

Summary of Problems and Experiences during the Processor Development based on Chisel

Yue Jin

Institute of Computing Technology, Chinese Academy of Sciences

[2021.6@Shanghai](#), China

□ Outline

- A Short Introduction to Chisel
 - Features and Benefits
 - Where to Learn Chisel
- Sharing of Experience Using Chisel
 - Problems We Met
 - Experiences Sharing
 - Syntactic Salt
 - ...
- A RTL designer's perspective for Chisel

1. A Short Introduction to Chisel

CHISEL

IS

 Scala

- Object-Oriented Programming
- Various and Convenient Hardware Generator
- Overall Signal Connection

Features

- ✓ Improved readability and much shorter lines of code
- ✓ Flexible hardware module writing
- ✓ Make designers focus on design, not some dirty work

Benefits

Where to Learn?

Advice: 2 pages of chisel-cheatsheet and an 896 pages scala book(just kidding...).

The collage contains several key resources:

- Chisel3 Cheat Sheet:** A comprehensive reference for Chisel3 syntax and constructs, including sections on Notation, Basic Chisel Constructs, Chisel Wire Operators, Hardware Generation, Standard Library: Function Blocks, and Standard Library: Interfaces.
- Hardware Generation:** Notes explaining how Scala functions are used to generate hardware, including examples of Register and Counter components.
- Standard Library: Function Blocks:** A list of built-in Chisel3 components like `Vec`, `Bundle`, `ValidIO`, and `DecoupledIO`.
- Standard Library: Interfaces:** Details on how to use `ValidIO` and `DecoupledIO` for data flow.
- Scala Book:** The cover of "Programming in Scala, Fourth Edition" by Martin Odersky, Lex Spoon, and Bill Venners, published by artima.



Programming in Scala(available online)

chisel-cheatsheet (colored version)

<https://github.com/freechipsproject/chisel-cheatsheet/pull/2>

Other excellent learning resources

- chisel-cookbook <https://www.chisel-lang.org/chisel3/docs/introduction.html>
- chisel-bootcamp <https://github.com/freechipsproject/chisel-bootcamp>
- chisel-book(pdf) <https://github.com/schoeberl/chisel-book>

2. Problems & Experience Using Chisel



Software thinking

VS

Hardware thinking

Advice you may need



`def` is not for object declaration

```
class RandomReplacement(n_ways: Int) extends ReplacementPolicy {  
  //...  
  def nBits = 16  
  def perSet = false  
  //..
```

```
def ptwl2replacer = ReplacementPolicy.  
fromString(Some("plru"))  
/*  
  ...  
*/  
ptwl2replacer.access(hitWay)  
val victimway = ptwl2replacer.way()
```

```
44 object ReplacementPolicy {  
45   //for fully associative mapping  
46   def fromString(s: Option[String], n_ways: Int): ReplacementPolicy = fromStr  
47   def fromString(s: String, n_ways: Int): ReplacementPolicy = s.toLowerCase  
48     case "random" => new RandomReplacement(n_ways)  
49     case "lru"    => new TrueLRU(n_ways)  
50     case "plru"  => new PseudoLRU(n_ways)  
51     case t => throw new IllegalArgumentException(s"unknown Replacement Polic  
52 }
```

`def` is not for object declaration

```
class RandomReplacement(n_ways: Int) extends ReplacementPolicy {  
  //...  
  def nBits = 16  
  def perSet = false  
  //..
```

```
def ptwl2replacer = ReplacementPolicy.  
fromString(Some("plru"))  
/*  
  ...  
*/  
ptwl2replacer.access(hitWay)  
val victimway = ptwl2replacer.way()
```



Victim way will always be the first(way 0)

```
44 object ReplacementPolicy {  
45   //for fully associative mapping  
46   def fromString(s: Option[String], n_ways: Int): ReplacementPolicy = fromStr  
47   def fromString(s: String, n_ways: Int): ReplacementPolicy = s.toLowerCase  
48     case "random" => new RandomReplacement(n_ways)  
49     case "lru"    => new TrueLRU(n_ways)  
50     case "plru"  => new PseudoLRU(n_ways)  
51     case t => throw new IllegalArgumentException(s"unknown Replacement Polic  
52 }
```

`def` is not for object declaration

```
class RandomReplacement(n_ways: Int) extends ReplacementPolicy {  
  //...  
  def nBits = 16  
  def perSet = false  
  //..
```

```
def ptwl2replacer = ReplacementPolicy.  
fromString(Some("plru"))  
/*  
  ...  
*/  
ptwl2replacer.access(hitWay)  
val victimway = ptwl2replacer.way()
```



Victim way will always be the first(way 0)

Advice: Use `def` to declare methods, and `val` to declare objects

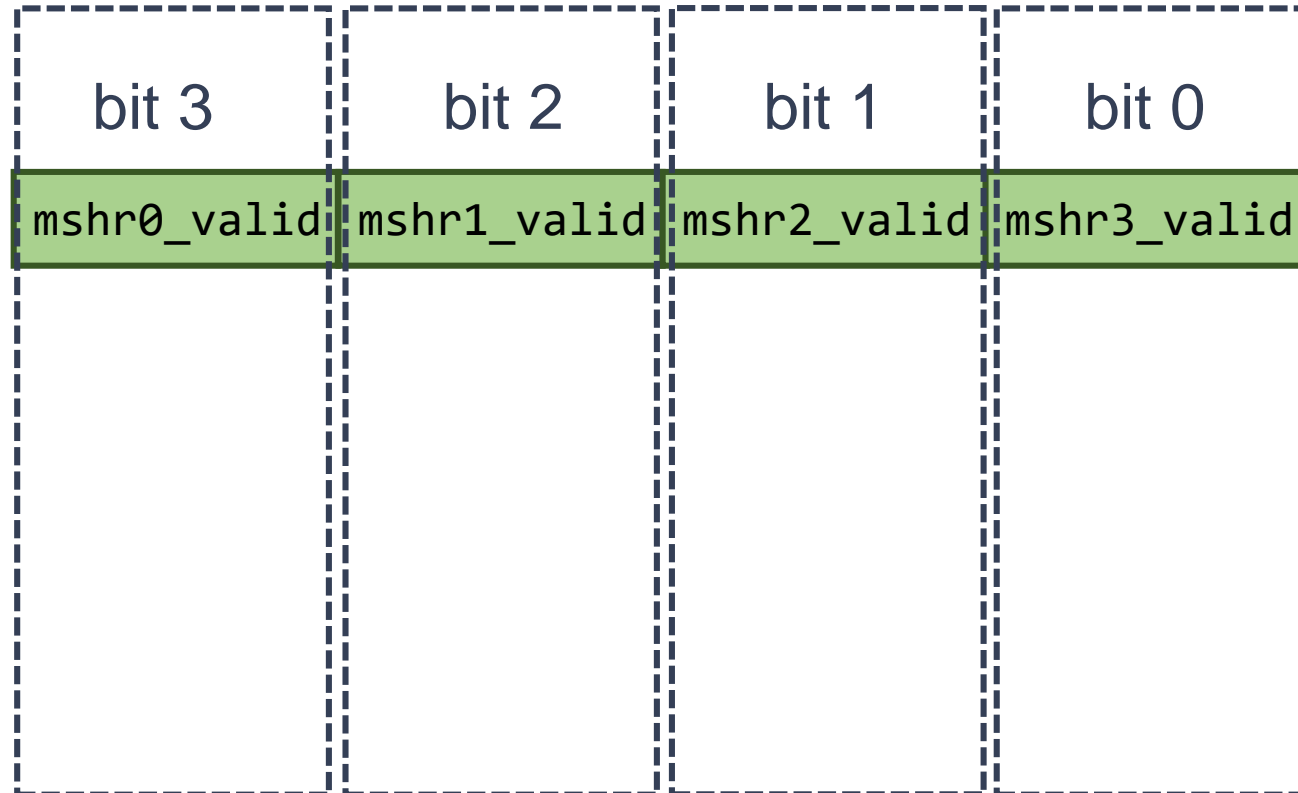
Cat-map problem

```
// Is there an MSHR free for this request?  
val mshr_valid0H = Cat(mshrs.map(_.io.status.valid).reverse)  
val mshr_free = ((~mshr_valid0H).asUInt & prioFilter).orR()
```

Cat-map problem

```
// Is there an MSHR free for this request?  
val mshr_validOH = Cat(mshrs.map(_.io.status.valid))  
val mshr_free = ((~mshr_validOH).asUInt & prioFilter).orR()
```

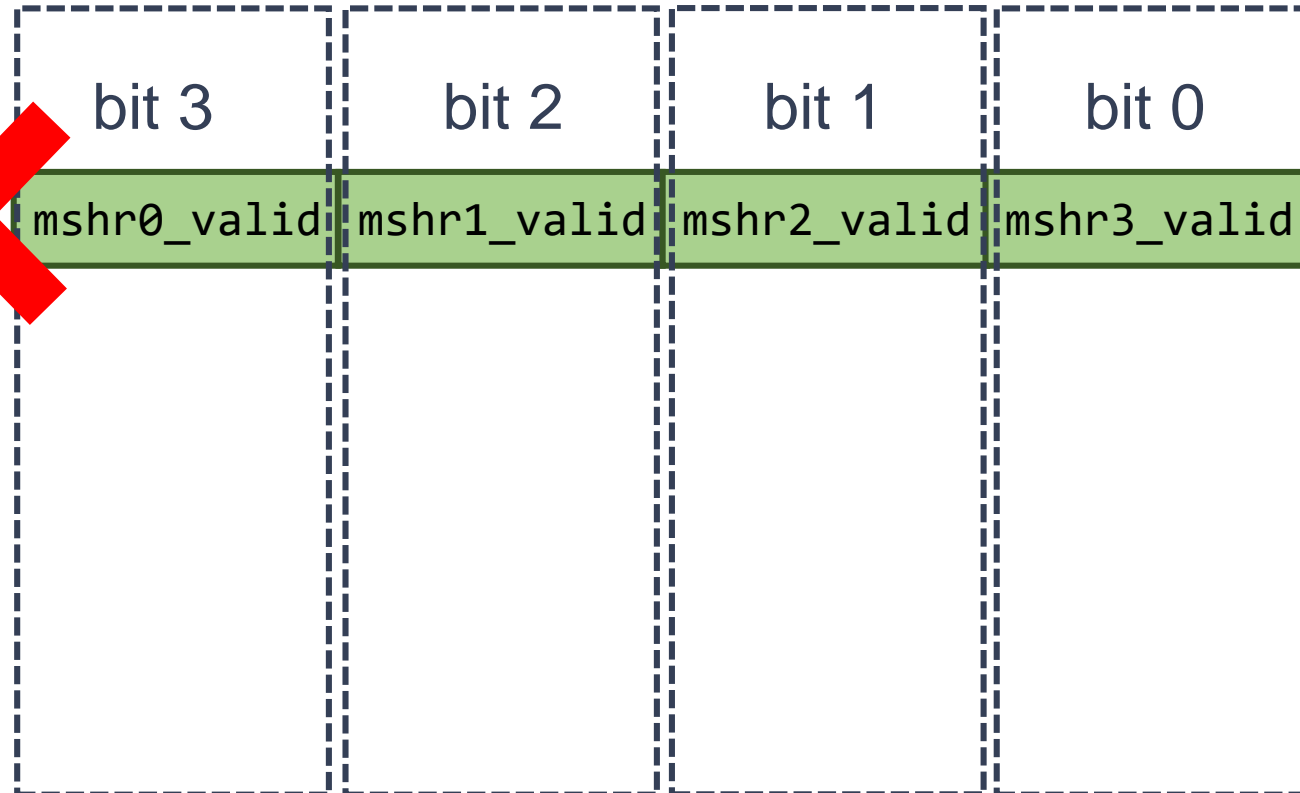
Cat with no reverse



Cat-map problem

```
// Is there an MSHR free for this request?  
val mshr_valid0H = Cat(mshrs.map(_.io.status.valid).reverse)  
val mshr_free = ((~mshr_valid0H).asUInt & prioFilter).orR()
```

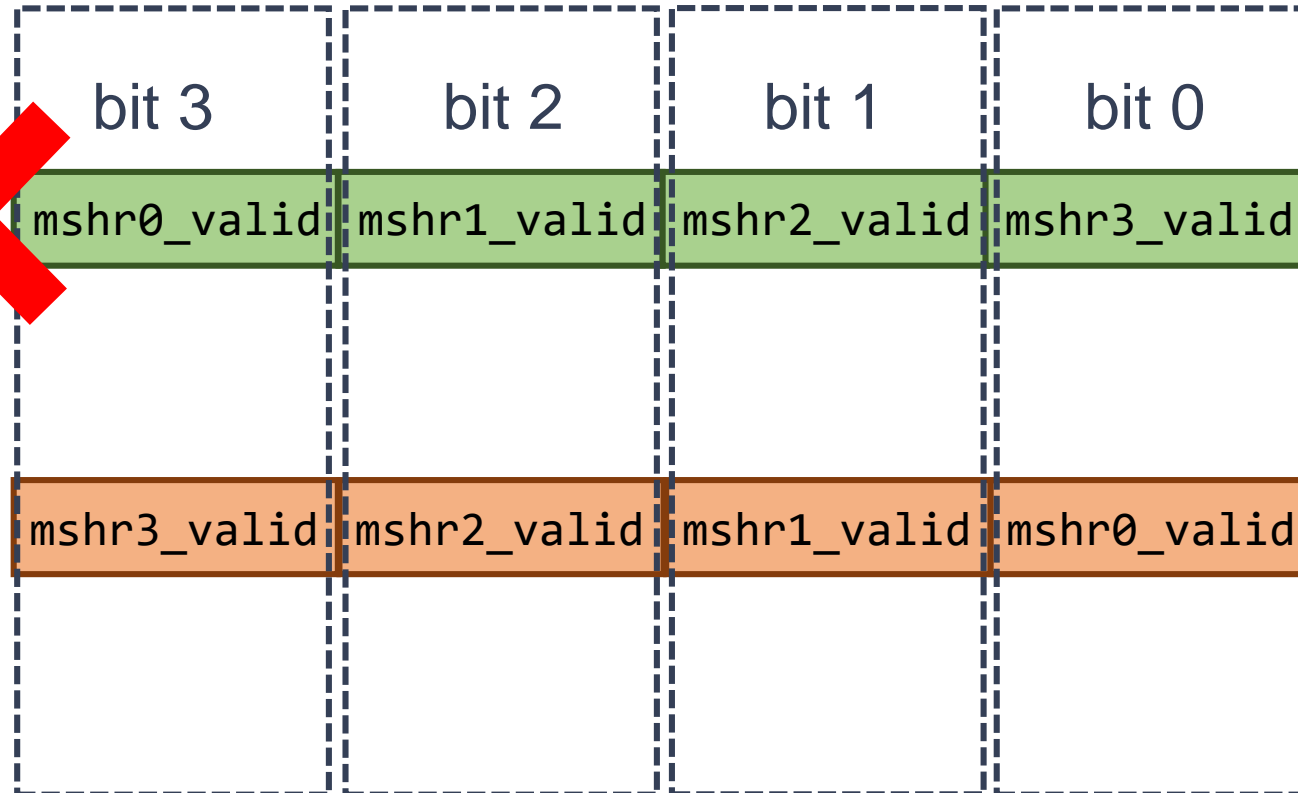
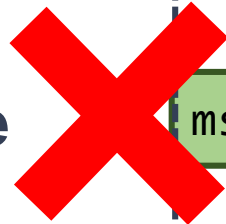
Cat with no reverse



Cat-map problem

```
// Is there an MSHR free for this request?  
val mshr_valid0H = Cat(mshrs.map(_.io.status.valid).reverse)  
val mshr_free = ((~mshr_valid0H).asUInt & prioFilter).orR()
```

Cat with no reverse



Cat with reverse

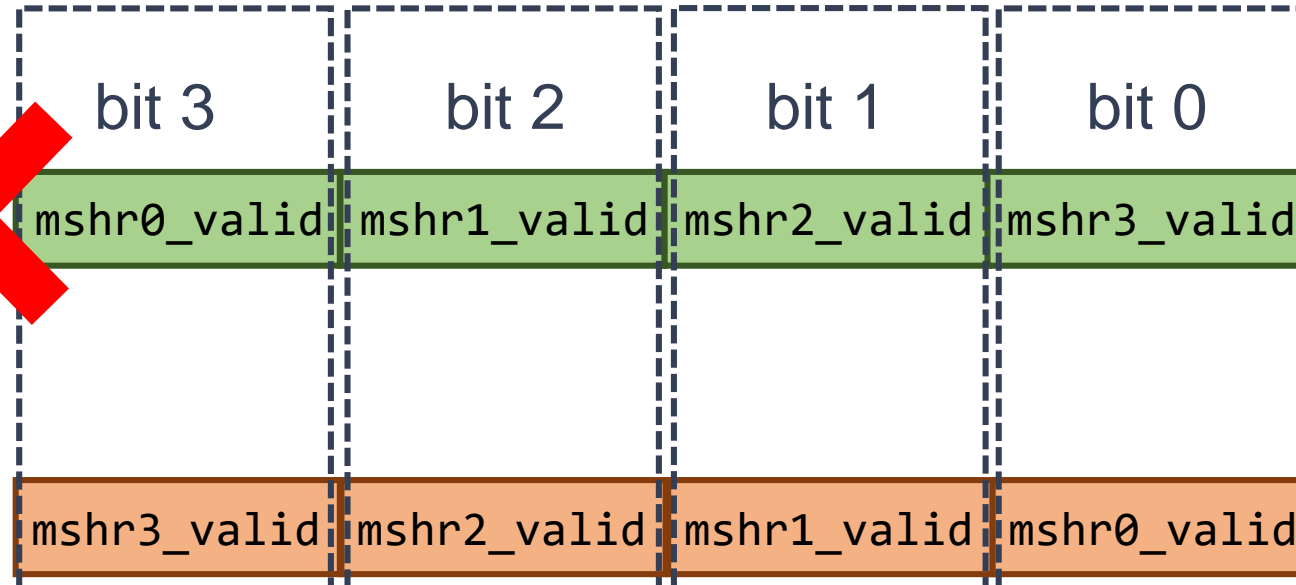
Cat-map problem

Cat → Hardware thinking

map → Software thinking

```
// Is there an MSHR free for this request?  
val mshr_valid0H = Cat(mshrs.map(_.io.status.valid).reverse)  
val mshr_free = ((~mshr_valid0H).asUInt & prioFilter).orR()
```

Cat with no reverse



Cat with reverse

Advice: Be careful when using software methods to describe hardware/circuit.

Width! Width! Width!

```
val validMeta = Cat((0 until nWays).map{w => v  
validArray(Cat(s2_idx, w.U))}.reverse).asUInt
```

Width! Width! Width!

```
val validMeta = Cat((0 until nWays).map{w => v  
validArray(Cat(s2_idx, w.U))}.reverse).asUInt
```



An I\$ with very high miss rate

Width! Width! Width!

```
val validMeta = Cat((0 until nWays).map{w => v  
  validArray(Cat(s2_idx, w.U))}.reverse).asUInt
```



An I\$ with very high miss rate

```
wire [6:0] _T_1 = {s2_idx, 1'h0}; // @[Cat.  
wire [255:0] _T_2 = validArray >> _T_1; //  
wire lo_lo = _T_2[0]; // @[ICache.scala 3  
wire [6:0] _T_3 = {s2_idx, 1'h1}; // @[Cat.  
wire [255:0] _T_4 = validArray >> _T_3; //  
wire lo_hi = _T_4[0]; // @[ICache.scala 3  
wire [7:0] _T_5 = {s2_idx, 2'h2}; // @[Cat.  
wire [255:0] _T_6 = validArray >> _T_5; //  
wire hi_lo = _T_6[0]; // @[ICache.scala 3  
wire [7:0] _T_7 = {s2_idx, 2'h3}; // @[Cat.  
wire [255:0] _T_8 = validArray >> _T_7; //  
wire hi_hi = _T_8[0]; // @[ICache.scala 3
```


Width! Width! Width!

```
val validMeta = Cat((0 until nWays).map{w => v  
  alidArray(Cat(s2_idx, w.U))}.reverse).asUInt
```



An I\$ with very high miss rate



```
val validMeta = Cat((0 until nWays).map{w => val  
  idArray(Cat(s2_idx, w.U(log2Ceil(nWays).W)))}.  
  .reverse).asUInt
```

```
wire [6:0] _T_1 = {s2_idx, 1'h0}; // @[Cat.  
wire [255:0] _T_2 = validArray >> _T_1; //  
wire lo_lo = _T_2[0]; // @[ICache.scala 3  
wire [6:0] _T_3 = {s2_idx, 1'h1}; // @[Cat.  
wire [255:0] _T_4 = validArray >> _T_3; //  
wire lo_hi = _T_4[0]; // @[ICache.scala 3  
wire [7:0] _T_5 = {s2_idx, 2'h2}; // @[Cat.  
wire [255:0] _T_6 = validArray >> _T_5; //  
wire hi_lo = _T_6[0]; // @[ICache.scala 3  
wire [7:0] _T_7 = {s2_idx, 2'h3}; // @[Cat.  
wire [255:0] _T_8 = validArray >> _T_7; //  
wire hi_hi = _T_8[0]; // @[ICache.scala 3
```

Width! Width! Width!

```
val validMeta = Cat((0 until nWays).map{w => v  
  alidArray(Cat(s2_idx, w.U))}.reverse).asUInt
```



An I\$ with very high miss rate



```
val validMeta = Cat((0 until nWays).map{w => val  
  idArray(Cat(s2_idx, w.U(log2Ceil(nWays).W)))}.  
  .reverse).asUInt
```

```
wire [6:0] _T_1 = {s2_idx, 1'h0}; // @[Cat.  
wire [255:0] _T_2 = validArray >> _T_1; //  
wire lo_lo = _T_2[0]; // @[ICache.scala 3  
wire [6:0] _T_3 = {s2_idx, 1'h1}; // @[Cat.  
wire [255:0] _T_4 = validArray >> _T_3; //  
wire lo_hi = _T_4[0]; // @[ICache.scala 3  
wire [7:0] _T_5 = {s2_idx, 2'h2}; // @[Cat.  
wire [255:0] _T_6 = validArray >> _T_5; //  
wire hi_lo = _T_6[0]; // @[ICache.scala 3  
wire [7:0] _T_7 = {s2_idx, 2'h3}; // @[Cat.  
wire [255:0] _T_8 = validArray >> _T_7; //  
wire hi_hi = _T_8[0]; // @[ICache.scala 3
```

Advice: In **Cat** operation, you must specify the bit width for the immediate value of **UInt** type

Width! Width! Width!

Perhaps we need some syntactic salt?
[warn] value 'w.U' in Cat has no width information!

```
val validMeta = Cat((0 until nWays).map{w => v  
  alidArray(Cat(s2_idx, w.U))}.reverse).asUInt
```



An I\$ with very high miss rate



```
val validMeta = Cat((0 until nWays).map{w => val  
  idArray(Cat(s2_idx, w.U(log2Ceil(nWays).W)))}.  
  .reverse).asUInt
```

```
wire [6:0] _T_1 = {s2_idx, 1'h0}; // @[Cat.  
wire [255:0] _T_2 = validArray >> _T_1; //  
wire lo_lo = _T_2[0]; // @[ICache.scala 3  
wire [6:0] _T_3 = {s2_idx, 1'h1}; // @[Cat.  
wire [255:0] _T_4 = validArray >> _T_3; //  
wire lo_hi = _T_4[0]; // @[ICache.scala 3  
wire [7:0] _T_5 = {s2_idx, 2'h2}; // @[Cat.  
wire [255:0] _T_6 = validArray >> _T_5; //  
wire hi_lo = _T_6[0]; // @[ICache.scala 3  
wire [7:0] _T_7 = {s2_idx, 2'h3}; // @[Cat.  
wire [255:0] _T_8 = validArray >> _T_7; //  
wire hi_hi = _T_8[0]; // @[ICache.scala 3
```

Advice: In **Cat** operation, it is recommended to specify the bit width for the immediate value of **UInt** type

Care about your `DontCare`

```
val bundleA <> DontCare
// lots of code
bundleA.signal1 := true.B
bundleA.signal2 := 1.U
bundleA.signal4 := 2.U
//...
bundleA.signalx := 3.U
// bundleA.signal3 is set to false.B

//forget...
when(bundleA.signal1 && bundleA.signal3){
  //...
}
```

Care about your `DontCare`

```
val bundleA <> DontCare
bundleA.signal1 := true.B
bundleA.signal2 := 1.U
bundleA.signal4 := 2.U
//...
bundleA.signalx := 3.U
// bundleA.signal3 is set to false.B

//forget...
when(bundleA.signal1 && bundleA.signal3){
  //...
}
```

Advice: Do not use **DontCare** for make a temporary assignment to a bundle.

Care about your `DontCare`

```
val bundleA <> DontCare
bundleA.signal1 := true.B
bundleA.signal2 := 1.U
bundleA.signal4 := 2.U
//...
bundleA.signalx := 3.U
// bundleA.signal3 is set to false.B

//forget...
when(bundleA.signal1 && bundleA.signal3){
  //...
}
```

Perhaps we need some syntactic salt?

[warn]signal3 in bundleA has been used but was connected to DontCare

Advice: Do not use **DontCare** for make a temporary assignment to a bundle.

Competitive assignment

Defination: Reassignment of the same variable (a wire/register) in the same cycle

Competitive assignment

Defination: Reassignment of the same variable (a wire/register) in the same cycle

Explicit competition
assignment

```
when (cond) {  
  reg := val_a  
  reg := val_b  
}
```


Competitive assignment

Defination: Reassignment of the same variable (a wire/register) in the same cycle

Explicit competition
assignment

```
when (cond) {  
  reg := val_a  
  reg := val_b  
}
```

Less obvious
competitive assignments

```
when (cond) {  
  reg.valid := true.B  
  reg      := val_b  
}
```

Competitive assignment

Defination: Reassignment of the same variable (a wire/register) in the same cycle

Explicit competition assignment

```
when (cond) {  
  reg := val_a  
  reg := val_b  
}
```

Less obvious competitive assignments

```
when (cond) {  
  reg.valid := true.B  
  reg      := val_b  
}
```

Implicit competition assignment

```
for (x <- xs) {  
  val idx = f(x)  
  somevec[idx] := g(x)  
}
```

Competitive assignment

Defination: Reassignment of the same variable (a wire/register) in the same cycle

Explicit competition assignment

```
when (cond) {  
  reg := val_a  
  reg := val_b  
}
```

Less obvious competitive assignments

```
when (cond) {  
  reg.valid := true.B  
  reg      := val_b  
}
```

Implicit competition assignment

```
for (x <- xs) {  
  val idx = f(x)  
  somevec[idx] := g(x)  
}
```

In an implicit competition assignment, $f(x)$ is not a **one-to-one function**, that is, $f(x_1) = f(x_2)$ but $x_1 \neq x_2$.

Competitive assignment

```
//exu write back, update some info
for((wb,i) <- io.exuWriteback.zipWithIndex) {
  val wbIdx = wb.bits.redirect.ftqIdx.value
  // ...
  when(cfiUPdate.taken && offset < cfiIndex_vec(wbIdx).bits){
    cfiIndex_vec(wbIdx).valid := true.B
    cfiIndex_vec(wbIdx).bits := offset
    cfiIsCall(wbIdx) := wb.bits.uop.cf.pd.cfiIsCall
    cfiIsRet(wbIdx) := wb.bits.uop.cf.pd.isRet
    //...
  }
}
```

Competitive assignment

```
//exu write back, update some info
for((wb,i) <- io.exuWriteback.zipWithIndex) {
  val wbIdx = wb.bits.redirect.ftqIdx.value
  // ...
  when(cfiUPdate.taken && offset < cfiIndex_vec(wbIdx).bits){
    cfiIndex_vec(wbIdx).valid := true.B
    cfiIndex_vec(wbIdx).bits := offset
    cfiIsCall(wbIdx) := wb.bits.uop.cf.pd.cfiIsCall
    cfiIsRet(wbIdx) := wb.bits.uop.cf.pd.isRet
    //...
  }
}
```

The **wbIdx** of different writeback ports may be the same !

Competitive assignment

```
//exu write back, update some info
for((wb,i) <- io.exuWriteback.zipWithIndex) {
  val wbIdx = wb.bits.redirect.ftqIdx.value
  // ...
  when(cfiUPdate.taken && offset < cfiIndex_vec(wbIdx).bits){
    cfiIndex_vec(wbIdx).valid := true.B
    cfiIndex_vec(wbIdx).bits := offset
    cfiIsCall(wbIdx) := wb.bits.uop.cf.pd.cfiIsCall
    cfiIsRet(wbIdx) := wb.bits.uop.cf.pd.isRet
    //...
  }
}
```

The **wbIdx** of different writeback ports may be the same !

```
Wb_1 : cfiIndex_vec(0).valid := true.B
Wb_2 : cfiIndex_vec(3).valid := false.B
Wb_3 : cfiIndex_vec(0).valid := false.B
```

Competitive assignment

```
//exu write back, update some info
for((wb,i) <- io.exuWriteback.zipWithIndex) {
  val wbIdx = wb.bits.redirect.ftqIdx.value
  // ...
  when(cfiUPdate.taken && offset < cfiIndex_vec(wbIdx).bits){
    cfiIndex_vec(wbIdx).valid := true.B
    cfiIndex_vec(wbIdx).bits := offset
    cfiIsCall(wbIdx) := wb.bits.uop.cf.pd.cfiIsCall
    cfiIsRet(wbIdx) := wb.bits.uop.cf.pd.isRet
    //...
  }
}
```

The **wbIdx** of different writeback ports may be the same !

```
Wb_1 : cfiIndex_vec(0).valid := true.B
Wb_2 : cfiIndex_vec(3).valid := false.B
Wb_3 : cfiIndex_vec(0).valid := false.B
```

Advice: Ensure that your assignment in the loop will not cause implicit competitive assignment.

3. A developer's perspective for Chisel

- Excellent HDL
- A lot of syntactic sugar
- Free developers from dirty work
- Make more developers willing to write hardware

3. A developer's perspective for Chisel

- Excellent HDL
- A lot of syntactic sugar
- Free developers from dirty work
- Make more developers willing to write hardware



3. A developer's perspective for Chisel

- Excellent HDL
 - A lot of syntactic sugar
 - Free developers from dirty work
 - Make more developers willing to write hardware
-
- Some software thinking may cause problems
 - Be familiar to Scala before using Chisel
 - Ensure that the hardware (verilog) is consistent with what you wrote with Chisel



Summary

Advice: Use ``def`` to declare methods, and ``val`` to declare constants or objects

Advice: Be careful when using software methods to describe hardware/circuit.

Advice: In **Cat** operation, it is recommended to specify the bit width for the immediate value of **UInt** type

Advice: Do not use **DontCare** for make a temporary assignment to a bundle.

Advice: Ensure that your assignment in the loop will not cause implicit competitive assignment.

THANKS!
Q & A