

# Automatic Data Path Extraction in Large-Scale Register-Transfer Level Designs

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Wei Song, Jim Garside and Doug Edwards

School of Computer Science, the University of Manchester

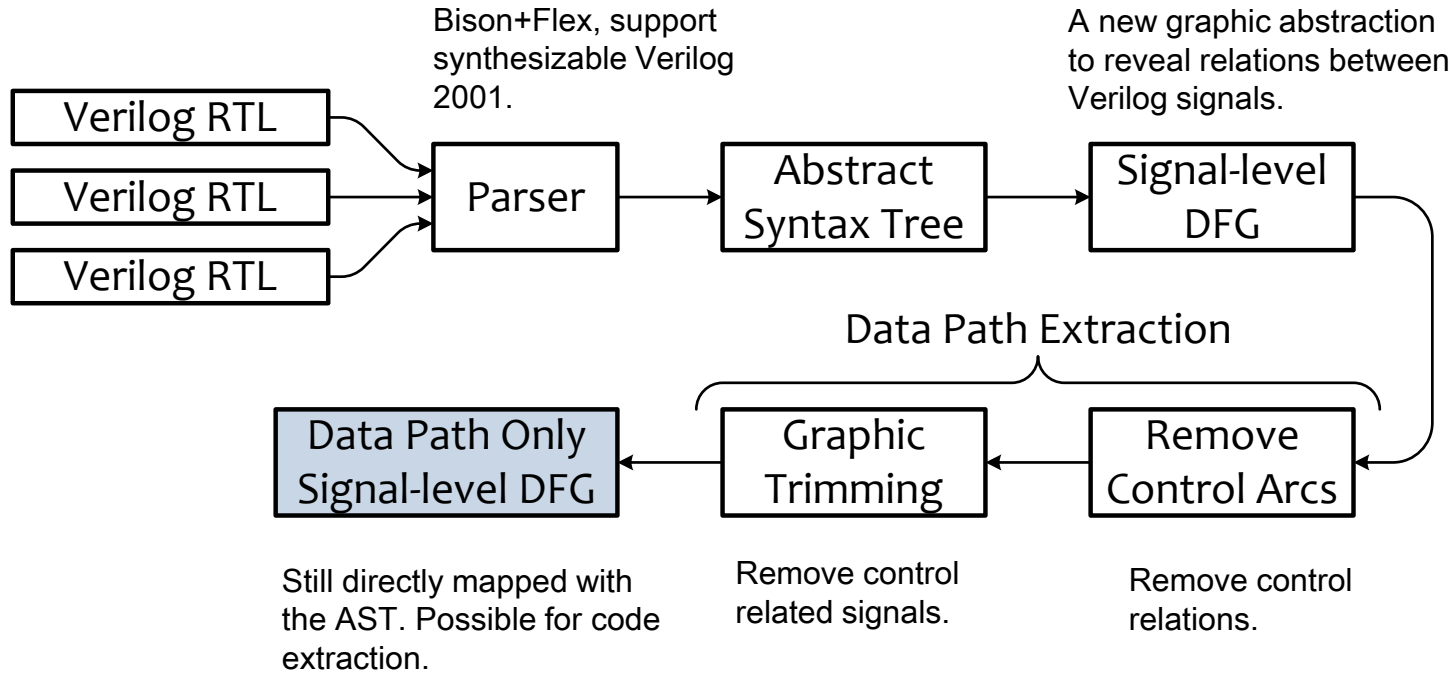
Manchester M13 9PL United Kingdom

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# Motivation

- Data path extraction is important
  - Hardware verification
  - Synthesis for asynchronous circuits
  - System partition
- Methodology
  - State-space analysis
    - actuate but slow and not scalable
  - Pattern matching
    - Fast, scalable but inaccurate
    - Accuracy depends on accurate type recognition

# Tool Flow



# Signal-Level Data Flow Graph (DFG)

```

module GCD (Clock,Reset,Load,A,B,Done,Y);
input  Clock,Reset,Load;
input  [7:0] A,B;
output Done;
output [7:0] Y;
reg A_less-than_B, Done;
reg [7:0] A_New, A_Hold, B_Hold, Y;

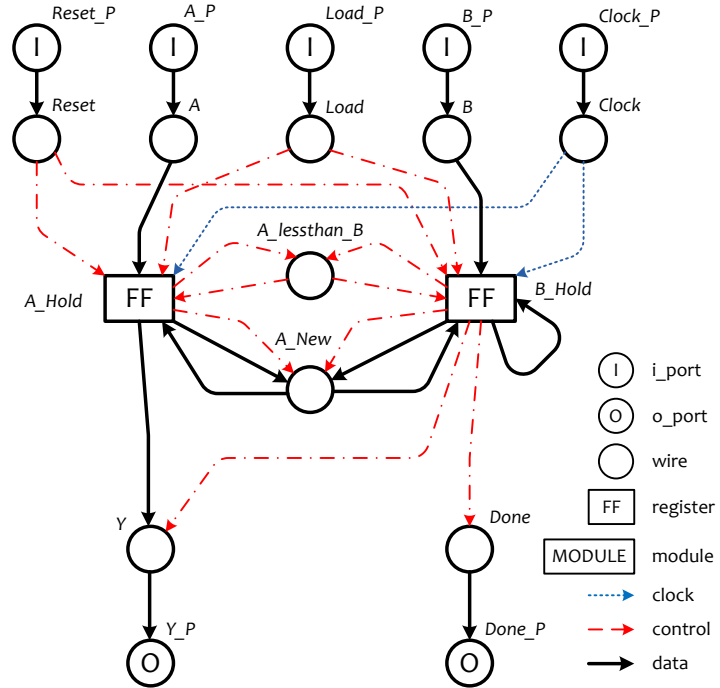
always @(posedge Clock)
if(Reset) begin
A_Hold = 0; B_Hold = 0;
end else if(Load) begin
A_Hold = A; B_Hold = B;
end else if(A_less-than_B) begin
A_Hold = B_Hold;
B_Hold = A_New;
end else
A_Hold = A_New;

always @(A_Hold or B_Hold)
if(A_Hold >= B_Hold) begin
A_less-than_B = 0;
A_New = A_Hold - B_Hold;
end else begin
A_less-than_B = 1;
A_New = A_Hold;
end

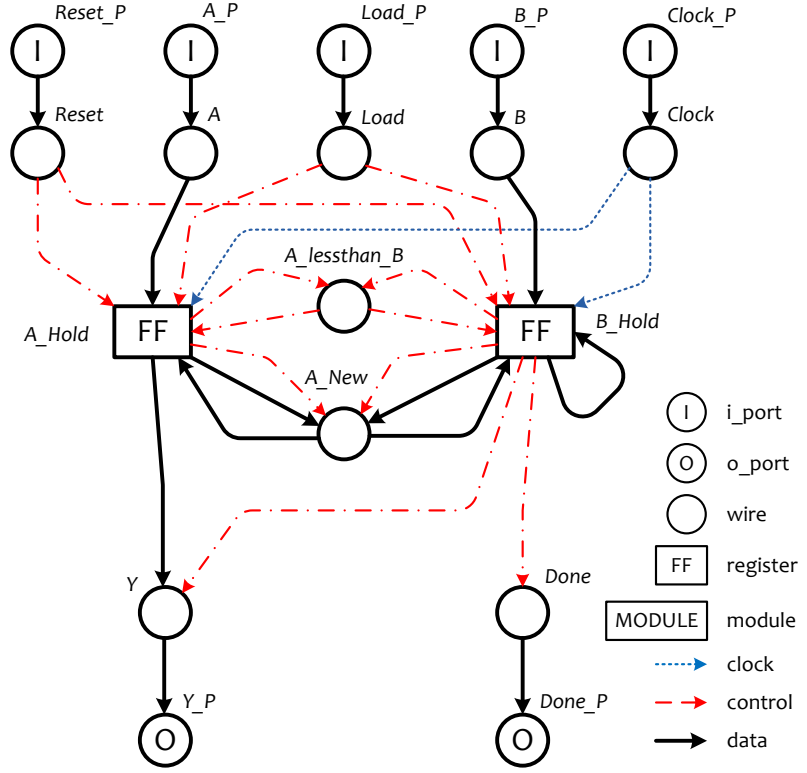
always @(A_Hold or B_Hold)
if(B_Hold == 0) begin
Done = 1; Y = A_Hold;
end else begin
Done = 0; Y = 0;
end
endmodule

```

A Greatest Common Divider (GCD) Calculator



# Definition of a Signal-Level DFG



A signal-level DFG is a directed multi-graph denoted by a six-tuple:  
 $DFG = (V, A, T_V, F_V, T_A, F_A)$

- $V$  a finite set of nodes representing Verilog components (signal and module)
- $A \subseteq V \times V$  a finite set of arcs connecting nodes
- $T_V$  a set of node types  $\{reg, wire, in, out, module\}$
- $F_V : V \rightarrow T_V$  map types to nodes
- $T_A$  a set of arc types  $\{control, data, clock, reset\}$
- $F_A : A \rightarrow T_A$  map types to arcs

# Node insertion

```

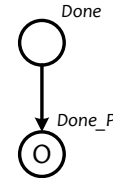
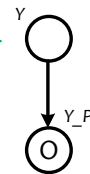
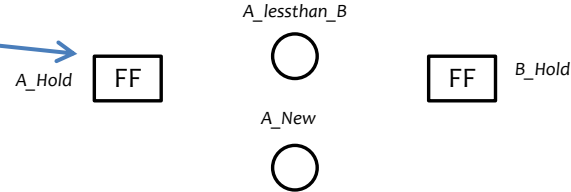
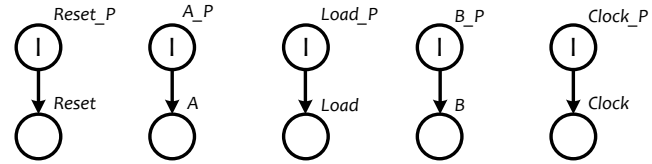
input Clock,Reset,Load;
input [7:0] A,B;
output Done;
output [7:0] Y;
reg A_lessthan_B, Done;
reg [7:0] A_New, A_Hold, B_Hold, Y;
    
```

```

always @(posedge Clock)
if(Reset) begin
    A_Hold = 0; B_Hold = 0;
end else if(Load) begin
    A_Hold = A; B_Hold = B;
end else if(A_lessthan_B) begin
    A_Hold = B_Hold;
    B_Hold = A_New;
end else
    A_Hold = A_New;
    
```

```

always @(A_Hold or B_Hold)
if(B_Hold == 0) begin
    Done = 1; Y = A_Hold;
end else begin
    Done = 0; Y = 0;
end
    
```

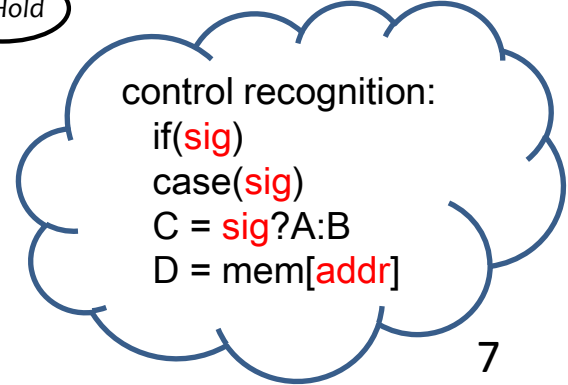
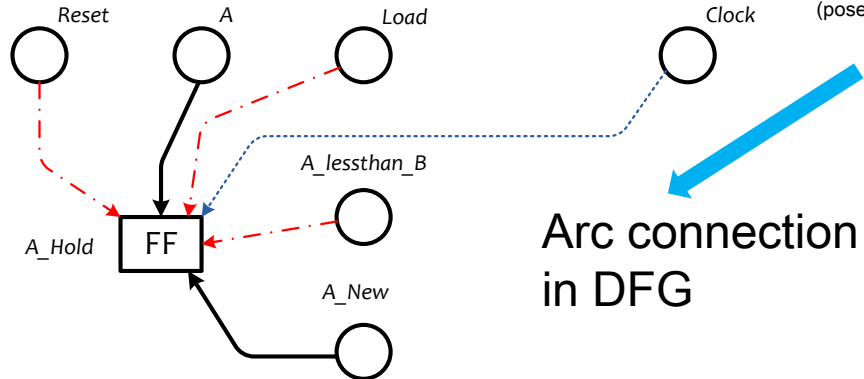
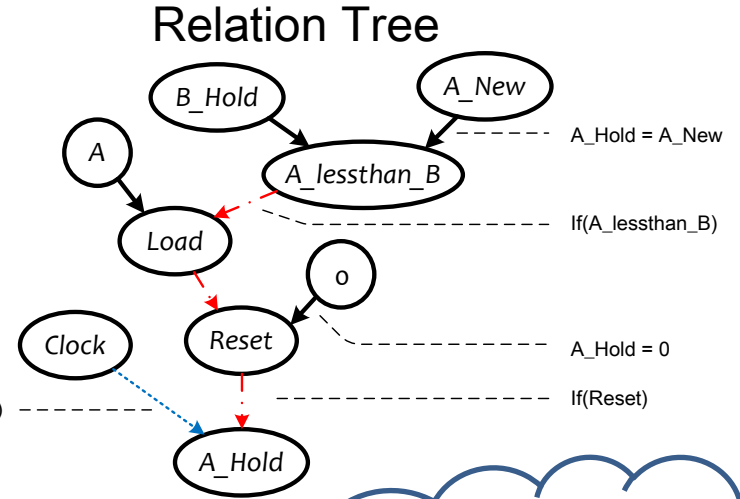


Latch will be detected by case analysis.

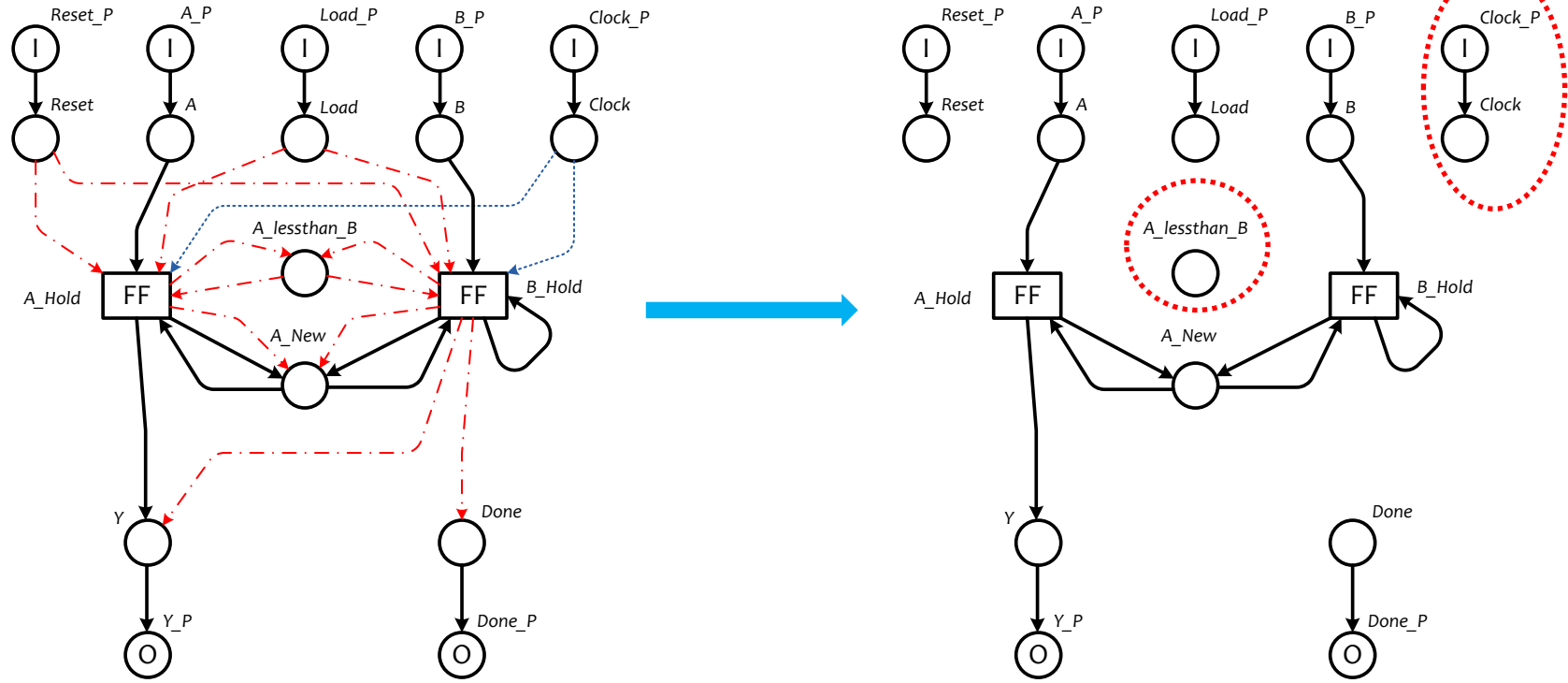
# Type Estimation of Arcs

```

always @(posedge Clock)
  if(Reset) begin
    A_Hold = 0; B_Hold = 0;
  end else if(Load) begin
    A_Hold = A; B_Hold = B;
  end else if(A_lessthan_B) begin
    A_Hold = B_Hold;
    B_Hold = A_New;
  end else
    A_Hold = A_New;
  
```

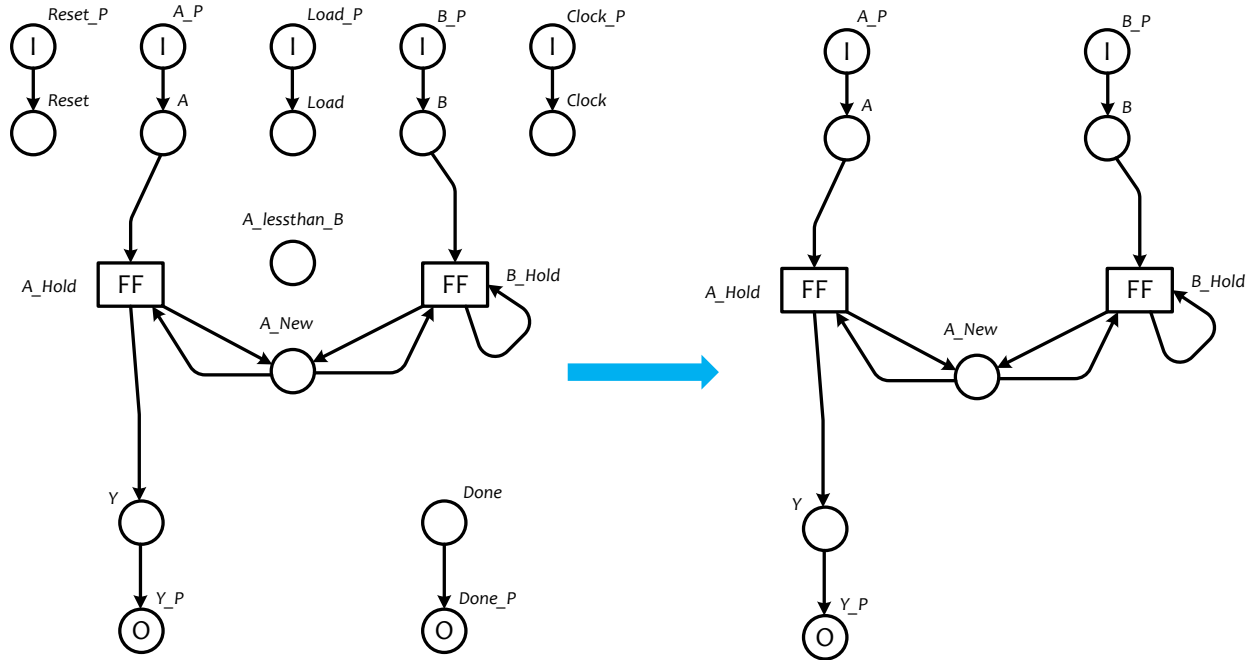


# Remove Control Arcs

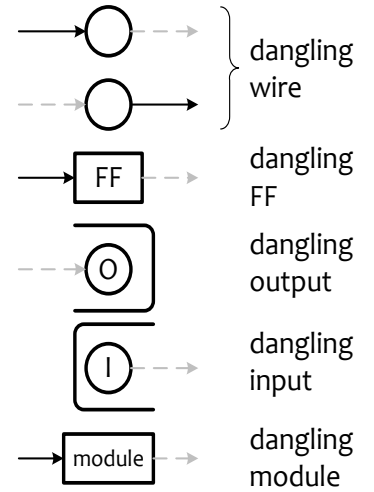




# Recursively Remove Dangling Components

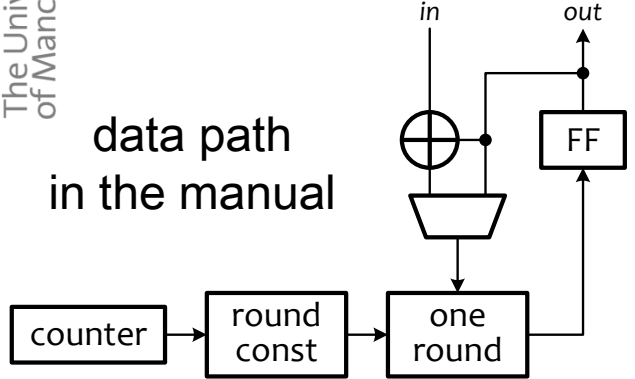


Nodes to be recursively removed

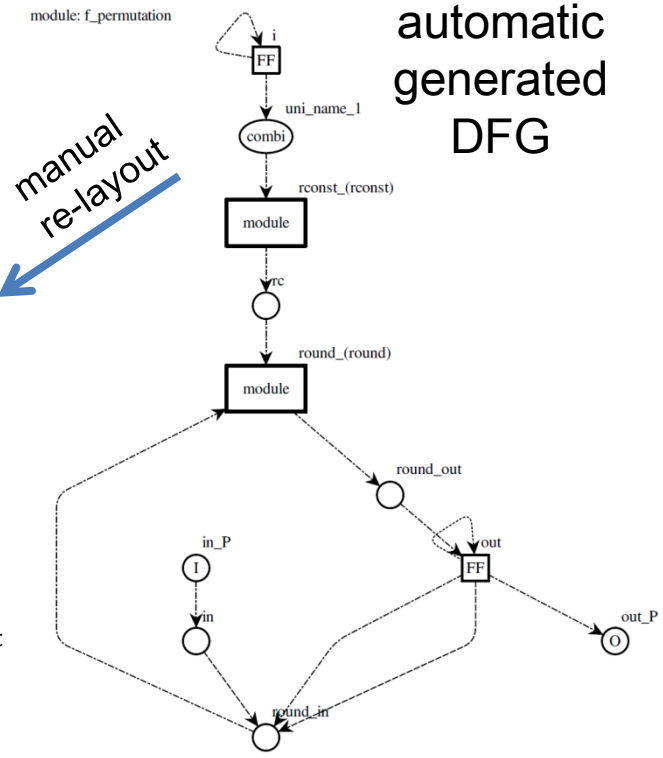
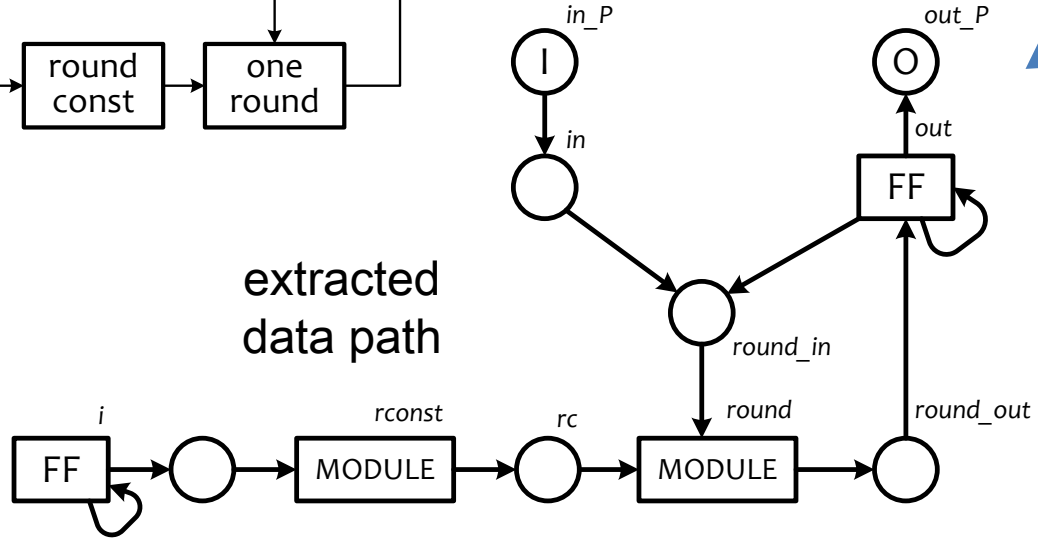


# Hierarchical Designs (SHA-3 Encoder)

data path  
in the manual



extracted  
data path



# Large-Scale Test Cases

Designs	Signal-level DFG			Data path DFG			Time (s)
	I/O	Module	Signal	I/O	Module	Signal	
OR1200	52	37	2074	40	33	1142	1
RSD	7	24	1063	3	23	659	<1
NOVA	19	140	7043	9	103	4279	10

OR1200: A 5-stage OpenRISC processor.

RSD: An industrial standard Reed-Solomon decoder.

NOVA: An FPGA proven H.264/AVC baseline decoder.

Intel Core™2 Due 3.00 GHz with 2GB memory

# Possible Usages

- Signal-level DFG
  - Code extraction
  - Controller detection\*
  - Interface recognition (Memory, bus, handshake)
- Data path extraction
  - Data-flow analysis by switching back-annotation
  - System partition

\* Wei Song and Jim Garside. Automatic controller detection for large scale RTL designs. In Proc. of EUROMICRO Conference on Digital System Design (DSD), Santander, Spain, pp. 884–851, September 2013

# Conclusion

- Signal-level DFG
  - A graphic representation of signal relations in RTL.
  - A typed and hierarchical multi-graph.
- Data path extraction
  - Trim all control related arcs and nodes.
  - Automatic control/data recognition.
  - Able to process large-scale designs.

# Implementation and Test Environment

- Verilog parser
  - Bison, Flex and Vpreprocessor (Verilog Perl tool)<sup>[1]</sup>
  - C++ STL based abstract syntax tree
- Signal-level DFG
  - Boost Graphic Library (data structure)
  - Open Graph Drawing Framework (automatic layout)<sup>[2]</sup>
  - PugiXML (file format)
  - Qt (diagram drawer)
- User interface
  - Asynchronous Verilog Synthesiser<sup>[3]</sup>
  - Command line UI: embedded Tcl with self-defined commands

[1] <http://www.veripool.org/verilog-perl>

[2] <http://www.ogdf.net>

[3] <https://github.com/wsong83/Asynchronous-Verilog-Synthesiser>