

Designing and testing an ALU for multiprecision arithmetic

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Outline

1. Introduction
2. Hardware design tools
3. The ALU
4. Compiling to Verilog

Introduction

The Cephalopod processor

Designed to limit main sources of error in IoT :

- Garbage collection errors
- Integer overflow

ALU Goals

- Avoid overflow by using multiprecision integers
- Be efficient on single chunk integers

The ALU

Integer representation

- linked list in RAM
- signed by topmost chunk
- remove leading sign chunks

The ALU

ALU components

- Logical unit (&&, ||, \neg , if-then-else)
- Comparator unit (==, !=, >, >=)
- Arithmetic unit (+, -, \times , /, %, $\sqrt{\quad}$)
- Cleaning unit

Hardware design tools

Voss II : hardware description in HFL

```
TYPE "my_int" 8;
```

```
let example =
```

```
→ bit_input clk use_old.
```

```
→ my_int_input a b.
```

```
→ my_int_output c.
```

```
→ my_int_internal b_old b_used.
```

```
→ CELL "example" [
```

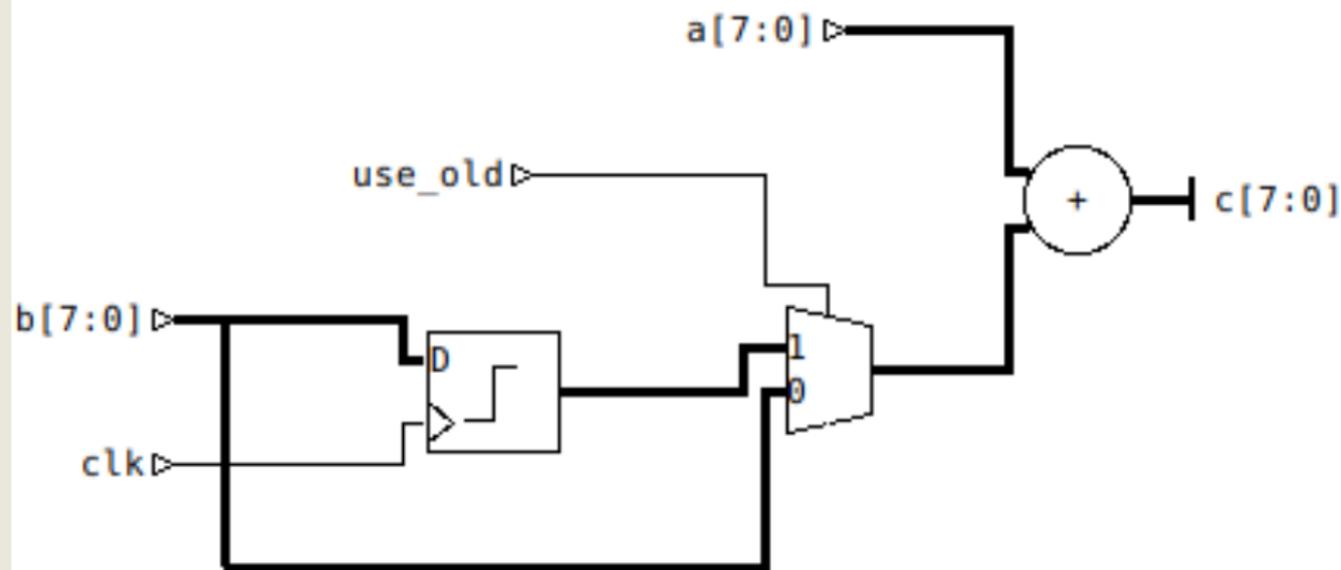
```
→ → re_ff clk b b_old,
```

```
→ → b_used <- (IF use_old THEN b_old ELSE b),
```

```
→ → c <- a '+' b_used
```

```
→ → ];
```

Voss II : circuit visualization



Bifrost : a higher level language

```
read_d:
  node_d = do mem_read(addr_d_cur);
  t_d_end = node_d.laddr == ADDR_END;
  short_d = t_d_end & addr_d_cur == addr_d;
  d_is_negative = t_d_end & get_bit(node_d.int, TOP_BIT_POS);
  if (node_d.int == 0 & short_d) {
    goto zero_division;
  }
  addr_r1_cur = do mem_alloc();
  if (node_d.int != 1 & short_d) {
    // for short d only allocate one R
    node_d.int = if d_is_negative then (~node_d.int+1) else node_d.int;
    addr_r1 = addr_r1_cur;
    goto read_n;
  }
```

The ALU

The multiplier

- primary school multiplication
- uses a single cumulative sum
- Sign extend topmost bits

Unsigned division

Definition

For two integers $N, D \in \mathbb{N}^2$ with $D \neq 0$, find $Q, R \in \mathbb{N}^2$ such that :

$$\begin{cases} N = QD + R \\ 0 \leq R < D \end{cases}$$

Long division

$$\begin{array}{r|l} 74 & 6 \\ \hline -6 & 12 \\ 14 & \\ -12 & \\ 2 & \end{array}$$

Algorithm : While $N \geq Q$

1. Find a such that $10^a D \leq N < 10^{a+1} D$
2. Find the largest $b \in \llbracket 1, 9 \rrbracket$ such that $10^a b D \leq N$
3. Set b as the a -th digit of Q
4. subtract $10^a b D$ from N
5. repeat

Binary long division

1010		11
-0		0011
1010		
-0		
1010		
-11		
100		
-11		
1		

Algorithm :

Set $Q = 0$ and $R = 0$.

For every bit i in N descending

1. set $R = R \ll 1 + N[i]$

2. if $R > D$

set $R = R - D$

set $Q[i] = 1$

Multiprecision long division

- Descending through N and Q easy if big-endian.
- Naive implementation leads to :
 - 3-5 reads and 1-2 writes every iteration
 - One extra chunk used for R as R can be greater than D .
- Can be slightly speed up by combining operations :
 - 3 reads and 2 writes every iteration (-2 chunks)
 - Needs to store 2 copies of R

Multiprecision long division

	R_1	010 001 111	(143)
	D	011 101 011	(235)
<hr/>			
	$R_1 \ll 1 + 0$		110 ($c_1 = 1$)
	$R_1 \ll 1 + 0 - D$		011 ($c_2 = 0$)
<hr/>			
	$R_1 \ll 1 + 0$	011	($c_1 = 0$)
	$R_1 \ll 1 + 0 - D$	110	($c_2 = 1$)
<hr/>			
	$R_1 \ll 1 + 0$	100	($c_1 = 0$)
	$R_1 \ll 1 + 0 - D$	000	($c_2 = 0$)
<hr/>			
	R'_1	100 011 110	(286)
	R'_2	000 110 100	(52)

Multiprecision long division

Algorithm : for every bit i of N descending

1. set $c_1 = N[i]$ and $c_2 = 0$
2. for every chunk j of D , R_1 and R_2
 - 2.1 set $T = R_1[j] \ll 1 + c_1$
 - 2.2 write $T[2 : 0]$ in $R_1[j]$
 - 2.3 set c_1 to $T[3]$
 - 2.4 write $(T - D[j])[2 : 0]$ in $R_2[j]$
 - 2.5 set c_2 to $(T - D)[3]$
3. if c_1 or not c_2 swap R_1 and R_2

Signed division

- Flip the sign of N or D to be positive
- Some extra operations needed on R and Q

Testing the ALU

HFL allows symbolic evaluation of circuits :

- Can test on fixed number of chunks with variables as integer
- Can add constraints to variables
- Tested up to 2-3 chunks of 6 bits.

Compiling to Verilog

Compiling to Verilog

Goal

Convert HFL's circuit representation (pexlif) to standard verilog

- Mostly straightforward
- Recognize flip-flop to avoid phase delays
- Some fiddling with slices
- Some inlining to simplify generated code

Thank you for your attention !