



SIMPLIFYING HARDWARE DESIGN THROUGH SEMANTIC TIMING SUPPORT

Example SUS Code

```

module MatrixVectorMul {
  interface MatrixVectorMul :
    int[30][20] mat, int[20] vec -> int[30] result

  // for loops are executed at compile time
  // Therefore this module instantiates 600 multipliers
  for int row in 0..30 {
    int[20] row_products
    for int col in 0..20 {
      row_products[col] = mat[row][col] * vec[col]
    }
    result[row] = +row_products
  }
}

// Recursive Tree Add module recurses smaller copies of itself.
module TreeAdd #(int WIDTH) {
  interface TreeAdd : int[WIDTH] values'0 -> int total

  if WIDTH == 0 {
    // Have to explicitly give zero a latency count.
    // Otherwise total's latency can't be determined.
    int zero'0 = 0
    total = zero
  } else if WIDTH == 1 {
    total = values[0]
  } else {
    gen int L_SZ = WIDTH / 2
    gen int R_SZ = WIDTH - L_SZ

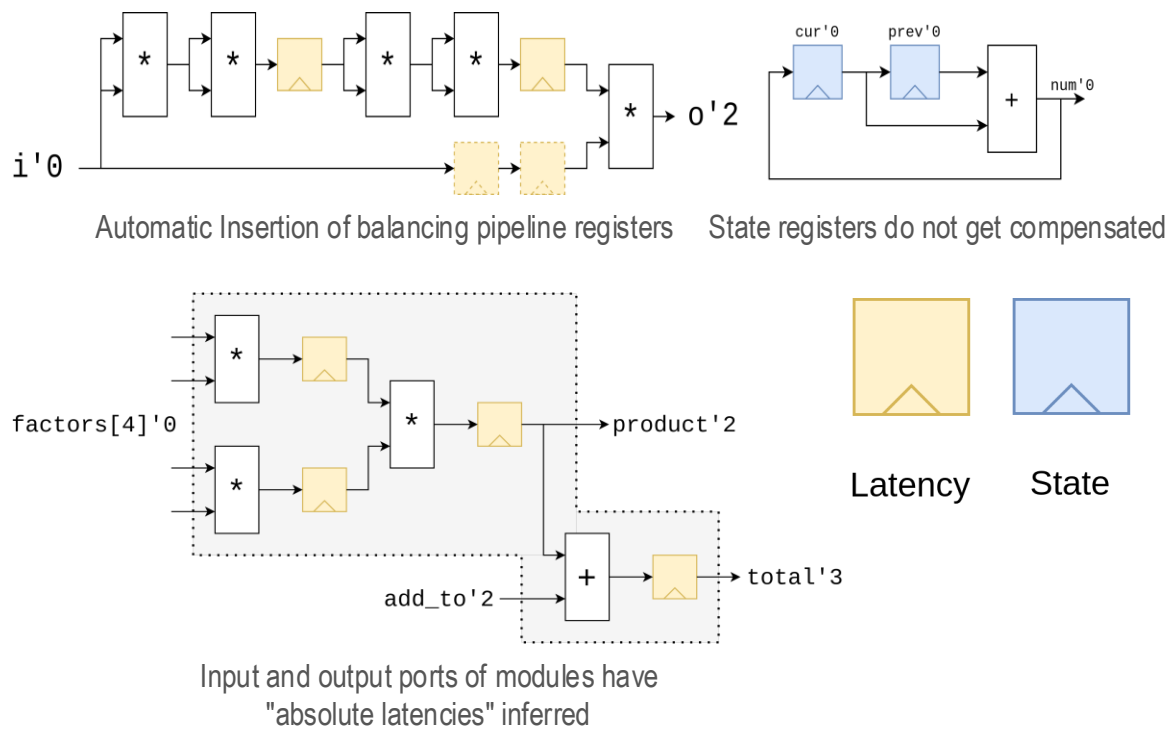
    // Can declare modules and use them later.
    SplitAt #(SIZE: WIDTH, SPLIT_POINT: L_SZ, T: type int) split
    int[L_SZ] left_part, int[R_SZ] right_part = split(values)

    // Or instantiate submodules inline
    int left_total = TreeAdd #(WIDTH: L_SZ)(left_part)
    int right_total = TreeAdd #(WIDTH: R_SZ)(right_part)

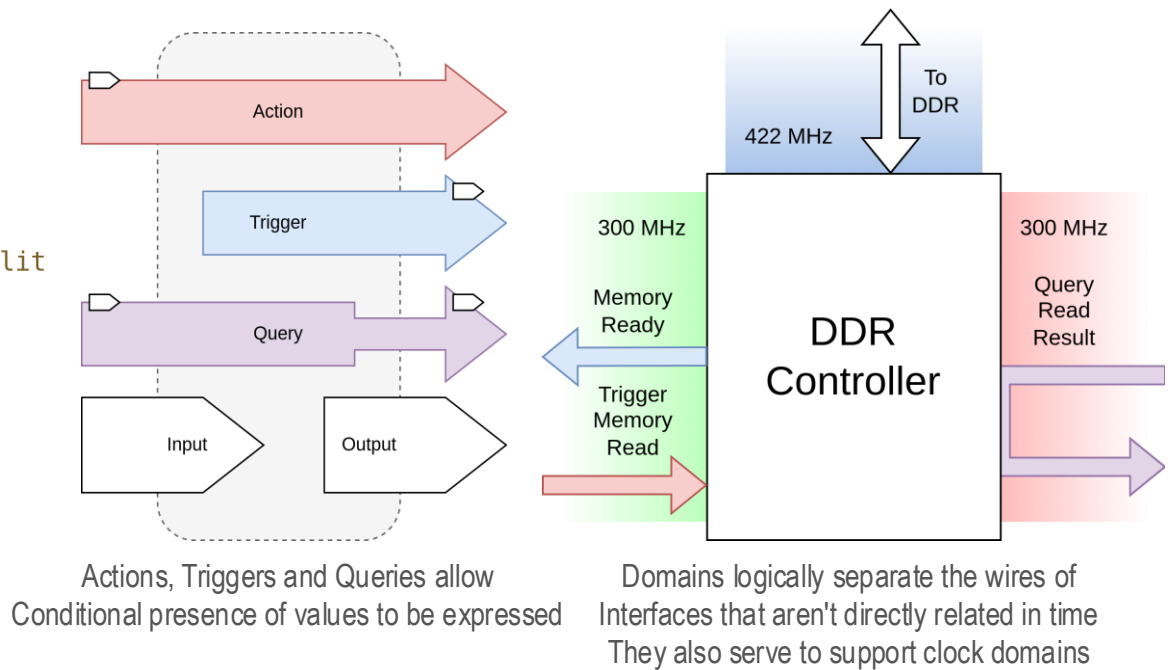
    // Can add pipelining registers here too.
    // Latency Counting will figure it out.
    reg total = left_total + right_total
  }
}

```

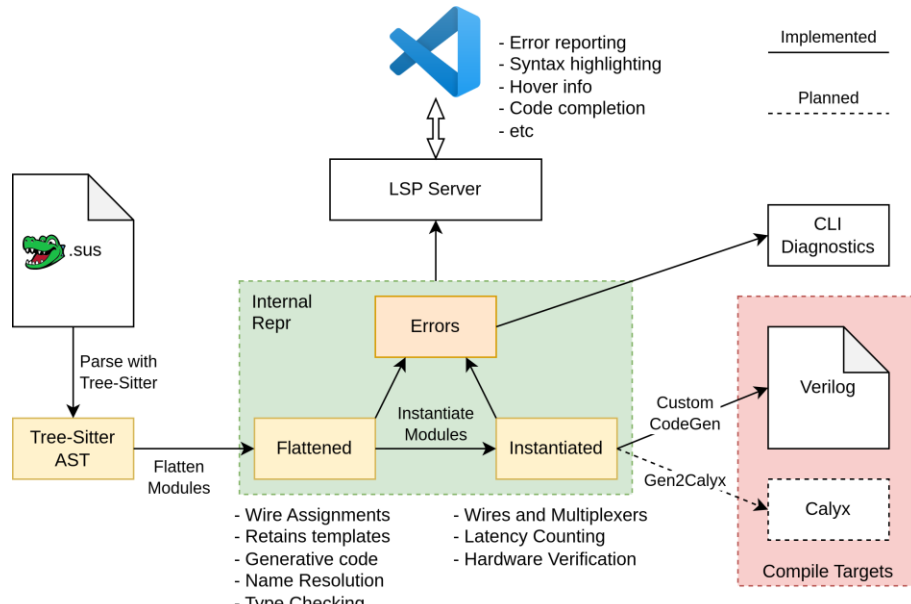
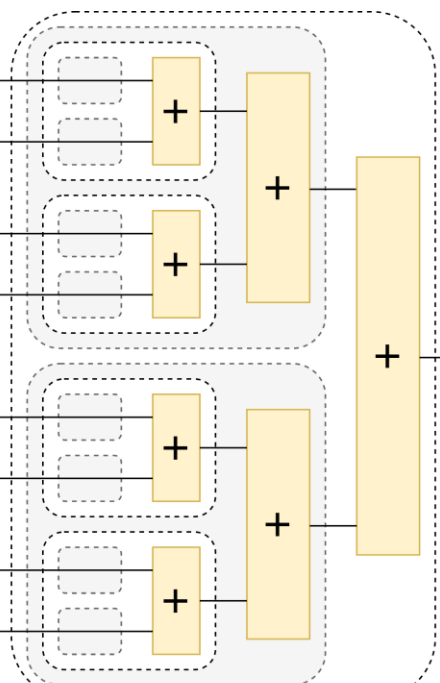
Pipelining through Latency Counting



Semantic wire relations in interface



Compiler Architecture



Links

