

# Formal Verification of High-Level Synthesis

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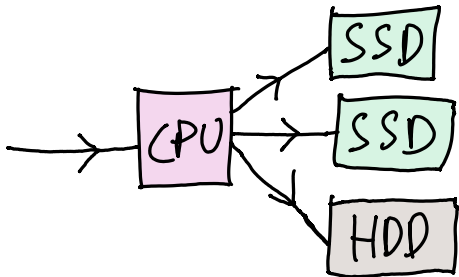
Yann Herklotz, James D. Pollard, Nadesh Ramanathan, John Wickerson

# The Need to Design Hardware Accelerators

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Application-specific hardware accelerators are increasingly being needed in industries.

- Using a **CPU** everywhere not always the best choice.

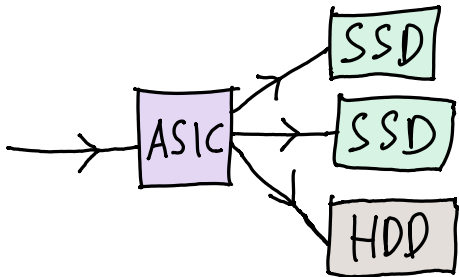


# The Need to Design Hardware Accelerators

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- **Application-specific integrated circuits (ASIC)** are the ideal choice, but very expensive to create.

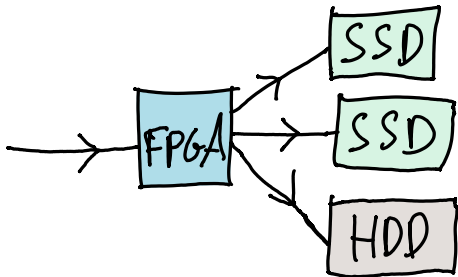


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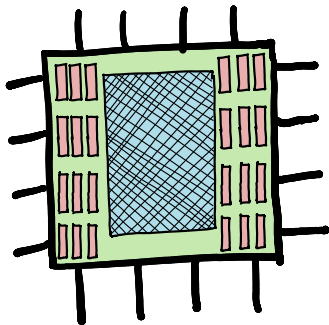
- Using a **CPU** everywhere not always the best choice.
- **Application-specific integrated circuits (ASIC)** are the ideal choice, but very expensive to create.
- **Field-programmable gate arrays (FPGA)** act as **reprogrammable hardware**, therefore can be made application-specific.



# Where does the flexibility of FPGAs come from?

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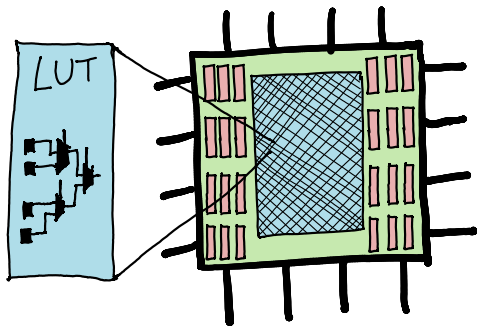
- FPGA's are programmable circuits with two main components.



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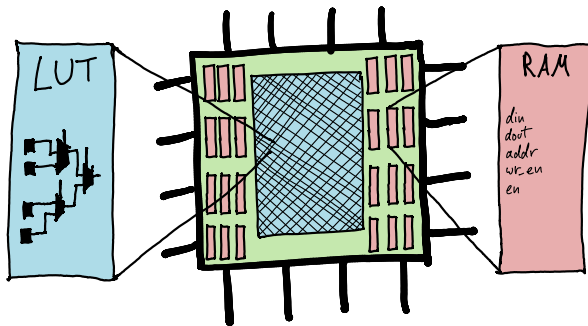
- FPGA's are programmable circuits with two main components.
- **Look up tables (LUTs)** provide flexible logic gates. They are connected by **configurable switches**.



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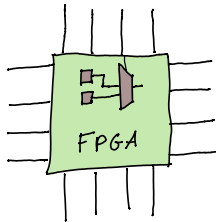
- FPGA's are programmable circuits with two main components.
- **Look up tables (LUTs)** provide flexible logic gates. They are connected by **configurable switches**.
- **RAMs** provide accessible storage.



# So How do we Program an FPGA?

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- FPGAs contain **LUTs** and programmable interconnects.





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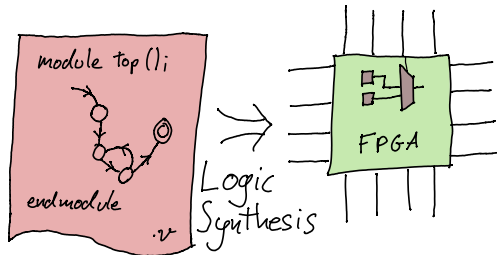
- FPGAs contain **LUTs** and programmable interconnects.
- Programmed using **hardware description languages**.



Fine control



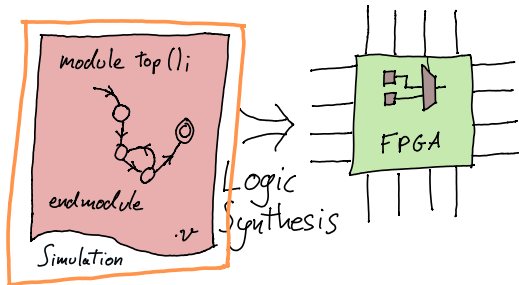
Long to design



# So How do we Program an FPGA?

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- FPGAs contain **LUTs** and programmable interconnects.
- Programmed using **hardware description languages**.
- Simulation quite slow.



# So How do we Program an FPGA?

- FPGAs contain **LUTs** and programmable interconnects.
- Programmed using **hardware description languages**.
- Simulation quite slow.
- High-Level Synthesis is an alternative.



Quick to design



Less control

```
int main() {  
    for(int i=0; i<N; i++)  
        return i;  
}
```

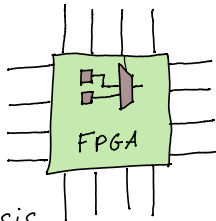
.c

HLS

```
module top();  
    [Hand-drawn logic diagram]  
endmodule
```

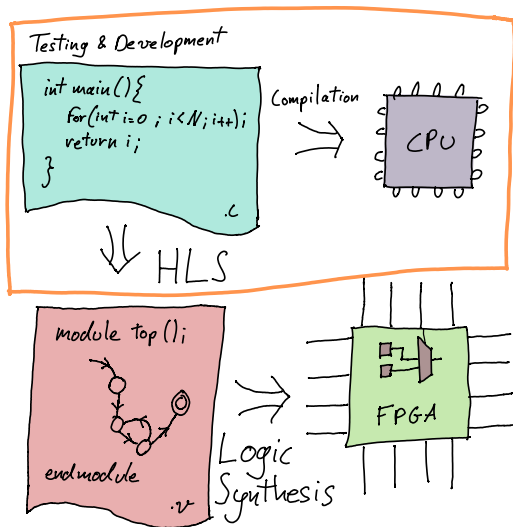
.v

Logic Synthesis



# So How do we Program an FPGA?

- FPGAs contain **LUTs** and programmable interconnects.
- Programmed using **hardware description languages**.
- Simulation quite slow.
- High-Level Synthesis is an alternative.
- Faster testing through execution.



# Motivation for Formal Verification

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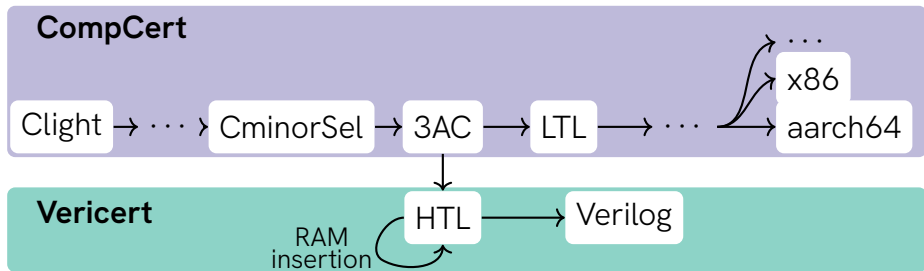
High-level synthesis is often quite unreliable:

- We fuzzed HLS tools (Herklotz et al. [2021]) and found they failed on simple random test cases.

Tool	Run-time errors
Vivado HLS	1.23%
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# Solution

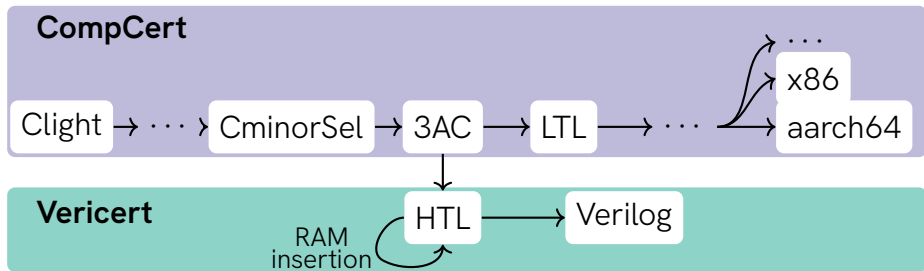
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Use CompCert, a fully verified C compiler, and add an HLS backend.

# Solution

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Support for: all **control flow**, **fixedpoint**, **non-recursive functions** and **local arrays/structs/unions**.

# Outline

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Example

Verification

Results



## Example: 3AC

---

```
int main() {  
    int x[2] = {3, 6};  
    int i = 1;  
    return x[i];  
}
```

- Example of a very simple program performing loads and stores.

## Example: 3AC

---

- **Three address code (3AC)**  
instructions are represented as a control-flow graph (CFG).
- Each instruction links to the next one.

```
main() {  
    x5 = 3  
    int32[stack(0)] = x5  
    x4 = 6  
    int32[stack(4)] = x4  
    x1 = 1  
    x3 = stack(0) (int)  
    x2 = int32[x3 + x1 * 4 + 0]  
    return x2  
}
```

# HTL Overview

---

The representation of the **finite state-machine with datapath** is abstract and called **HTL**.

**Definition** datapath :=  $\mathbb{Z}^+ \mapsto \text{Verilog.stmnt}$

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```
Record module: Type := mkmodule {  
  mod_datapath: datapath;  
  mod_controllogic: controllogic;  
  mod_reset: reg;  
  mod_ram: ram_spec;  
  ...  
}.
```

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Translation from **control-flow graph** into a **finite state-machine with datapath**.



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- Pointers for loads and stores translated to array addresses.

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Translation from **control-flow graph** into a **finite state-machine with datapath**.

- **Control-flow** is translated into a **finite state-machine**.
- Each **3AC instructions** translated into equivalent **Verilog statements**.
- Call **stack** implemented as **Verilog array**.
- Pointers for loads and stores translated to array addresses.
  - **Byte** addressed to **word** addressed.

# Memory Inference Pass

---

- An HTL  $\rightarrow$  HTL translation removes loads and stores.
- Replaced by accesses to a proper **RAM**.

```
stack[reg_5 / 4]
```

becomes

```
u_en <= ( ~ u_en);  
wr_en <= 0;  
addr <= reg_5 / 4;
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# Translation (HTL → Verilog)

---

```
module main(reset, clk, finish, return_val);
  input [0:0] reset, clk;
  output reg [0:0] finish = 0;
  output reg [31:0] return_val = 0;
  reg [31:0] reg_3 = 0, addr = 0, d_in = 0,
            reg_5 = 0, wr_en = 0,
            state = 0, reg_2 = 0,
            reg_4 = 0, d_out = 0, reg_1 = 0;
  reg [0:0] en = 0, u_en = 0;
  reg [31:0] stack [1:0];
  // RAM interface
  always @(negedge clk)
    if ({u_en != en}) begin
      if (wr_en) stack[addr] <= d_in;
      else d_out <= stack[addr];
      en <= u_en;
    end
end
```

- Finally, translate the FSM into Verilog.

# Translation (HTL → Verilog)

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      en <= u_en;
    end
end
```

- Finally, translate the FSM into Verilog.
- This includes a RAM interface.

# Translation (HTL → Verilog)

---

```
// Data-path
always @(posedge clk)
  case (state)
    32'd11: reg_2 <= d_out;
    32'd8: reg_5 <= 32'd3;
    32'd7: begin
      u_en <= (~ u_en); wr_en <= 32'd1;
      d_in <= reg_5; addr <= 32'd0;
    end
    32'd6: reg_4 <= 32'd6;
    32'd5: begin
      u_en <= (~ u_en); wr_en <= 32'd1;
      d_in <= reg_4; addr <= 32'd1;
    end
    32'd4: reg_1 <= 32'd1;
    32'd3: reg_3 <= 32'd0;
    32'd2: begin
      u_en <= (~ u_en); wr_en <= 32'd0;
      addr <= {{{reg_3 + 32'd0} + {reg_1 * 32'd4}} / 32'd4};
    end
    32'd1: begin finish = 32'd1; return_val = reg_2; end
    default: ;
  endcase
```

- Finally, translate the FSM into Verilog.
- This includes a RAM interface.
- Data path is translated into a case statement.

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    end
    32'd4: reg_1 <= 32'd1;
    32'd3: reg_3 <= 32'd0;
    32'd2: begin
      u_en <= (~ u_en); wr_en <= 32'd0;
      addr <= {{{reg_3 + 32'd0} + {reg_1 * 32'd4}} / 32'd4};
    end
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- Finally, translate the FSM into Verilog.
- This includes a RAM interface.
- Data path is translated into a case statement.
- RAM loads and stores automatically turn off RAM.

# Translation (HTL → Verilog)

---

```
// Control logic
always @(posedge clk)
  if ({reset == 32'd1}) state <= 32'd8;
  else case (state)
    32'd11: state <= 32'd1;      32'd4: state <= 32'd3;
    32'd8: state <= 32'd7;      32'd3: state <= 32'd2;
    32'd7: state <= 32'd6;      32'd2: state <= 32'd11;
    32'd6: state <= 32'd5;      32'd1: ;
    32'd5: state <= 32'd4;      default: ;
  endcase
endmodule
```

- Finally, translate the FSM into Verilog.
- This includes a RAM interface.
- Data path is translated into a case statement.
- RAM loads and stores automatically turn off RAM.
- Control logic is translated into another case statement with a reset.

# Outline

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Verification

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# Verilog Semantics (Adapted from Löow et al. (2019))

---

- Top-level semantics are **small-step operational semantics**.





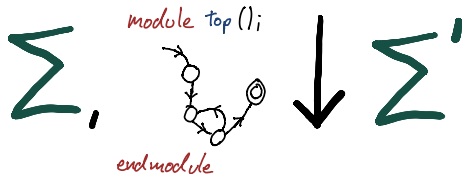
# Verilog Semantics (Adapted from Löow et al. (2019))

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- Top-level semantics are **small-step operational semantics**.



- At each clock tick, the **whole module** is executed using **big-step semantics**.



# Main Challenges in Proof

---

Translation of memory model

**Abstract/infinite memory model** translated into **concrete/finite RAM**.

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## Translation of memory model

**Abstract/infinite memory model** translated into **concrete/finite RAM**.

## Integration of Verilog Semantics

- **Verilog semantics** differs from CompCert's main assumptions of intermediate language semantics.
- Abstract values like the **program counter** now correspond to **values in registers**.

# Outline

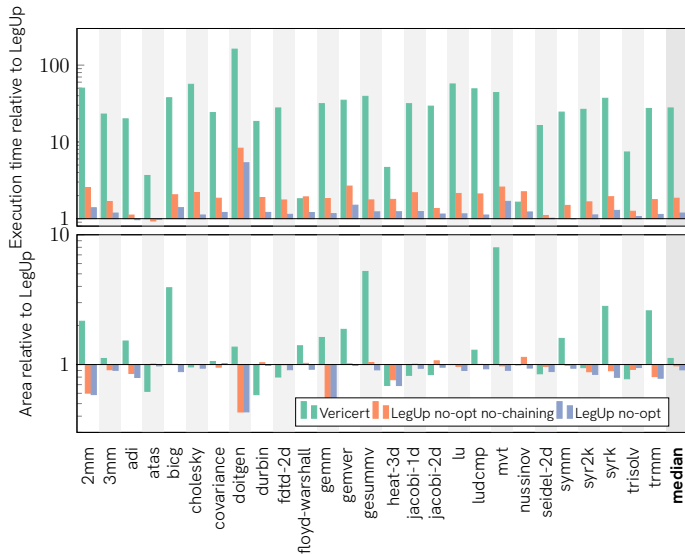
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Example

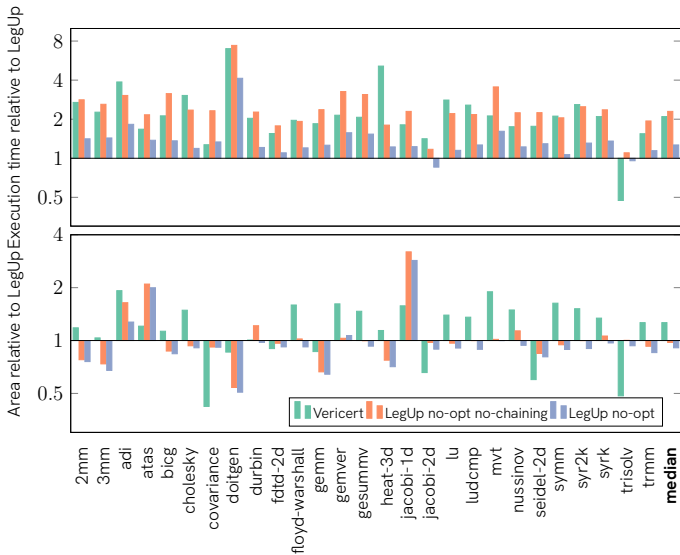
Verification

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# The bad news: with division approximately $27\times$ slower



# The better news: without division about $2\times$ slower



# Fuzzing Vericert with Csmith

---

Fuzzed Vericert with Csmith to check correctness theorem.

Tool	Run-time errors
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Intel i++	0.4%
Bambu 0.9.7-dev	0.3%
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<b>Vericert</b>	<del>0.03%</del> <b>0%</b>



## Conclusion

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Written a formally verified high-level synthesis tool in **Coq** based on **CompCert**.

- HLS tool **proven correct in Coq** by proving translation of CFG into FSMD.

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- Small optimisations implemented such as **RAM Inference**.

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- Performance without divisions comparable to LegUp without optimisations.

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## Future Work

Make Vericert not only **correct**, but **competitive**.

- Implement **scheduling** and **resource sharing**.

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- Implement **scheduling** and **resource sharing**.
- Add **external module** support.
- Add **global variable** support.

# Thank you

---

Documentation



<https://vericert.ymhg.org>

GitHub



<https://github.com/ymherklotz/vericert>

OOPSLA'21 Preprint



[https://ymhg.org/papers/fvhls\\_oopsla21.pdf](https://ymhg.org/papers/fvhls_oopsla21.pdf)

## References

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Yann Herklotz, Zewei Du, Nadesh Ramanathan, and John Wickerson. An empirical study of the reliability of high-level synthesis tools. In *2021 IEEE 29th Annual International Symposium on Field-Programmable Custom Computing Machines (FCCM)*, pages 219-223, 2021. doi: 10.1109/FCCM51124.2021.00034.