

# Dedicated Message Passing Hardware

# Motivation:

- Memory sharing is slow
- Assumes that you want read and write
- If you only need (Read | Write) performance can be better

# Strategy

- Introduce new coprocessor registers which have the following API:

Register 23: Write: Set Target Read: Target Busy

Register 24: Write: Send to Target Read: Read from target

Register 25: Write: deq from target Read: Recieve Empty

Where

CoreIndex target sets who we are going to enq/deq/read from.

# Demos

# Implementation

- We make a:

```
Vector#(NumCores, Vector#(NumCores, Fifo#(2, Data))) ipc_write  
<- replicateM(replicateM(mkCFFifo));
```

```
Vector#(NumCores, Vector#(NumCores, Fifo#(2, Data))) ipc_read  
= transpose(ipc_write);
```

And pass `ipc_*[core_id]` to each core

(\* synthesize \*) goes away ☹

But if synthesize didn't go away, where we `deq/enq` would always block so this isn't so bad!

# Part || Bugs

# Using the response Register data in the NBCache FSM

- Most of the data should come from the entry in stq/ldbuf

Not Bypassing to stq in NBCCache FSM



# Out of Order Stq resp

- Might receive out of order stq response

# Debugging Tips

# Don't use ?

- We said in class use `unpack(0)`, but I'd instead advise using funny-constants (`0xdeadbeef`, `0x13371337`, `0xBAADF00D`, etc)  
<http://en.wikipedia.org/wiki/Hexspeak>
- This will let you see where data you don't care about is getting injected more specifically

# Print out Cycles using Cop

- Let's you more easily look at the sim output and see where exactly problems start

# Learn Bluespec

- We didn't use a lot of the really cool fun features of BSV too heavily in class

# ie, print rule from Stq

```
rule debugInfo( isValid(core_id) );
  function Action zw (Integer x, Reg#(a) data) provisos (FShow#(a));
  return (action
    let i = fromInteger(x);
    if (enqP > deqP && i < enqP && i >= deqP)
      $fwrite(stdout, " ", fshow(data), " ");
    else if( enqP < deqP && ( i >= deqP || i < enqP ) )
      $fwrite(stdout, " ", fshow(data), " ");
    else if( full_reg )
      $fwrite(stdout, " ", fshow(data), " "); endaction);endfunction
  $fwrite(stdout, "StQ: Core ID: ", fshow(core_id) );
  joinActions(zipWith(zw, genVector, data));
  $fwrite(stdout, "\n");
endrule
```

# Look for unconditional Behaviors

- If you are always doing something, be sure you always do actually want to do it
  - in the rule handling response, were unconditionally upgrading the data line, not just on `l -> (msi > l)`
  - We caught this by using the hexspeak codes suggested earlier

## Use assertions:

```
if (! trueThing)  begin
    $display("invariant x broken");
    $finish;
end
```