Chisel @ CS250 – Part III – Lecture 11

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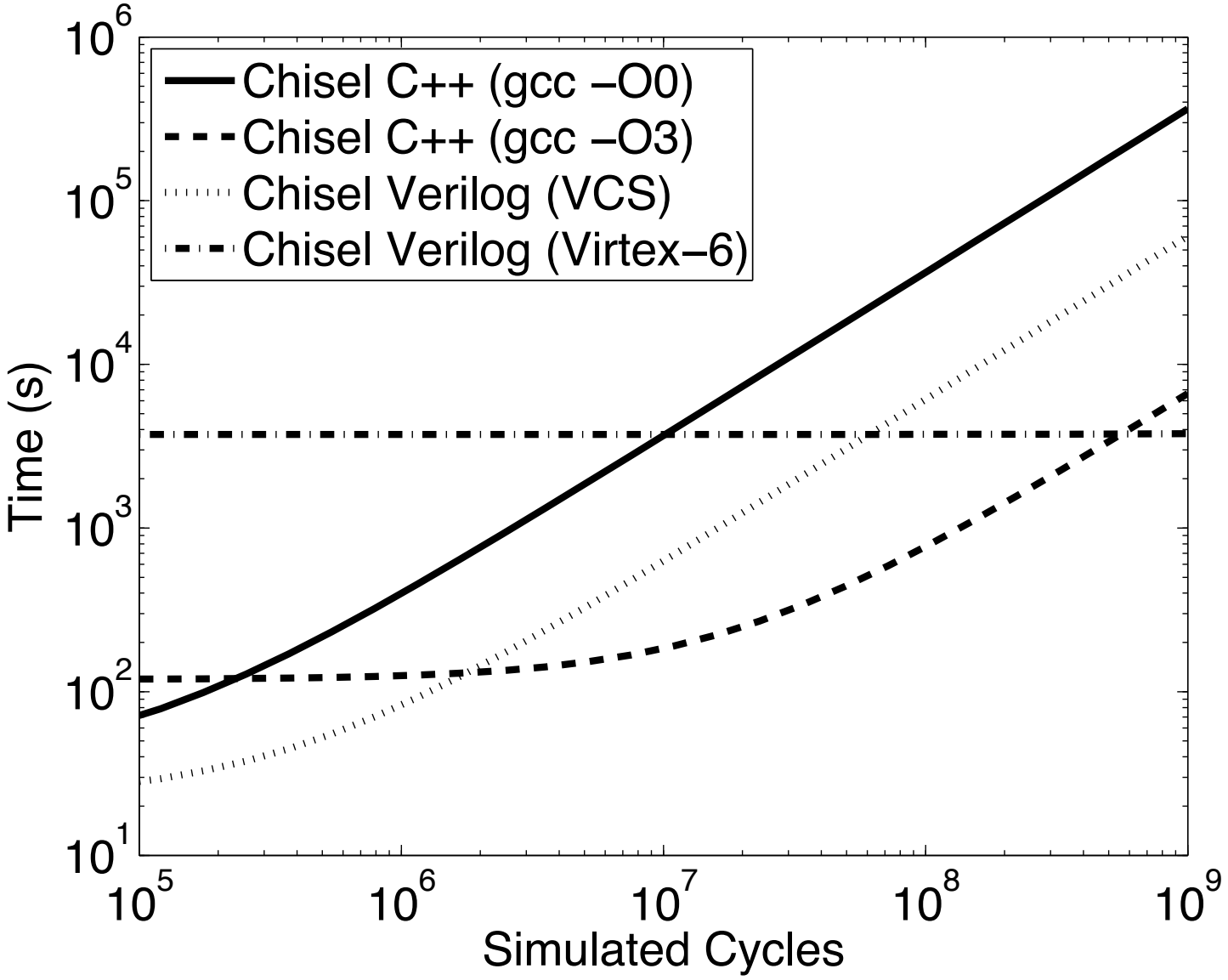
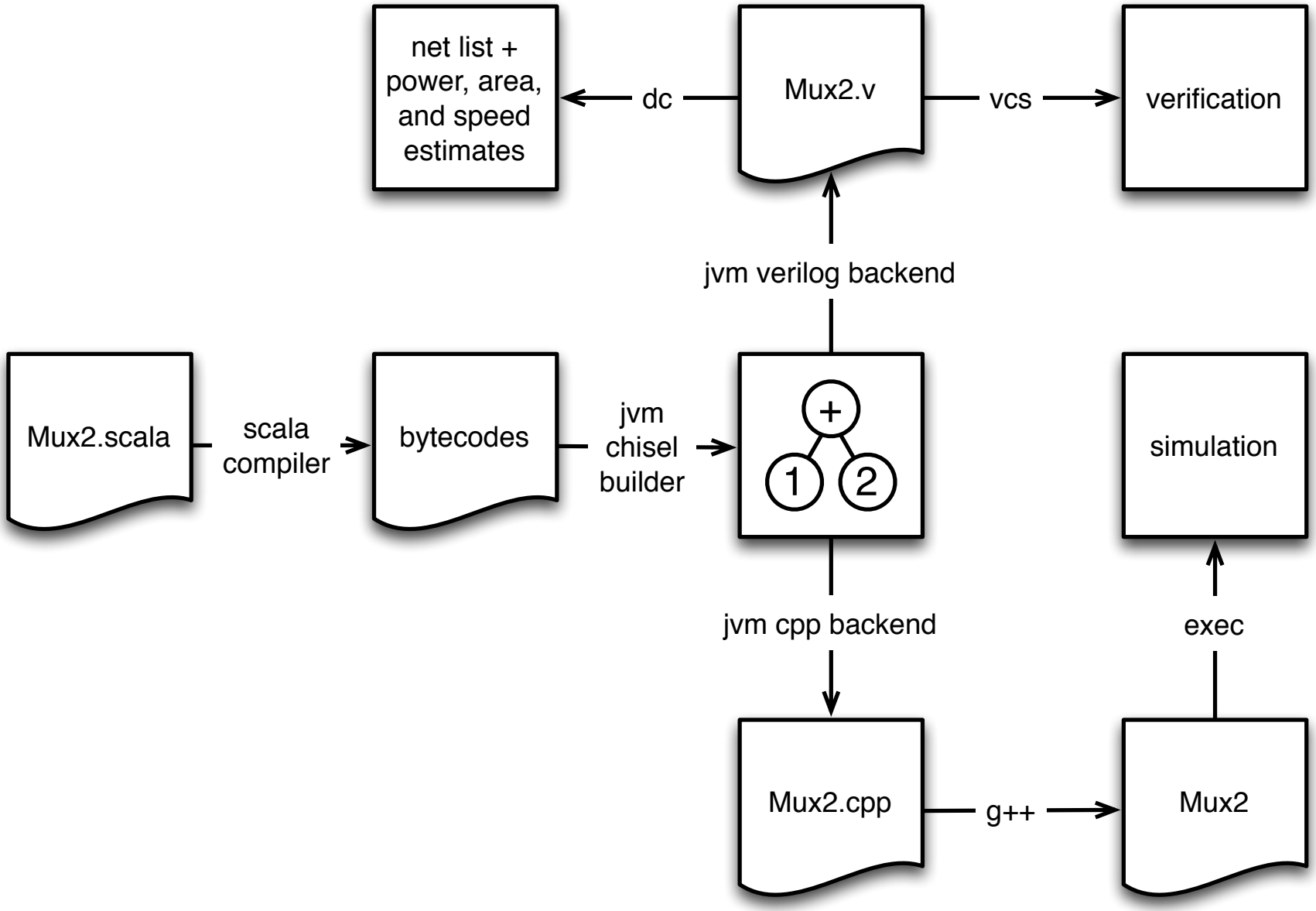
Options for Testing Chisel Designs

- testing Verilog using VCS
- testing from within Scala
  - test C++ executable
  - test Verilog using VCS
- testing inside C++ simulator
  - VCD debugging
  - manual testing from within C++

Simulation Options



Chisel Workflow

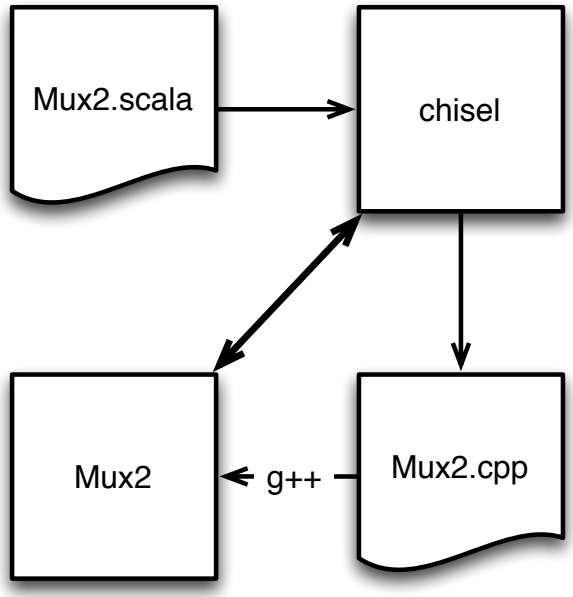


Verilog Debugging

- produce Verilog from Chisel
- write tests in Verilog harness
- use waveform debugger

Chisel Based Testing Overview

- tests written in Chisel
- Chisel
  - compiles,
  - runs, and
  - talks to DUT using pipes
- User
  - sets inputs + get outputs using
    - Chisel data to get nodes and
    - tables from nodes to values
  - specifies nodes to trace

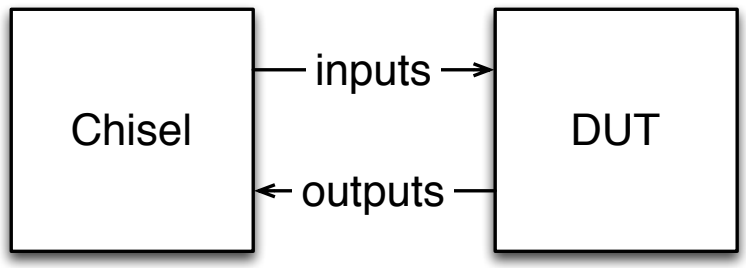


Chisel Based Testing Details


```
package Tutorial
import Chisel._
import scala.collection.mutable.HashMap
import scala.util.Random

class Combinational extends Component {
  val io = new Bundle {
    val x = UFix(INPUT, 16)
    val y = UFix(INPUT, 16)
    val z = UFix(OUTPUT, 16) }
  io.z := io.x + io.y
}

class CombinationalTests(c: Combinational)
    extends Tester(c, Array(c.io)) {
  defTests {
    var allGood = true
    val vars    = new HashMap[Node, Node]()
    val rnd     = new Random()
    val maxInt  = 1 << 16
    for (i <- 0 until 10) {
      vars.clear()
      val x        = rnd.nextInt(maxInt)
      val y        = rnd.nextInt(maxInt)
      vars(c.io.x) = UFix(x)
      vars(c.io.y) = UFix(y)
      vars(c.io.z) = UFix((x + y)&(maxInt-1))
      allGood      = step(vars) && allGood
    }
    allGood
} }
```

```
class Tester[T <: Component]
  (val c: T, val testNodes: Array[Node])

def defTests(body: => Boolean)

def step(vars: HashMap[Node, Node]): Boolean
```

- user subclasses `Tester` defining DUT and `testNodes` and tests in `defTests` body
- `vars` is mapping from `testNodes` to literals, called bindings
- `step` runs test with given bindings, where var values for input ports are sent to DUT, DUT computes next outputs, and DUT sends next outputs to Chisel
- finally `step` compares received values against var values and returns false if any comparisons fail



Binding Tester to Component

```
object chiselMainTest {
  def apply[T <: Component]
    (args: Array[String], comp: () => T)(tester: T => Tester[T]): T
}
```

and used as follows:

```
chiselMainTest(args ++ Array("--compile", "--test",  "--genHarness"),
               () => new Combinational()){
  c => new CombinationalTests(c)
}
```

`-targetDir`	target pathname prefix
`-genHarness`	generate harness file for C++
`-backend v`	generate verilog
`-backend c`	generate C++ (default)
`-compile`	compiles generated C++
`-test`	generates C++ with test plumbing
`-vcd`	enable vcd dumping
`-debug`	put all wires in C++ class file

Running Tests Examples


```
sbt "project tutorial" "run Combinational ... --compile --test --genHarness"
...
PASSED
```

or through makefile

```
cd CHISEL/tutorial/emulator
make combinational
...
PASSED
```

```
class GCDTests(c: GCD) extends Tester(c, Array(c.io)) {
  defTests {
    val (a, b, z) = (64, 48, 16)
    val svars = new HashMap[Node, Node]()
    val ovars = new HashMap[Node, Node]()
    var t = 0
    do {
      svars(c.io.a) = UFix(a)
      svars(c.io.b) = UFix(b)
      step(svars, ovars)
      t += 1
    } while (t <= 1 || ovars(c.io.v).litValue() == 0)
    ovars(c.io.z).litValue() == z
  }
}
```

- cycle accurate simulator
  - easy way to debug designs
- compile chisel to one C++ class
  - topologically sorts nodes based on dependencies
- simulates using two phases
  - `clock_lo` for combinational
  - `clock_hi` for state updates
- using fast multiword c++ template library
  - now though expand in chisel backend
  - use same representation

In order to construct a circuit, the user calls `chiselMain` from their top level `main` function:

```
object chiselMain {
  def apply[T <: Component]
    (args: Array[String], comp: () => T): T
}
```

which when run creates C++ files named *component_name*`.cpp` and *component_name*`.h` in the directory specified with `-targetDir` *dir_name* argument.

```
chiselMain(Array("--backend", "c", "--targetDir", "../emulator"),
           () => new GCD())
```

```
template <int w>
class dat_t {
 public:
  const static int n_words = ((w - 1) / 64) + 1;
  val_t values[n_words];
  inline val_t lo_word ( void ) { return values[0]; }
  ...
}

template <int w> dat_t<w> DAT(val_t value);
template <int w> dat_t<w> LIT(val_t value);

template <int w> std::string dat_to_str (dat_t<w> val);

std::string read_tok(FILE* f);

template <int w> void str_to_dat(std::string str, dat_t<w>& res);
```

```
class mod_t {
 public:
  std::vector< mod_t* > children;
  virtual void init ( void ) { };
  virtual void clock_lo ( dat_t<1> reset ) { };
  virtual void clock_hi ( dat_t<1> reset ) { };
  virtual void print ( FILE* f ) { };
  virtual bool scan ( FILE* f ) { return true; };
  virtual void dump ( FILE* f, int t ) { };
};
```

C++ Simulator Outputs

- `GCD.h` – the header for the single class
- `GCD.cpp` – the implementation of the single class
- `GCD-emulator.cpp` – the harness which cycles the design
- `GCD.vcd` – produced when running design with vcd output

```
#include "emulator.h"

class GCD_t : public mod_t {
 public:
  dat_t<1> GCD__io_v;
  dat_t<16> GCD__io_b;
  dat_t<1> GCD__io_e;
  dat_t<16> GCD__y;
  dat_t<16> GCD__y_shadow;
  dat_t<16> GCD__io_a;
  dat_t<16> GCD__x;
  dat_t<16> GCD__x_shadow;
  dat_t<16> GCD__io_z;

  void init ( bool rand_init = false );
  void clock_lo ( dat_t<1> reset );
  void clock_hi ( dat_t<1> reset );
  void print ( FILE* f );
  bool scan ( FILE* f );
  void dump ( FILE* f, int t );
};
```

Name Mangling Scheme

- chisel object names are mangled to
  - maintain uniqueness and avoid name conflicts
  - maintain hierarchical membership
  - avoid problems with C++ naming convention
- basic scheme is pathname consisting of
  - Component name first followed by `__`
  - hierarchy elements separated with `_`'s in order with
    - numbers for vector elements
    - names for bundle fields
  - actual object name last
- examples
  - `val io = Bundle{ val x = Bits(width = 32) }` produces
    - `A__io_x`
  - `... Vec(2){ FIFOIO(){ Bool() } }` produces
    - `B__io_ports_0_ready`

```
#include "GCD.h"

void GCD_t::init ( bool rand_init ) {
  { GCD__y.values[0] = rand_init ? rand_val() & 65535 : 0; }
  { GCD__x.values[0] = rand_init ? rand_val() & 65535 : 0; }
}
void GCD_t::clock_lo ( dat_t<1> reset ) {
  val_t T0__w0;
  ...
};
void GCD_t::clock_hi ( dat_t<1> reset ) {
  GCD__y = GCD__y_shadow;
  GCD__x = GCD__x_shadow;
}
void GCD_t::print ( FILE* f ) {
  fprintf(f, "%s", TO_CSTR(GCD__io_z));
  fprintf(f, "%s", " ");
  fprintf(f, "%s", TO_CSTR(GCD__io_v));
  fprintf(f, "\n");
  fflush(f);
}
bool GCD_t::scan ( FILE* f ) {
  str_to_dat(read_tok(f), GCD__io_a);
  str_to_dat(read_tok(f), GCD__io_b);
  str_to_dat(read_tok(f), GCD__io_e);
  return(!feof(f));
}
void GCD_t::dump(FILE *f, int t) {
}
```

```
#include "GCD.h"
int main (int argc, char* argv[]) {
  GCD_t* c = new GCD_t();
  int lim = (argc > 1) ? atoi(argv[1]) : -1;
  c->init();
  for (int i = 0; i < 5; i++) {
    dat_t<1> reset = LIT<1>(1);
    c->clock_lo(reset);
    c->clock_hi(reset);
  }
  for (int t = 0; lim < 0 || t < lim; t++) {
    dat_t<1> reset = LIT<1>(0);
    if (!c->scan(stdin)) break;
    c->clock_lo(reset);
    c->print(stdout);
    c->clock_hi(reset);
  }
}
```

- use `-vcd` arg to have simulation produce VCD output
- run your compiled C++ emulation app for a number of cycles
  - specifying the number of cycles as a first argument
- can view waveforms with
  - `vcs` – commercial
  - GTKWave – open source
- can hierarchically focus on particular signals
- can view in a variety of formats

- test Chisel code by manually
  - setting circuit inputs directly in your C++ code
  - inserting `printf`'s in your C++ code
- in your c++ harness insert calls to
  - `str_to_dat(read_tok(f), GCD__io_a)` to set values
  - `TO_CSTR(GCD__io_z)` to create string for printing
- in your chisel code
  - wrap nodes with `debug` as in `debug(io.z)`
- in your `chiselMain`
  - you can add `--debug` arg to get everything available in object

Onwards

- for simple tests can write test vector files
- check out Chisel tutorial code