

State of Chisel

Chisel 3.0, FIRRTL, and Beyond

Chisel Community Conference China 2019 (CCC19 China)

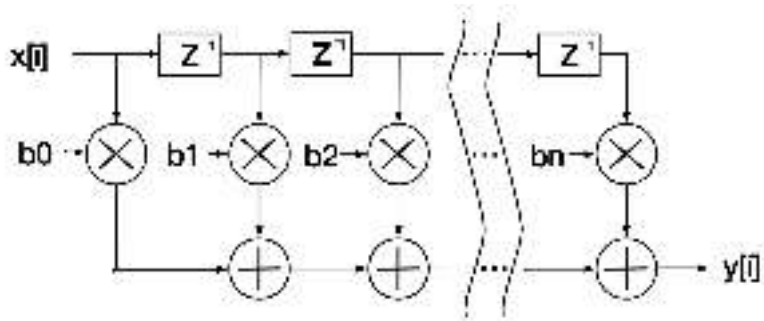
Presented by Edward Wang
Slides by Adam Izraelevitz

A long time ago, in a laboratory (not) far,
far away....

HDL Wars: A New Hope

- In 2010, the HW industry was in a difficult place
 - Dennard Scaling had ended
 - Moore's Law was on its way out
- Demand for computation kept growing
 - New applications
 - More performance for less power/area
 - Only option was to design more complicated, specialized hardware
- Designing hardware was so difficult
 - Billions of transistors
 - Design complexity
- Meanwhile, in a small lab in Berkeley, a solution was brewing....

No Loss of Expressibility: “Verilog-like” Chisel



FIR (Finite Impulse Response) Filter
- 3-point moving average

What about >3 points?

What about weighted averages?

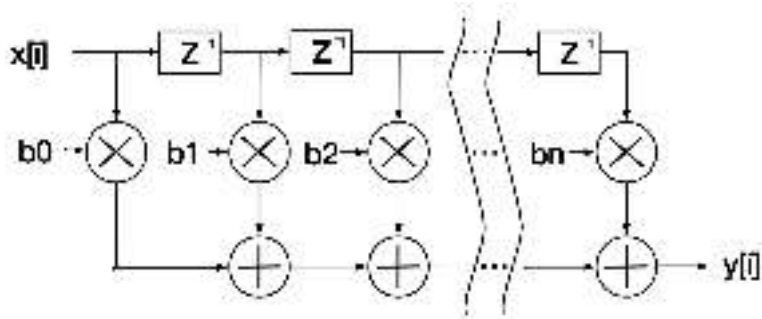
We want a *generic* FIR filter!

```
class MovingAverage3(bitWidth: Int) extends Module {
  val io = IO(new Bundle {
    val in = Input(UInt(bitWidth.W))
    val out = Output(UInt(bitWidth.W))
  })

  val z1 = RegNext(io.in)
  val z2 = RegNext(z1)

  io.out := (io.in * 1.U) + (z1 * 1.U) + (z2 * 1.U)
}
```

Massive Increase in Parameterizability: “Software-like” Chisel



FIR Filter - Parameterized by
bitwidth and *coefficients* with no loss
of expressibility or performance.

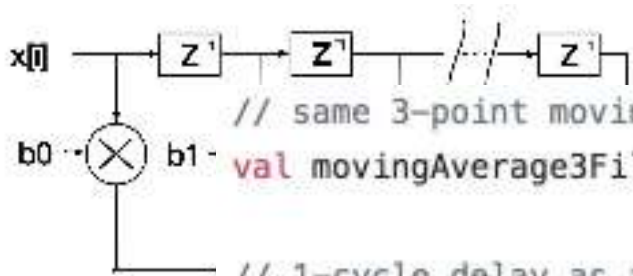
*Meta-programming enables
powerful parameterization.*

```
// Generalized FIR filter parameterized by the convolution coefficients
class FirFilter(bitWidth: Int, coeffs: Seq[UInt]) extends Module {
  val io = IO(new Bundle {
    val in = Input(UInt(bitWidth.W))
    val out = Output(UInt(bitWidth.W))
  })
  // Create the serial-in, parallel-out shift register
  val zs = Wire(Vec(coeffs.length, UInt(bitWidth.W)))
  zs(0) := io.in
  for (i <- 1 until coeffs.length) {
    zs(i) := zs(i-1)
  }

  // Do the multiplies
  val products = VecInit.tabulate(coeffs.length)(i => zs(i) * coeffs(i))

  // Sum up the products
  io.out := products.reduce(_ + _)
}
```

Massive Increase in Parameterizability: “Software-like” Chisel



```
// Generalized FIR filter parameterized by the convolution coefficients
class FirFilter(bitWidth: Int, coeffs: Seq[UInt]) extends Module {
  // same 3-point moving average filter as before
  val movingAverage3Filter = FirFilter(8.W, Seq(1.U, 1.U, 1.U))

  // 1-cycle delay as a FIR filter
  val delayFilter          = FirFilter(8.W, Seq(0.U, 1.U))
```

```
FIR Filter // 5-point FIR filter with a triangle impulse response
bitwidth : val triangleFilter = FirFilter(8.W, Seq(1.U, 2.U, 3.U, 2.U, 1.U)) * coeffs(i)

// Sum up the products
io.out := products.reduce(_ + _)
}
```

Meta-programming enables powerful parameterization.

Hired Jonathan Bachrach (2010)

Chisel: Constructing Hardware in a Scala Embedded Language

Jonathan Bachrach, Ray O. Blair, Richard M. Hulet, Eric
Muller, William R. Otis, and Andrew A. Chien, Synopsys, Inc.
HLS@Synopsys.com, {jrbach, rblair, rhulet, emuller, ericmuller, wrotis, aachien}@synopsys.com

ABSTRACT

Hardware construction is a labor-intensive task. The design of hardware is often done in a domain-specific language (DSL) that is not expressive enough to describe the hardware. This paper presents Chisel, a hardware construction language that is expressive enough to describe the hardware. Chisel is a Scala Embedded Language (SEL) that is designed to be used in a hardware design environment. Chisel is a hardware construction language that is expressive enough to describe the hardware.

Categories and Subject Descriptors

D.3.1 [Programming Languages]: Languages—Domain-Specific Languages

General Terms

Design, Languages, Performance

Keywords

DSL

1. INTRODUCTION

Hardware construction is a labor-intensive task. The design of hardware is often done in a domain-specific language (DSL) that is not expressive enough to describe the hardware. This paper presents Chisel, a hardware construction language that is expressive enough to describe the hardware.

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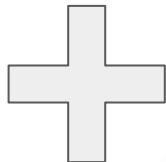
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By the End of ParLab (2013), We Learned....



12 Grad Students



Chisel

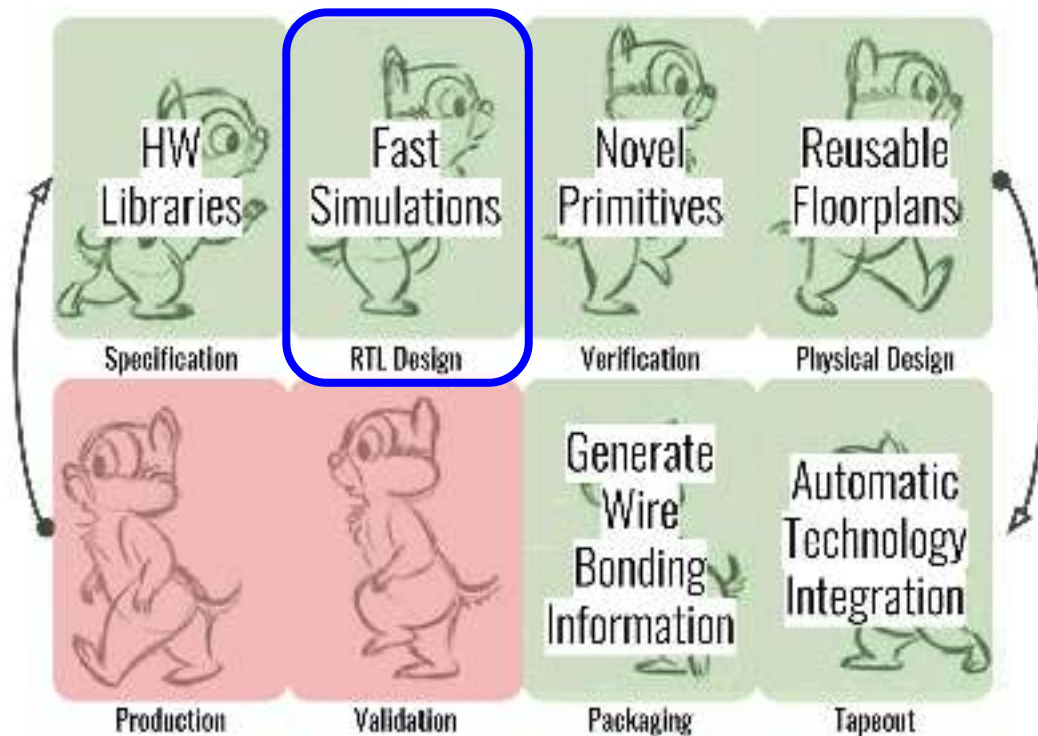


Chips

And so, in late 2013, the **problem** of **designing hardware** was forever solved.

Just kidding.

Improving RTL Design \neq Solving The Hardware Design Loop



* from "How to Draw Chip and Dale booklet". (Walt Disney, 1955)

What had to change?



Hardware Design Ecosystem

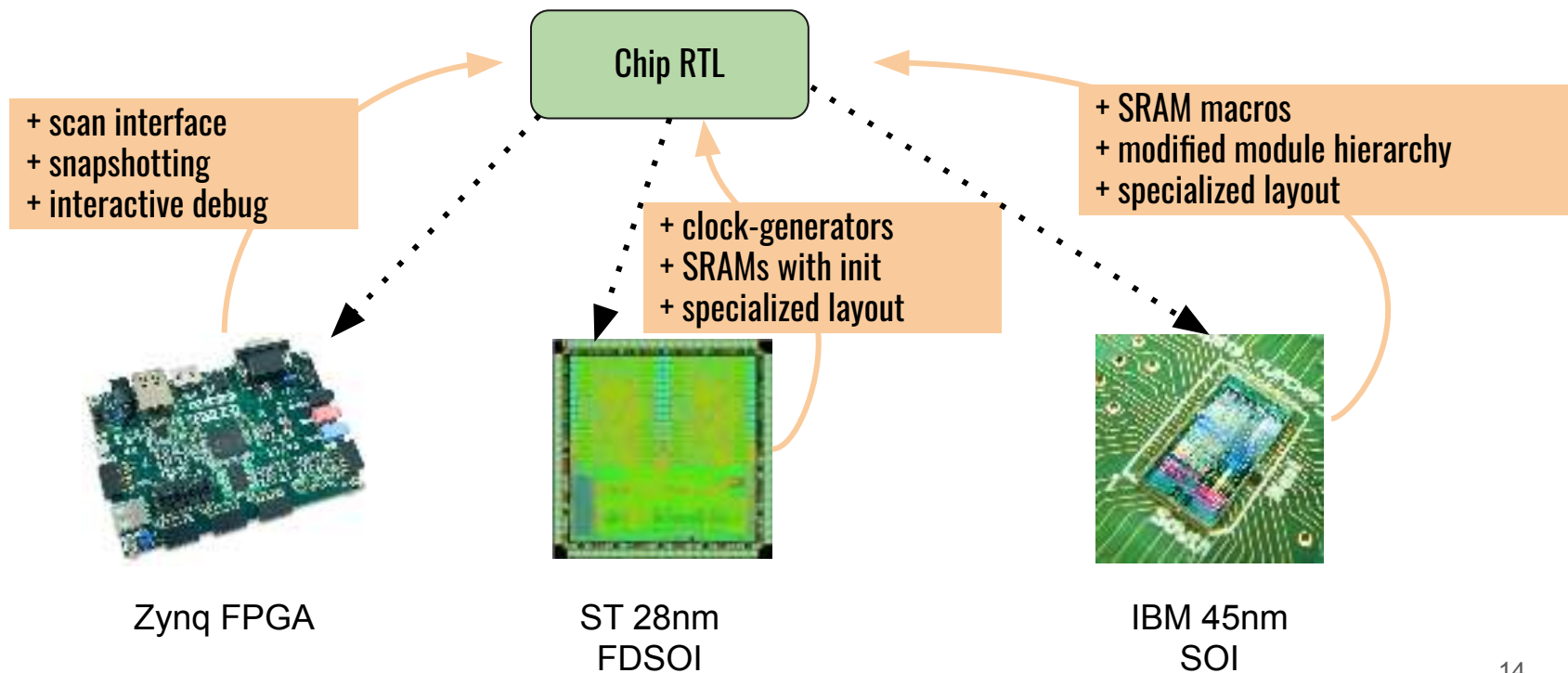


Stable and User-Friendly API



External Collaborations

Platform-Specific or Application-Specific RTL Changes

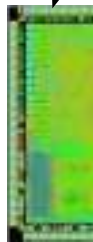


FireSim

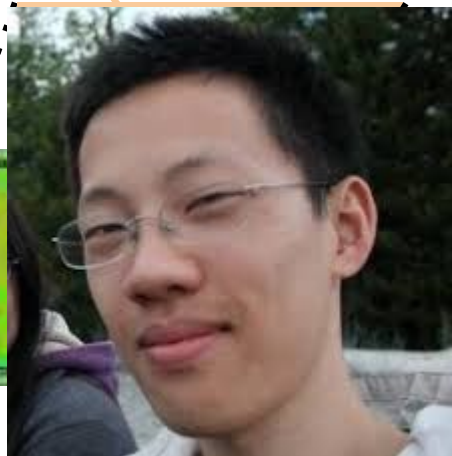
+ interactive debug



Zynq FPGA



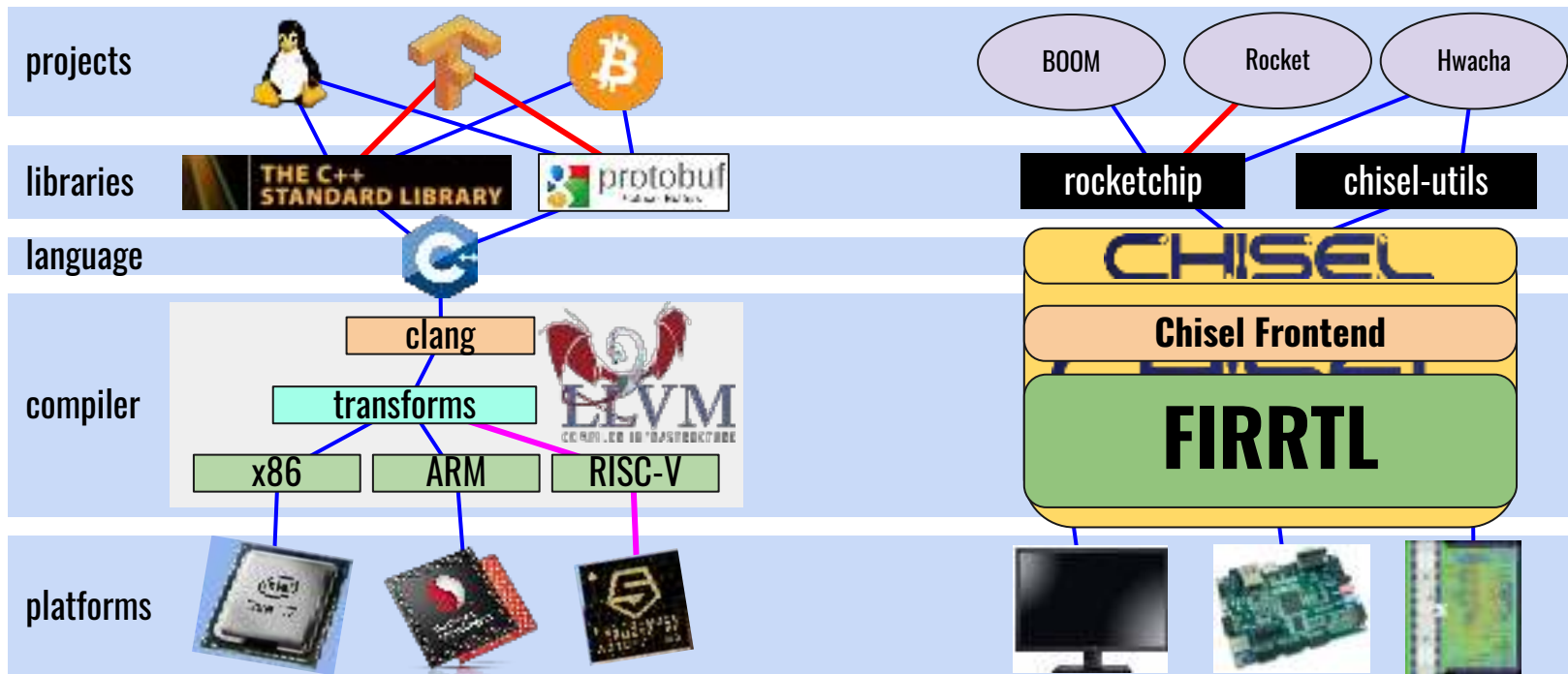
ST 32nm
FDSOI



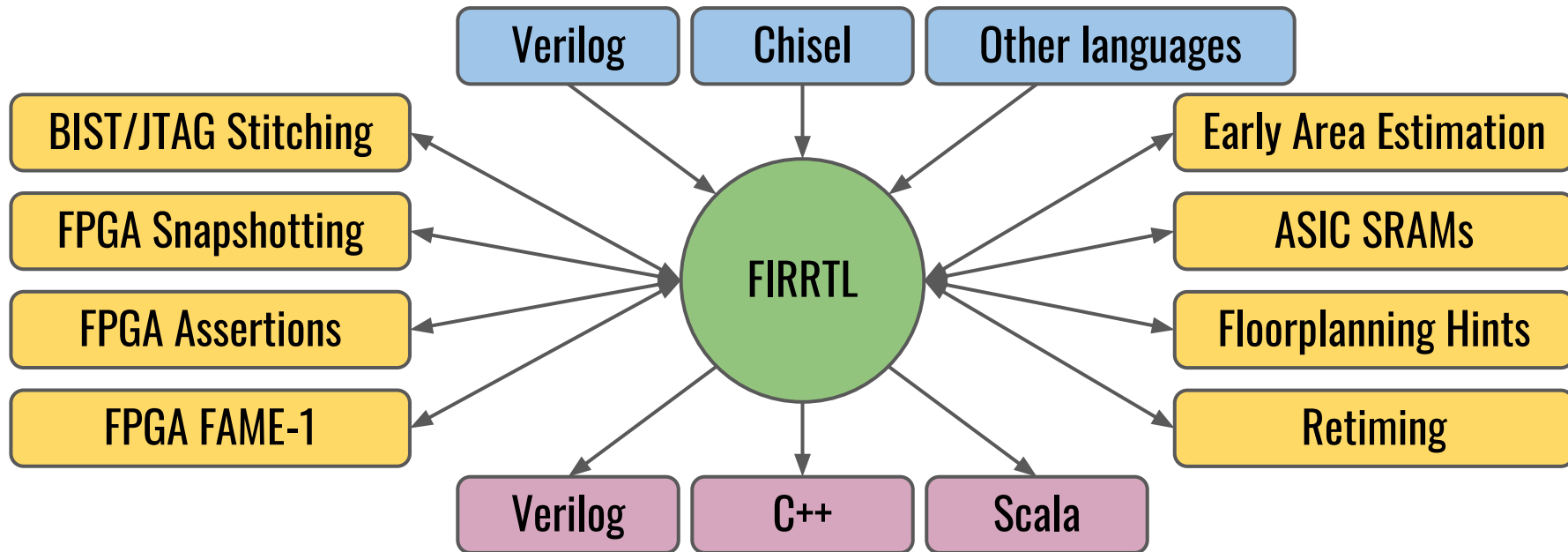
IBM 45nm
SOI

specialized layout

Realization: We need a software stack, but for hardware



For an ecosystem, we needed a hardware compiler infrastructure

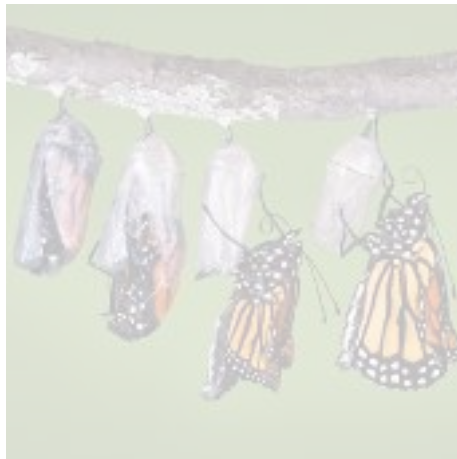


Developing, Porting, Code Reviews, Testing, and so forth

- Spring 2015 Designed FIRRTL Compiler
- Summer 2015 Designed Chisel 3 Frontend
- Fall 2015 Ported RocketChip
- Winter 2015 Ported Chisel Testers
- Spring 2016 Added Fixed-Point Type
- Summer 2016 Added Analog Type
- Fall 2016 Added multi-clock
- Winter 2016 Released Chisel 3.0.0
- Spring 2017 Released FIRRTL 1.0.0



What had to change?



Hardware Design Ecosystem



Stable and User-Friendly API



External Collaborations

Emphasis on Clarity

Chisel 2.0.0

```
Reg(UInt(3))
```

1. Register of type UInt, width of 3
2. Register whose next cycle's value is 3
3. Register whose initial value is 3
4. Register no initial value and width of 2

Chisel 3.0.0

```
Reg(UInt(3.W))  
RegNext(3.U)  
RegInit(3.U)  
Reg(chiselTypeOf(3.U))
```

1. Register of type UInt, width of 3
2. Register whose next cycle's value is 3
3. Register whose initial value is 3
4. Register no initial value and width of 2

Emphasis on Clarity

Chisel 2.0.0

```
Reg(UInt(3))
```

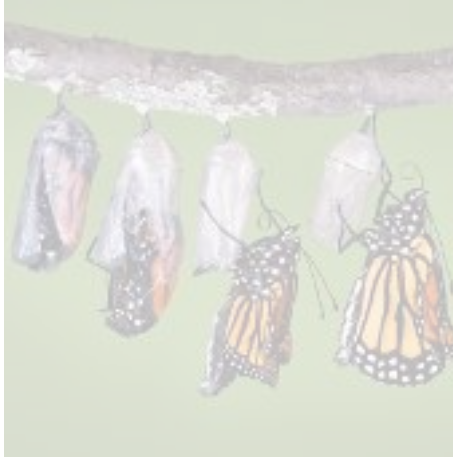
1. Register of type UInt, width of 3
2. Register whose next cycle's value is 3
3. Register whose initial value is 3
4. **Register no initial value and width of 2**

Chisel 3.0.0

```
Reg(UInt(3.W))  
RegNext(3.U)  
RegInit(3.U)  
Reg(chiselTypeOf(3.U))
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1. Register of type UInt, width of 3
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What had to change?



Hardware Design Ecosystem



Stable and User-Friendly API



External Collaborations

Documentation, Documentation, Documentation

Home

Jim Lawson edited this page 23 days ago · 30 revisions

Welcome to the Chisel 3 wiki!

If you are completely new to Chisel, check out [A Short Users Guide to Chisel](#).

Chisel is constantly being improved. See the latest [Release Notes](#).

For migrating from Chisel 2 to Chisel 3, check out [Chisel3 vs Chisel2](#).

The ScalaDoc for Chisel3 is available at the [API tab](#) on the [Chisel web site](#).

For useful design patterns, see the [Cookbook](#).

For cool new features on the leading and bleeding edge, see [Experimental Features](#).

If you're developing a Chisel library, see [Developers](#).

Other interesting pages:

- [Frequently Asked Questions](#)



- ii. [Hardware Expressible in Chisel](#)
- iii. [Datatypes in Chisel](#)
- iv. [Combinational Circuits](#)
- v. [Builtin Operators](#)
- vi. [Functional Abstraction](#)
- vii. [Bundles and Vecs](#)
- viii. [Ports](#)

Bootcamps and Tutorials



A screenshot of a web browser displaying the GitHub README for the 'chisel-bootcamp' repository. The browser's address bar shows the URL 'https://github.com/freechipsproject/chisel-bootcamp'. The page title is 'README.md'. A red rectangular box highlights a button labeled 'launch binder' with the Binder logo. Three red arrows point to the box: one from the top, one from the left, and one from the right. Below the button, there is a paragraph of text: 'For previous users of the bootcamp, we have upgraded from Scala 2.11 to Scala 2.12. please follow the installation instructions to upgrade to 2.12.' Below this is a section header 'Chisel Bootcamp' followed by a paragraph: 'Elevate the level of your hardware design from instances to generators! This bootcamp teaches you hardware construction DSL written in Scala. It teaches you Scala along the way, and the idea of hardware generators.' Below that is another section header 'What you'll learn' followed by a bulleted list: '• Why hardware designs are better expressed as generators, not instances.'

The screenshot shows a Jupyter Notebook interface with the following content:

CHISEL

Module 2.1: A Simple Chisel Module

A Tiny Module

Like Verilog, we can declare module definitions in Chisel. The following example is a Chisel module, `Tiny`, that has one input, `in`, and one output, `out`, and inside it conditionally connects `in` and `out`, so `in` drives `out`.

```

1 // Chisel code: Declare a new module definition.
2 class Tiny extends Module {
3   val io = IO(new Bundle {
4     val in = Input(UInt(4.W))
5     val out = Output(UInt(4.W))
6   })
7   in.out := io.in
8 }
9 println(getFIRRTL(new Tiny()))

```

There's a lot here! The following explains how to think of each line in terms of the hardware we are describing.

```

class Tiny extends Module {

```

We declare a new module called `Tiny`.

```

  val io = IO(...)

```

We declare all our input and output ports into a special `io` variable.

```

  new Bundle {

```

Open-Development via Github Issues/Pull Requests

The screenshot shows the GitHub interface for the repository 'freechipsproject / chisel3'. At the top, there are navigation tabs for Code, Issues (78), Pull requests (12), Projects (0), Wiki, Insights, and Settings. The 'Pull requests' tab is selected and highlighted with an orange underline. Below the navigation, there are filters for 'Is:pr is:open', labels, milestones, and a green 'New pull request' button. The main content area displays a list of pull requests with columns for status, title, author, labels, projects, milestones, reviews, assignee, and sort. The list includes:

- Fixed X-pessimism in RRArbiter** (Issue #724) by pentin-as, Review required, 2 comments.
- Auto clone type** (Issue #723) by ducky64, Review required, 14 comments.
- [wip] BoringUtils / Synthesizable Cross Module References** (Issue #718) by seldridge, API Addition, DO NOT MERGE, Review required, 0 of 3 reviews, 2 comments.
- Add issue and pull_request templates.** (Issue #713) by utbjrl, Approved, 3 of 8 reviews, 14 comments.
- Aggregates can now be marked as literals.** (Issue #634) by grabr, Changes requested, 21 comments.

Stack Overflow!

The screenshot shows the Stack Overflow search results page for the query 'chisel'. The page layout includes a top navigation bar with the Stack Overflow logo, 'Questions', 'Developer Jobs', 'Tags', and 'Users' links. A search bar contains the text '{chisel}'. On the right side of the navigation bar, there are icons for notifications, a search icon, a menu icon, and buttons for 'Log In' and 'Sign Up'.

Below the navigation bar, the 'Tagged Questions' section is active, with sub-tabs for 'info', 'newest', 'frequent', 'votes', 'active', and 'unanswered'. A description box for the 'chisel' tag states: 'Chisel is an open-source hardware construction language developed at UC Berkeley that supports advanced hardware design using highly parameterized generators and layered domain-specific hardware languages.' It includes links for 'learn more...', 'top users', and 'synonyms'.

The main content area displays two search results:

- Result 1:** 'Floating Point Unit - Open Source Hardware Implementation'. It has 1 vote, 0 answers, and 42 views. The question text is: 'Boy, do these guys at StackOverflow really make you think before even trying to ask a question here - having a real stage fright writing this first question. I will provide some resources I found ...'. The tags are 'riscv', 'chisel', and 'fpu'. The question was asked on Nov 20 at 2:3:47 by user 'ada' (8 reputation, 3 questions).
- Result 2:** 'Parameterized FIFO in Chisel'. It has 1 vote, 0 answers, and 57 views. The question text is: 'I was going through the Chisel 2.2 Tutorial manual (I am aware that Chisel3 is out in BETA version, but I am required to use Chisel2.2 for some extension of previously implemented modules). I have ...'. The tags are 'riscv' and 'chisel'. The question was asked on Nov 18 at 5:33 by user 'Avtishek Tyag' (48 reputation, 10 questions).

On the right side of the page, there is a summary for the 'chisel' tag: '200 questions tagged chisel about x'. Below this is a section for 'Related Tags' with a list of tags and their associated question counts: 'scala' (71), 'riscv' (37), 'hdl' (17), 'verilog' (11), 'hardware' (11), 'sbt' (7), 'tpga' (5), 'digital-logic' (5), 'bus' (3), and 'unit' (3). There is also an 'Ask Question' button and a 'more related tags' link at the bottom.

Academic Impact: 338 citations (as of 2019)

Chisel: Constructing Hardware in a Scale Embedded Language

Jonathan Brachman, Vijay Peta, Dilip Thomas, Yunsu Lee
 Berkeley University of California, Intel Corporation, Intel Labs, Intel Labs
 2020 Department of EECS, Berkeley

The Berkeley University of California, Intel Corporation, Intel Labs, Intel Labs

ABSTRACT

As the number of transistors in a chip continues to grow, the complexity of the hardware design process increases. This paper introduces Chisel, a new hardware design language that allows designers to describe hardware in a high-level, declarative style. Chisel is designed to be easy to learn and use, and to integrate well with existing hardware design tools and flows. Chisel is implemented as a Scala library that runs on top of the Verilog HDL simulator, Yosys. This paper describes the design of Chisel, its implementation, and its use in a variety of hardware design projects.

Categories and Subject Descriptors

B.7.2 [Data Types and Structures]: Data types; Data structures

General Terms

Design, Languages, Verification

Keywords

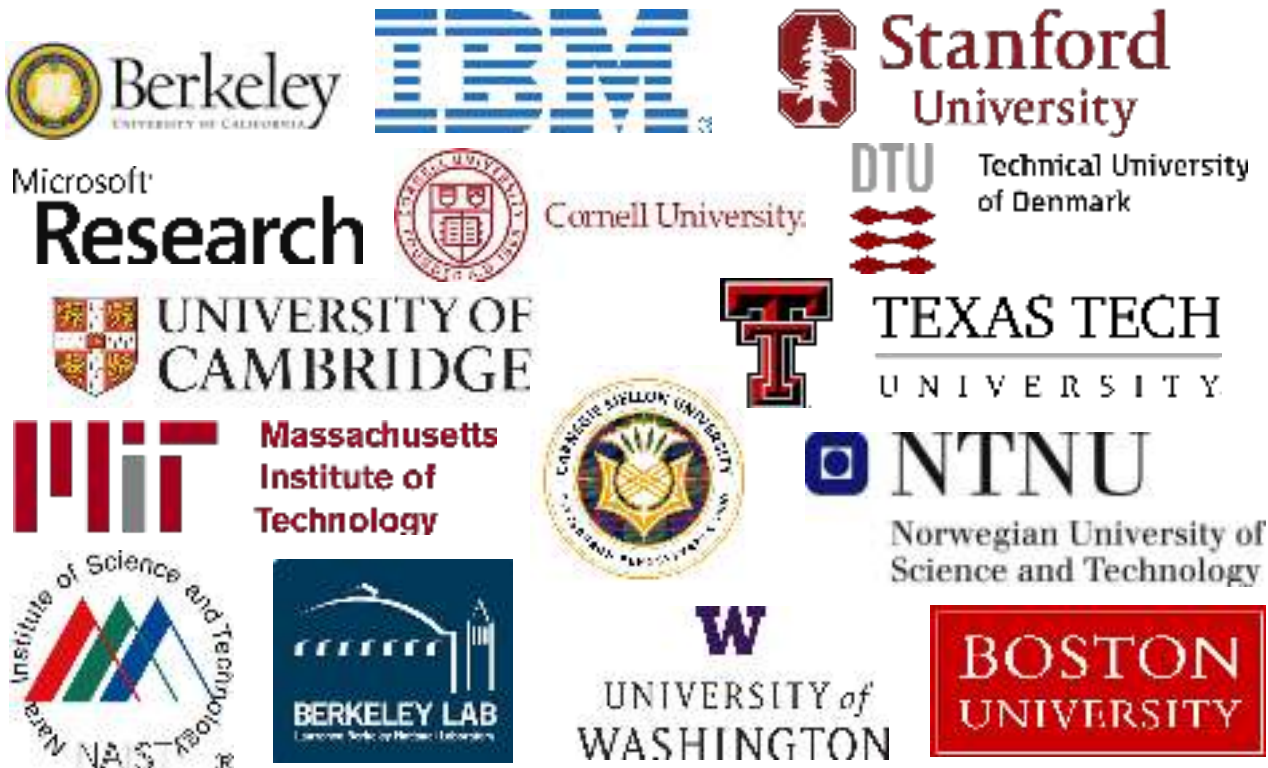
EDA

1. INTRODUCTION

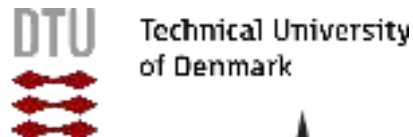
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1. Introduction

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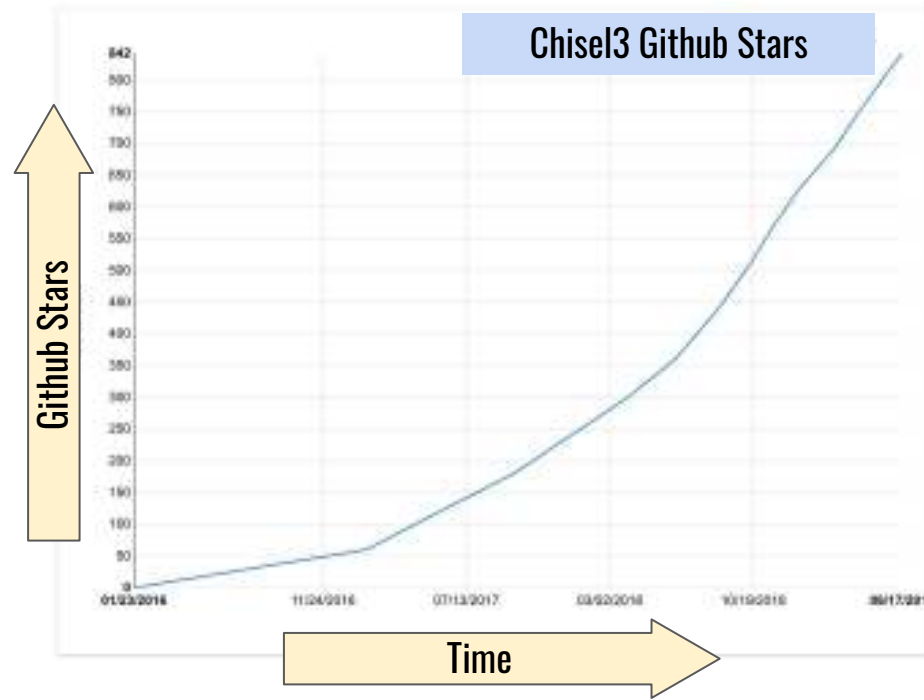


Active Users (That We Know Of)



Looking Forward

Where is Chisel headed?



Future Areas of Growth

Diversify and Strengthen Community

In-Person Meetups

Open Dev Meetings

Commercial Collaboration

Enable Passionate Individuals

Develop Needed Features and Provide Timely Support

Standardize Verification Infra

Generating Hardware Collateral

Preserve Backwards Compatibility

Advanced Circuit Transformations

Formalize Governance for Ecosystem Stability

CHIPS Alliance Partnership

Constitution and Member Rights

Communicate Direction/Roadmap

Closer Commercial Partnerships

Future Areas of Growth

Diversify and Strengthen Community

In-Person Meetups

Develop Needed Features and

Standardize Verification Infra

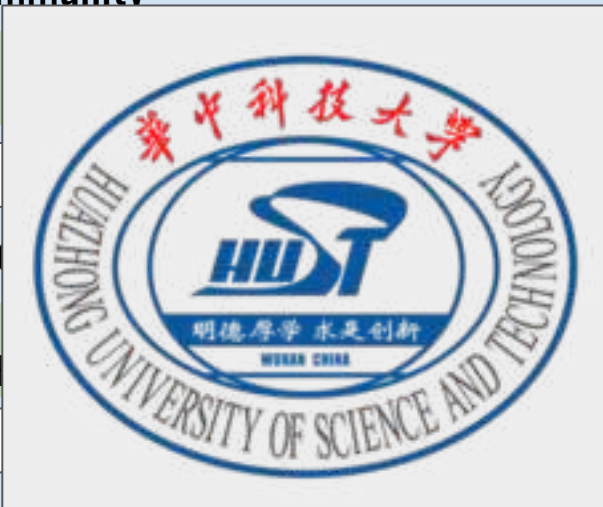
Formalize Governance for Ecosystem Stability

CHIPS Alliance Partnership

Constitution and Member Rights

Communicate Direction/Roadmap

Closer Commercial Partnerships



Excited? Intrigued? Skeptical?







Shoutout to Chiselers out there! (And many more!!)

