

# Novel Hardware Design Variation through Feature-Oriented Programming

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Supported under NSF CISE award CNS-1763503 Performant Architecturally Diverse Systems via Aspect-oriented Programming

# Traditional HDLs

- Hardware designers have to contend with low level structures in Hardware Description Languages (HDLs).
- Hardware designs tend to be monolithic with **little flexibility**.

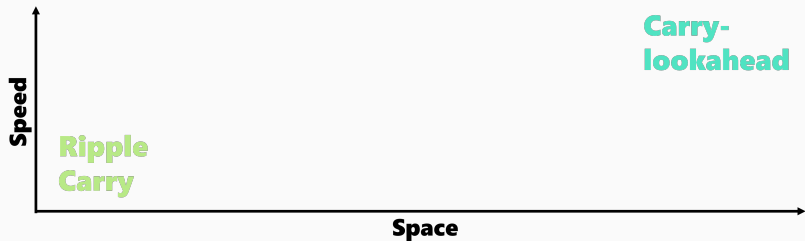
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```
1 module OneBitAdder(  
2     input  io_a ,  
3     input  io_b ,  
4     input  io_carryIn ,  
5     output io_sum ,  
6     output io_carryOut  
7 );  
8     wire p = io_a ^ io_b;  
9     wire g = io_a & io_b;  
10    wire p_c = io_carryIn & p;  
11    assign io_sum = p ^ io_carryIn;  
12    assign io_carryOut = g | p_c;  
13 endmodule
```

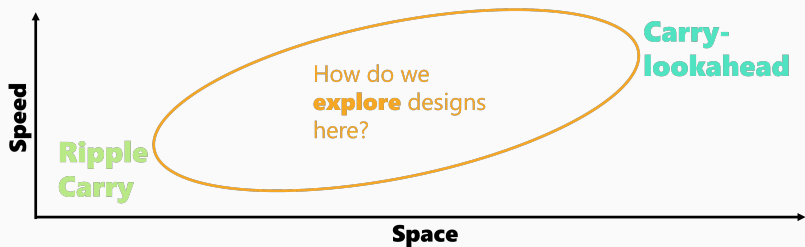
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- **Tedious** and **error prone** to explore design spaces and optimize.
- We demonstrate this with a hardware adder.

# Traditional Adder Designs



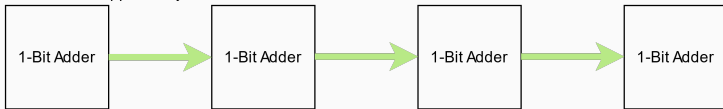
# Extending Design Space



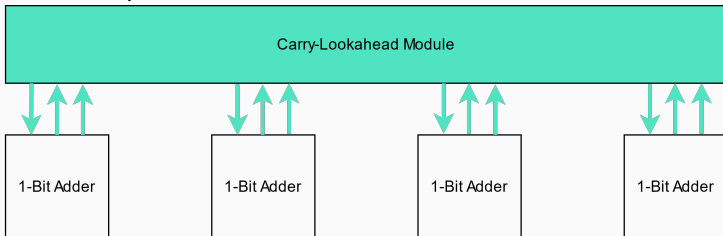
# Our Approach

- Why not isolate the carry implementation as a **feature**?
- Excellent candidate for **aspect oriented programming**.
- Aspects capture **implementation information** and **where** it should exist.

Adders with Ripple Carry



Adders with Carry-Lookahead



# Contribution I

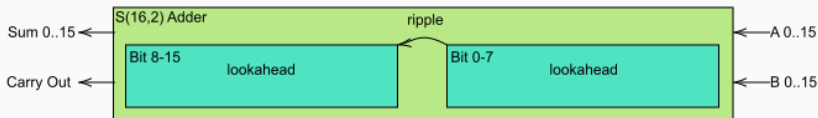
- We use AOP to implement **primary** functionality of the carry design.
- Implemented in Chisel using their AOP library.
- Nothing is hardcoded, thus **refactoring is easy**.

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```
1 InjectingAspect(  
2   {top: Adder => top.adders},  
3   {adder: OneBitAdder with CLIO =>  
4     val g = adder.a & adder.b  
5     adder.pOut := adder.p  
6     adder.gOut := g  
7   }  
8 ),  
9 InjectingAspect(  
10  {top: Adder => Seq(top)},  
11  {adder: Adder =>  
12    val cLModule = Module(new cLGenerator(bitWidth))  
13  
14    for(i <- 0 until bitWidth){  
15      cLModule.pIn(i) := adder.adders(i).pOut  
16      cLModule.gIn(i) := adder.adders(i).gOut  
17    }  
18  
19    for(i <- 1 until bitWidth){  
20      adder.adders(i).carryIn := cLModule.cOut(i-1)  
21    }  
22  
23    adder.sums.last := cLModule.cOut.last  
24  }  
25 )
```

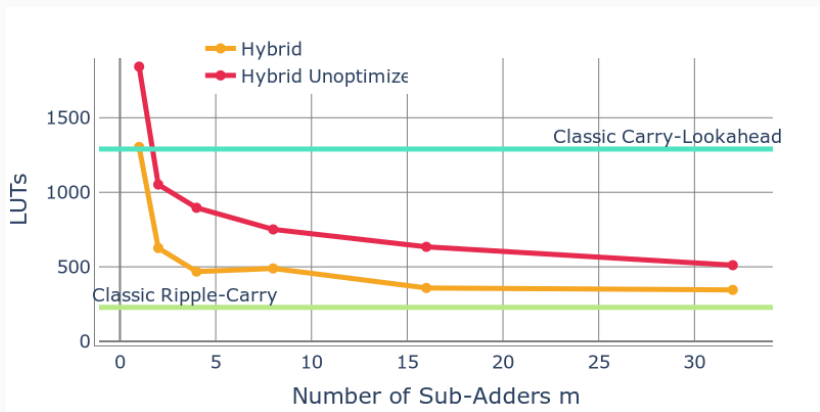
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## Contribution II



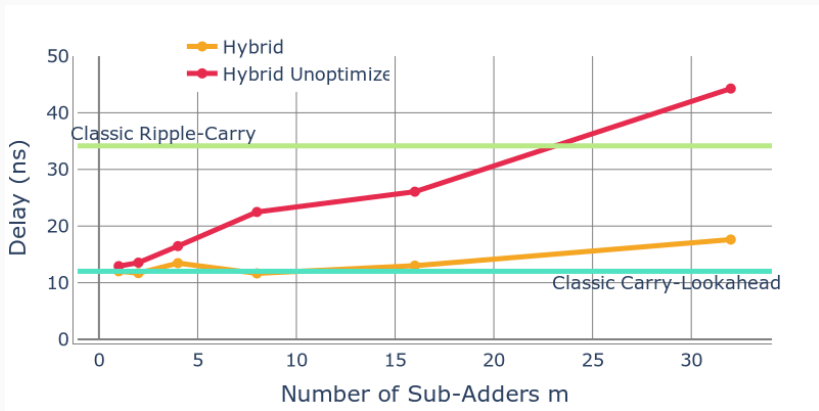
- Built hybrid designs out of our building blocks.
- Two sets of one-bit adders with carry-lookahead **applied**.
- Each subset can be treated like building blocks.
- **Apply** ripple-carry between both of the subadders.
- **Our approach gets us to the intermediate design space!**

# Hybrid Design Area





# Hybrid Design Delay



J. Deters, R. Cytron, "Performance Counter Design Variation in Rocket Chip via Feature-Oriented Programming", Fifth Workshop on Computer Architecture Research with RISC-V (CARRV), 2021.

- Chose **what** events are provided and **when** events are counted.
- Directly **manipulate ASTs** of Scala to apply features.
- Provide a **aspect-oriented DSL** to capture features.

