMux Example

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# Addition Circuits and Critical Paths

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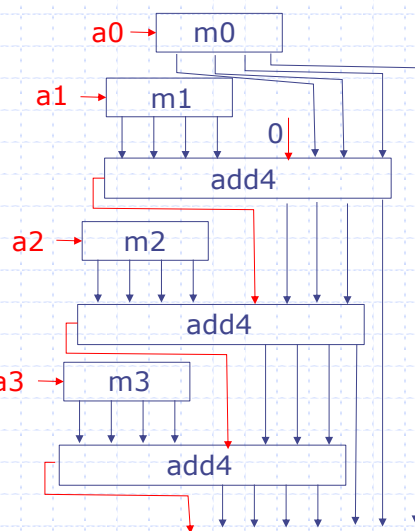
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## Multiplication by repeated addition

```

b Multiplicand 1101 (13)
a Multiplier * 1011 (11)
tp            0000
m0  + 1101
tp  01101
m1  + 1101
tp  100111
m2  + 0000
tp  0100111
m3  + 1101
tp  10001111 (143)
    
```

```
mi = (a[i]==0) ? 0 : b;
```



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# Design issues with combinational multiply

- ◆ Lot of hardware
  - 32-bit multiply uses 31 add32 circuits
- ◆ Long chains of gates
  - 32-bit ripple carry adder has a 31-long chain of gates
  - 32-bit multiply has 31 ripple carry adders in sequence!

The speed of a combinational circuit is determined by its longest input-to-output path

What is this path?