



# Bluespec BSV, the choice for CPU and SoC designers

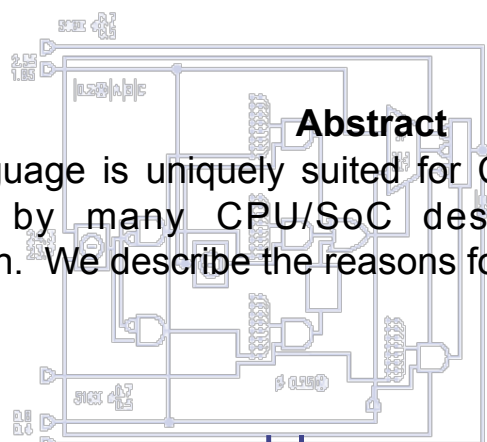
Rishiyur Nikhil  
CTO, Bluespec

MPSoC, July 2014  
Relais de Margaux, France

```

import FIFO*:
  typeDef Bit[32] (bitT)
  module of_hdl_outR_in[empty]:
    Integer nIn_depth = 32
    function Bit[32] determine_pump@outR_in():
      return outR_in
      outR_in
    FIFO#nIn_depth in_bounded:
      outR_in = FIFO#nIn_depth(in_bounded)
    FIFO#nIn_depth out_bounded:
      outR_in = FIFO#nIn_depth(out_bounded)
    FIFO#nIn_depth out_bounded:
      outR_in = FIFO#nIn_depth(out_bounded)
  rule end (True):
    outR_in = in_bounded
    outR_in = out_bounded
    outR_in = out_bounded
  endRule
endModule

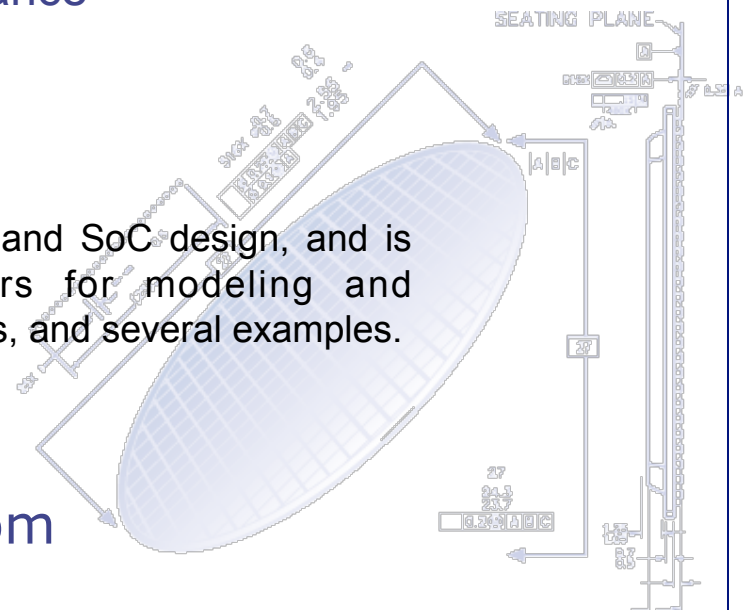
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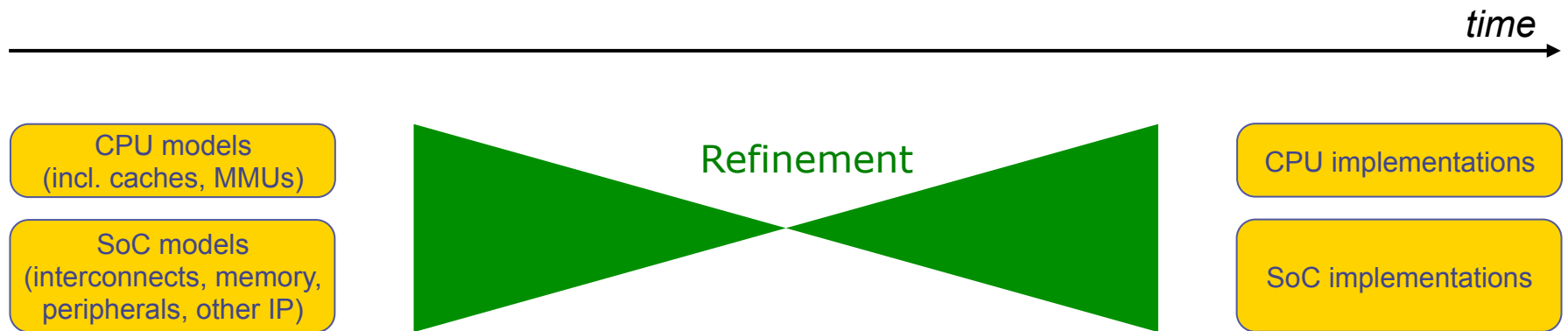
### Abstract

The BSV language is uniquely suited for CPU and SoC design, and is being used by many CPU/SoC designers for modeling and implementation. We describe the reasons for this, and several examples.

[www.bluespec.com](http://www.bluespec.com)



# Range of CPU/SoC activities where BSV is used



## Activities throughout the design period

Debugging  
Performance analysis and validation  
Software/firmware development and testing

↯  
Ideally, with actual SW loads (full OS, apps, ...)

*Execution on FPGAs  
(even for eventual ASIC targets)*

### Requirements for source language:

- Natural expression of architectures, from models to implementation (high-level)
- Continuum from high-level to implementation-level (no disruptive changes)
- Full synthesizability (to FPGAs), from models to implementations

↯  
**Why people use BSV**

# What's so special about BSV?

- Fundamentally parallel/concurrent language, no sequential “base language”
- Architectural Predictability and Controllability
  - Architectures (like algorithms) are the creative part of design; cannot be entrusted to a tool!
- BSV “Rules” are a natural abstraction of hardware behavior
  - Concurrent state machines on shared resources
  - Rules are **composable, scalable, atomic state transitions, in object-oriented style**
- BSV “Rules” feed naturally into Formal Verification
  - Rules are the basic logic model in many formal verification systems
- Most powerful data type system in any language for synthesizable hardware design
  - User-defined types, functional types, polymorphism, typeclasses (user-defined overloading)
  - Custom hardware bit-representations
- Most powerful static elaboration system in any language for synthesizable hardware design
  - Higher-order functions
  - Full orthogonality → very powerful parameterization
    - Can parameterize {functions, modules, rules, actions} by {functions, modules, rules, actions}

*If you'd like more technical detail, see code examples, see a demo, ... please catch me off-line.*

## What's so special about BSV (contd.)?

- Fully synthesizable (no concept of “synthesizable subset”)
  - *All* high-level features of the language can be used in synthesizable code
- Both computation-oriented and control-oriented designs handled very well
  - Computation: image, video, wireless, crypto, ...
    - Highly complex pipelines, pipeline control, customized memory systems
  - Control: CPUs, caches, MMUs, DMAs, interconnects, memory controllers, high-speed I/O, network processing, ...

*If you'd like more technical detail, see code examples, see a demo, ... please catch me off-line.*

# H.264 Boundary Strength; H.264+VP8 Deblocking

All the designs had to support a video rate of 30 frames/second

Vendor A (HLS)	Vendor B (ASIP)	Vendor C (ASIP)
VP8 ONLY		
1080p	1080p	1080p
0.55X	0.8X	1.6X

*It's all in the pipelined memory architecture; BSV is great for this!*

Customer Reference (RTL)	
Supported codecs	H.264 BS VP8
Supported resolutions	1080p 4Kx2K
Relative area	1X 2X (estimate)

Other vendors

*BSV VP8 4Kx2K smaller than others' 1080p*

*BSV VP8+BS+H.264 smaller than others' VP8 alone*

Bluespec

BSV	
VP8	H.264 BS VP8
4Kx2K	
0.47X (actual)	0.81X (actual)

Optimize for 1080p only (not 4Kx2K)

**This change took < 30 minutes.**

BSV	
VP8	H.264 BS VP8
1080p	
0.18X	0.33X

- H.264 H.264 Deblocking Filter
- BS H.264 Boundary Strength
- VP8 VP8 Deblocking Filter



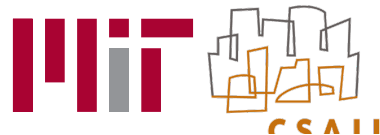
# Examples of who's using BSV for CPU/SoC design

Organization	Type of model(s)	Comment	on FPGA?	OS?
Bluespec, Inc.	ARM (9, Cortex, ...)	Synthesizable ISS model	Yes	Linux
	RISC-V	Synthesizable ISS model and pipeline implementation	Yes	Linux
Intel	[proprietary]	Cycle-accurate CPU pipeline models	Yes	Yes
IBM	Next-gen POWER	Components	Yes	
MIT/IBM	PowerPC	Cycle-accurate CPU pipeline models	Yes	Linux
MIT	110-core single-chip SMP	Exploring hardware-assisted thread migration	ASIC	Apps
U.of Cambridge (UK) and SRI (CA)	MIPS + security enhancements	With formal verification of security enhancements	Yes	FreeBSD
U.of Pennsylvania	Clean-slate design for security and formal proofs of correctness	With complete formal verification	Yes	Planned
IIT Madras (Chennai)	ANURAG	FPGA CPU implementation	Yes	?
	MIPS/RISC-V	Pipelined implementation	Yes	?
Carnegie-Mellon University	Itanium	CPU model, 4000x faster than Modelsim	Yes	No
	16 CPU UltraSparc III Sunfire 3800 Server	Synthesizable hyper-threaded ISS model	Yes	Solaris 8, Oracle 10g Enterprise DB Server
U.of Texas (Austin)	x86	Cycle-accurate CPU pipeline models	Yes	Windows and Linux
U.of Lund (Sweden)	JVM	Direct HW exec of JVM bytecodes, garbage collection	Yes	

# Examples of who's using BSV for CPU/SoC design

Hot Chips 2013

## Hardware-level thread migration in a 110-core shared-memory multiprocessor



Mieszko Lis      Keun Sup Shim  
Brandon Cho      Ilya Lebedev  
Srinivas Devadas

1

# Examples of who's using BSV for CPU/SoC design

Intl. Symp. on Computer Architecture (ISCA) 2014

## The CHERI capability model: Revisiting RISC in an age of risk

Jonathan Woodruff<sup>†</sup> Robert N. M. Watson<sup>†</sup> David Chisnall<sup>†</sup> Simon W. Moore<sup>†</sup> Jonathan Anderson<sup>†</sup>

Brooks Davis<sup>‡</sup> Ben Laurie<sup>§</sup> Peter G. Neumann<sup>‡</sup> Robert Norton<sup>†</sup> Michael Roe<sup>†</sup>

<sup>†</sup> University of Cambridge <sup>‡</sup> SRI International <sup>§</sup> Google UK Ltd

`firstname.lastname@cl.cam.ac.uk {neumann,brooks}@csl.sri.com benl@google.com`

### Abstract

*Motivated by contemporary security challenges, we reevaluate and refine capability-based addressing for the RISC era. We present CHERI, a hybrid capability model that extends the 64-bit MIPS ISA with byte-granularity memory protection. We demonstrate that CHERI enables language memory model enforcement and fault isolation in hardware rather than software, and that the CHERI mechanisms are easily adopted by existing programs for efficient in-program memory safety.*

for fine-grained protection, combined with significant technical challenges (especially compatibility), has challenged the adoption of capability systems. In contrast, coarse-grained virtual-memory protection has seen wide deployment to isolate application instances from one another. Ubiquitous networking and widespread security threats have renewed interest in finer-grained protection models that not only improve software debuggability, but also mitigate vulnerability exploit techniques (e.g., code injection via buffer overflows).

*Processors with capability-based addressing, epitomized by*

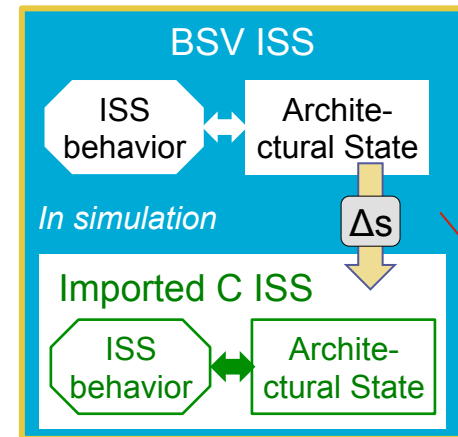
- Implementation of MIPS with extensions for fine-grain (object-granularity) protection and access controls (primarily U.Cambridge UK)
- Formal verification of security properties (primarily SRI)



# Synthesizable ISS enables Tandem Verification

## Bootstrap: Verify ISS in simulation

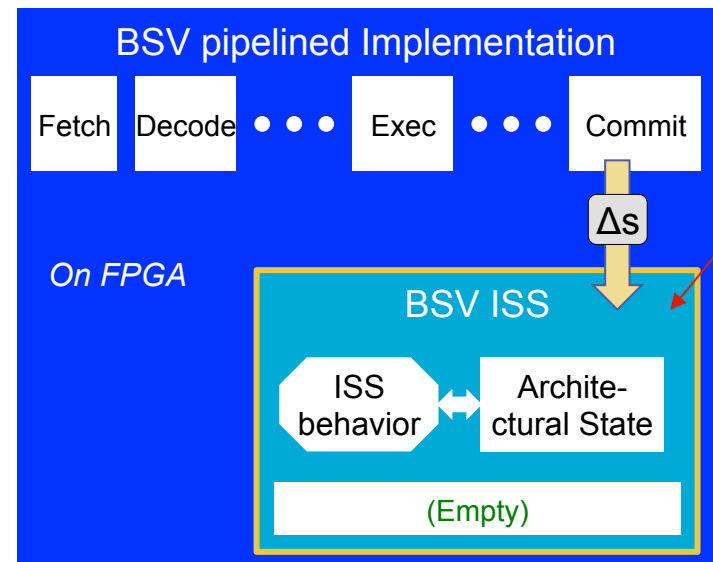
- For each instruction executed by the BSV ISS, send “deltas” of arch. state to C ISS, which also executes the instruction and verifies deltas.
- Immediately identifies divergent state!
- Cheap: per-instruction deltas are quite small (couple of words of data).
- This verifies the BSV ISS
- We do this for full OS boot and app runs, not just synthetic test programs.
- (Some tricky details about non-determinism: interrupts, cycle counts, ...)



Synthesize

## Use and re-use: BSV ISS is synthesized to FPGA, and used for tandem verification of actual CPU implementations (pipelined)

- Same game, at next level: BSV ISS verifies BSV complex pipelined implementation
- Fast: MHz speeds, everything is on FPGA
  - Many orders of magnitude faster than simulation
- Verify full OS boot, app execution, driver execution, ...
- Re-use synthesizable ISS for verifying multiple pipelined implementations



# RISC-V (basis for Bluespec's Customizable CPU and SoC Kit)

Bluespec offers a family of CPUs based on the **RISC-V** ISA (Instruction Set Architecture)

- 5<sup>th</sup> gen RISC ISA from Univ. of California, Berkeley
  - History: RISC-I (1981), RISC-II (1983), SOAR (1984), SPUR (1989) and various other specialized architectures
- Open ISA (no royalties), open software tools and systems (BSD license)
- Core spec: 32 bit and 64 bit integer instructions

Extensible, customizable ISA

- Optional 16-bit instruction coding for small instruction footprint
- Standard extensions for integer multiply/divide, floating point, atomic memory operations
- Standardized extension mechanism (vector, SIMD, Quad-precision floating point, bit manipulation, ...)

Software (open source, BSD license, on github)

- GCC tools (gcc, objdump, gas)
- GDB
- LLVM
- Linux

[www.riscv.org](http://www.riscv.org)

The screenshot shows the RISC-V website with the following content:

## The RISC-V Instruction Set Architecture

**Documentation**

- User-Level ISA Specification (version 2.0)

**Software**

- RISC-V Tools**
  - > RISC-V GCC
  - > RISC-V LLVM
  - > RISC-V ISA Simulator
  - > RISC-V Verification Suite
  - > Proxy Kernel
  - > Front-end Server
- RISC-V Linux

**Hardware Tools**

- Chisel

**Software Implementations**

- ANGEL (JavaScript ISA simulator)
- ANGEL Source

**Hardware**

RISC-V (pronounced "risk-five") is a new instruction set architecture (ISA) that was originally designed to support computer architecture research and education, but which we now hope will become a standard open architecture for industry implementations. RISC-V was originally developed in the [Computer Science Division](#) of the EECS Department at the [University of California, Berkeley](#). Our goals in defining RISC-V include:

- A completely *open* ISA that is freely available to academia and industry.
- A *real* ISA suitable for direct native hardware implementation, not just simulation or binary translation.
- An ISA that avoids "over-architecting" for a particular microarchitecture style (e.g., microcoded, in-order, decoupled, out-of-order) or implementation technology (e.g., full-custom, ASIC, FPGA), but which allows efficient implementation in any of these.
- An ISA separated into a *small* base integer ISA, usable by itself as a base for customized accelerators or for educational purposes, and optional standard extensions, to support general-purpose software development.
- Support for the revised 2008 IEEE-754 floating-point standard.
- An ISA supporting extensive user-level ISA extensions and specialized variants.
- Both 32-bit and 64-bit address space variants for applications, operating system kernels, and hardware implementations.
- An ISA with support for highly-parallel multicore or manycore implementations, including heterogeneous multiprocessors.
- Optional *variable-length instructions* to both expand available instruction encoding space and to support an optional *dense instruction encoding* for improved performance, static code size, and energy efficiency.
- A fully virtualizable ISA to ease hypervisor development.
- An ISA that simplifies experiments with new supervisor-level and hypervisor-level ISA designs.

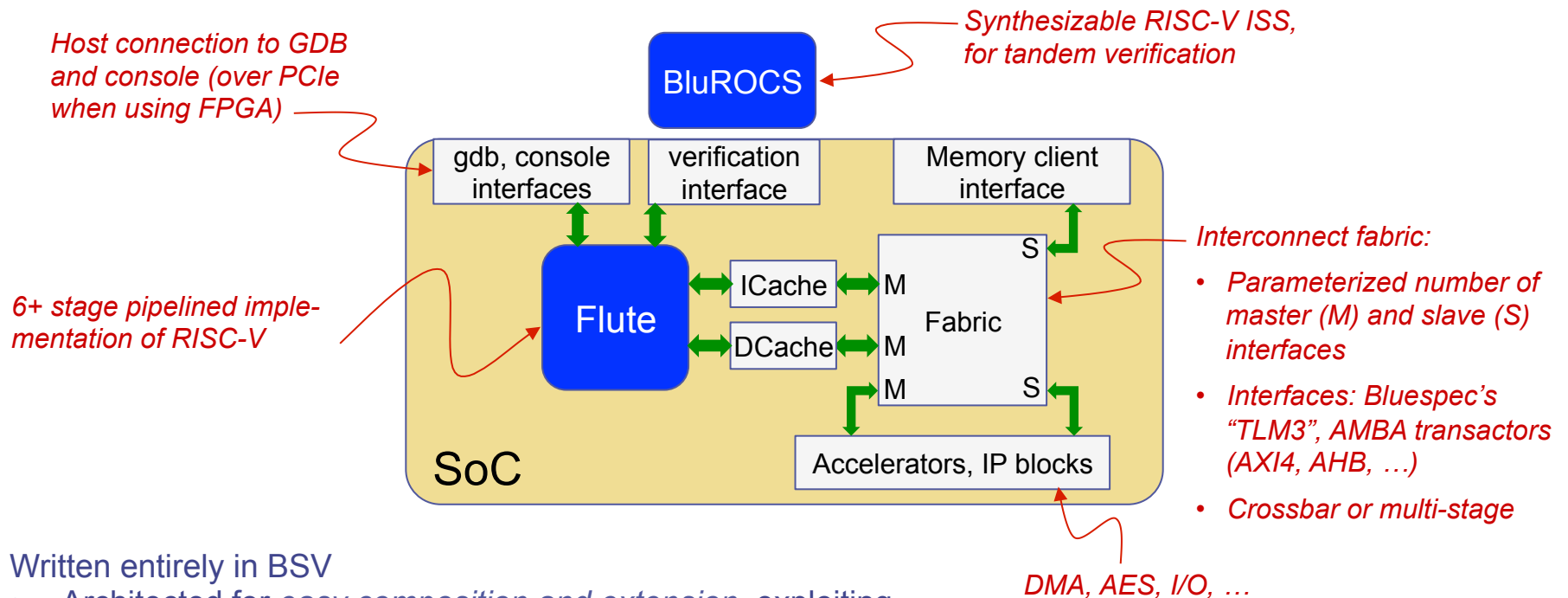
**What's Available?**

Right now, you can download the final [user-level ISA specification](#), and [RISC-V software tools](#) including a GNU/GCC software tool chain, an LLVM compiler, an ISA simulator, and a verification suite.

**RISC-V News**

- May 6, 2014:** We are still working on the draft of the privileged ISA design, but hope to release early this summer for comments.
- May 6, 2014:** [RISC-V User-Level ISA Version 2.0](#) is released! This document is also available as Technical Report [UCB/EECS-2014-54](#). This represents the final frozen version of the base and standard extensions (IMAFD).
- March 6, 2014:** RISC-V LLVM is released at [riscv-llvm](#).
- March 5, 2014:** Try out RISC-V Linux on [ANGEL](#), our in-browser JavaScript ISA simulator.

# Bluespec's Customizable CPU and SoC Kit



Written entirely in BSV

- Architected for *easy composition and extension*, exploiting BSV features for this
- Open source community: alternative RISC-V implementations, fabrics, I/O blocks, IP blocks, accelerators, ...

Software:

- Linux, BusyBox, ...
- Tool chain: gcc and Gnu tools, LLVM, gdb, soft-float, ...

Coming:

- Multi-core, with coherent caches

*If you'd like more technical detail, see code examples, see a demo, etc., please catch me off-line.*

# Summary

- The BSV language is uniquely suited for CPU and SoC design
  - High level, natural expression of hardware structure and behavior
  - Powerful abstraction while remaining fully synthesizable
  - Synthesizable (even models, for fast FPGA execution)
  - From models to implementations
- Many organizations are using BSV for CPU/SoC design
- A RISC-V CPU and SoC kit is available from Bluespec
  - Lowers the barrier to entry in the SoC space because:
    - Open ISA, open source IP, open source software, ...
    - Composable and extensible, due to unique BSV properties