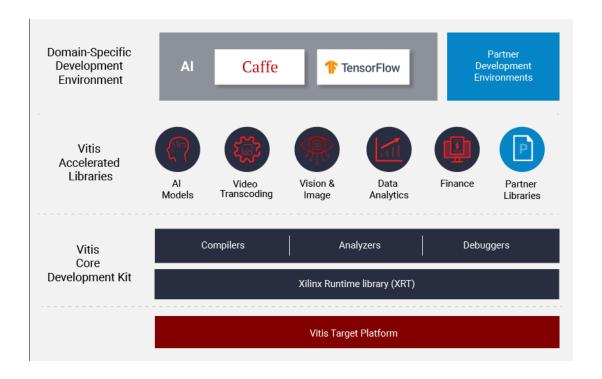


Getting to grips with Vitis

Adam Taylor

What is Vitis

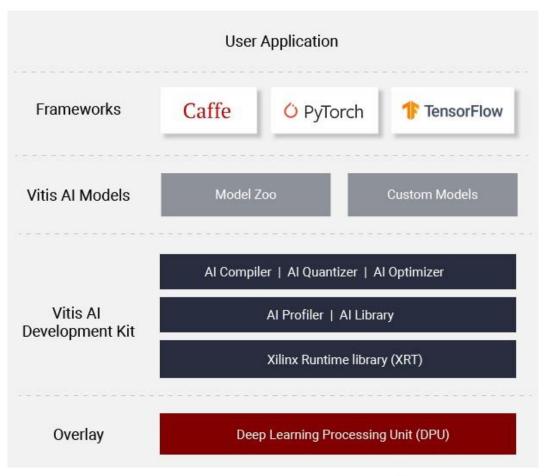
- Vitis is unified software development environment from Xilinx
- Edge and cloud development methodologies
- Support embedded and accelerated flows





Vitis Al Development Environment

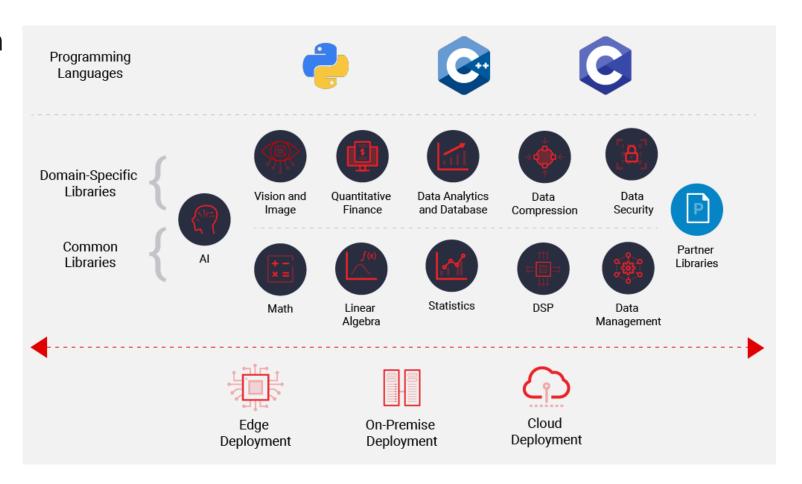
- Vitis AI enables acceleration of AI inference at edge & Cloud
- Supports leading frameworks such as TensorFlow, Caffe and Pytorch
- Works with fixed-point representation and Xilinx Deep Learning Processor Unit (DPU)





Vitis Accelerated Libraries

- Open-Source acceleration ready libraries
- Common Libraries offer a set of common functionality
- Domain specific libraries offer out of the box functions for specific domains e.g. vision





Vitis Core Development Kit

- GUI & Command line tools for compilation, debug and analysis of C, C++ and OpenCL designs.
- Can use preferred GUI or integrated GUI
- Supports embedded and accelerated flows



Vitis Target Platforms

- Embedded
 - SoC: MPSoC, RFSoC, Zynq
 - FPGA: MicroBlaze
- Cloud
 - Alveo
 - AWS F1 Instance
- Embedded SoC and Cloud applications can use acceleration flow.
- All required files and boot elements are generated

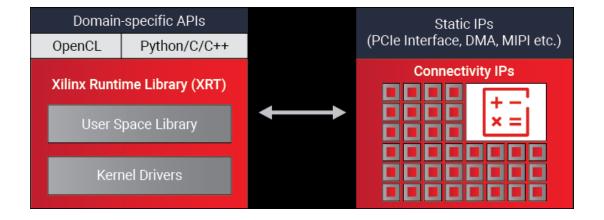




Xilinx Runtime library

Xilinx Runtime library (XRT)
 enables communication between
 the host and accelerator

- Cloud based Host x86
- Embedded Arm A9 or A53
- Provides all libraries, APIs, drivers and utilities.





Xilinx Runtime library

Key Functions of the Runtime include

- Downloading the FPGA binary
- Memory Management between Host and Accelerator
- Execution Management
- Board Management

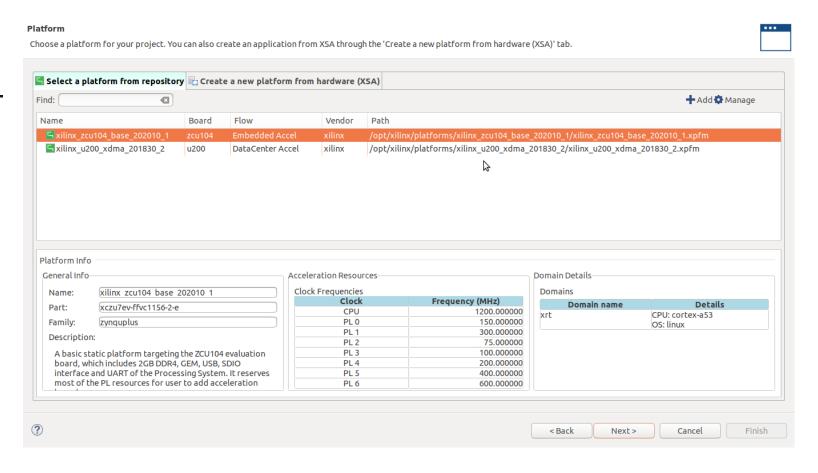
```
adiuvo@Adiuvo: ~
File Edit View Search Terminal Help
INFO: == Starting PCIE link check:
LINK ACTIVE, ATTENTION
Ensure Card is plugged in to Gen3x16, instead of Gen3x4
Lower performance may be experienced
WARN: == PCIE link check PASSED with warning
INFO: == Starting SC firmware version check:
SC FIRMWARE MISMATCH, ATTENTION
SC firmware running on board: 1.8. Expected SC firmware from installed Shell: 4.2.0
Please use "xbmgmt flash --scan" to check installed Shell.
WARN: == SC firmware version check PASSED with warning
INFO: == Starting verify kernel test:
INFO: == verify kernel test PASSED
INFO: == Starting DMA test:
Host -> PCIe -> FPGA write bandwidth = 3335.9 MB/s
Host <- PCIe <- FPGA read bandwidth = 3238.05 MB/s
INFO: == DMA test PASSED
INFO: == Starting device memory bandwidth test:
Maximum throughput: 52428 MB/s
INFO: == device memory bandwidth test PASSED
INFO: == Starting PCIE peer-to-peer test:
P2P BAR is not enabled. Skipping validation
INFO: == PCIE peer-to-peer test SKIPPED
INFO: == Starting memory-to-memory DMA test:
bank0 -> bank1 M2M bandwidth: 12100 MB/s
bank0 -> bank2 M2M bandwidth: 12128.7 MB/s
bank0 -> bank3 M2M bandwidth: 12114.9 MB/s
bank1 -> bank2 M2M bandwidth: 12116 MB/s
bank1 -> bank3 M2M bandwidth: 12118.9 MB/s
bank2 -> bank3 M2M bandwidth: 12116 MB/s
INFO: == memory-to-memory DMA test PASSED
INFO: Card[0] validated with warnings.
INFO: All cards validated successfully but with warnings.
adiuvo@Adiuvo:~$
```



Element of Vitis

All projects required a platform

- Hardware element makes available AXI connections, clocks and Interrupts in the PL to Vitis Compiler
- Software element provides boot, XRT and QEMU support
- Linux element FS, Image and SysRoot





Vitis Output

Compiled binary (host) and XCLbin (accelerator)

Embedded System Output

- SD Card Image
 - Image
 - File System
 - Binary and XCLBin

Cloud output

Binary and XCLBin

```
▼ test system [xilinx zcu104 base 202010 1]
 ▼ ou test [xrt]
   ▶ ⋒ Includes
   ▶ ﷺ Emulation-HW
   ▶ 

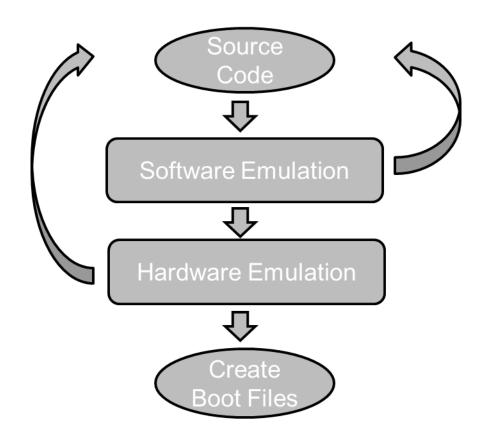
Emulation-SW
   ▼ Alardware
     ▶  binary container 1.build
     ▼ 📂 package
       sd_card
         BOOT.BIN
         sd card.img
         inx_zcu104_base_202010_1.bif
     ▶ 

package.build
     binary container 1.mdb
       binary_container_1.xclbin
       binary container 1.xclbin.info
```



Vitis Development Flow

- Software Emulation Syntax errors & algorithm verification
- Hardware Emulation Optimize Performance, Interfacing & Resources







An open industry standard

- For parallel computing
- Of heterogeneous systems

Enables cross-platform functional portability

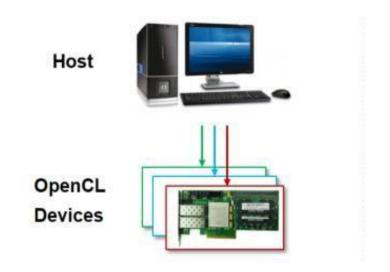
- No code changes
- Portable across CPU, GPU, FPGA, DSP, etc.
 - Can run on cell phones, laptops, super computers
- Important: No performance portability

Wide market adoption

- Support implemented by
 - Apple, AMD, Xilinx, Intel, ARM, Nvidia, Qualcomm, etc.
- Many companies developing applications
 - Image, video, audio processing, scientific calculations, medical imaging, and more



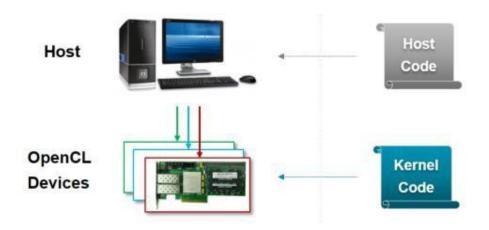




Platform model

- Defines representation of ANY platform
- Contains
 - Single host
 - One or more OpenCL devices (compute device)





Platform model

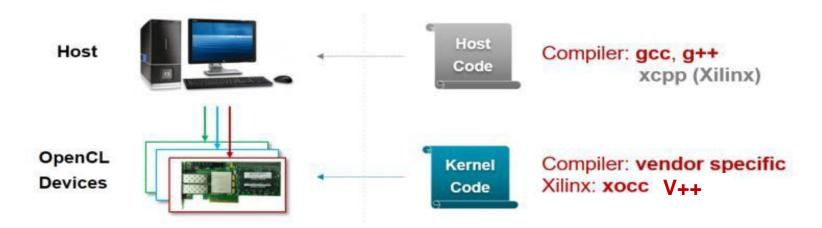
- Defines representation of ANY platform
- Contains
 - Single host
 - One or more OpenCL devices (compute device)

Execution model

OpenCL application: Two parts

- Host program
 - Manages the entire application: OpenCL APIs
- Kernels (OpenCL C language)
 - Functions to accelerate, run on OpenCL devices





Platform model

- Defines representation of ANY platform
- Contains
 - Single host
 - One or more OpenCL devices (compute device)

Execution model

OpenCL application: Two parts

- Host program
 - Manages the entire application: OpenCL APIs
- Kernels (OpenCL C language)
 - Functions to accelerate: run on OpenCL devices



Execution Model – Command Queues

Interaction between host and device occurs via command queues

- Created by host
- Attached to a single device

Note: Multiple command queues can be active within context

Three command types

- Kernel execution commands
- Memory commands
 - Transfer data between host and different memory objects
- Synchronization commands
 - Put constraints on in the order in which commands are executed







Memory Model

Three types of memory objects

- Buffer objects
 - Contiguous block of memory
 - Available to kernels for read/write
 - Programmer can write data to buffers
 - Access to data via pointers
- Image objects (not a part of embedded profile)
 - Hold images only
 - Storage/format can be optimized for specific OpenCL device
 - OpenCL framework provides functions to manipulate images
- Pipes
 - Data organized as FIFO
 - Accessed (read/write) via built in
 - Pipe not accessible from the host







Five Sub-regions of Memory Objects

Host memory

- Visible to host only
- OpenCL framework only defines how host memory interacts with OpenCL objects

Global memory

- Visible to host and device
- All work items in all workgroups can read/write there
- Global on-chip memory visible to device only

Constant memory

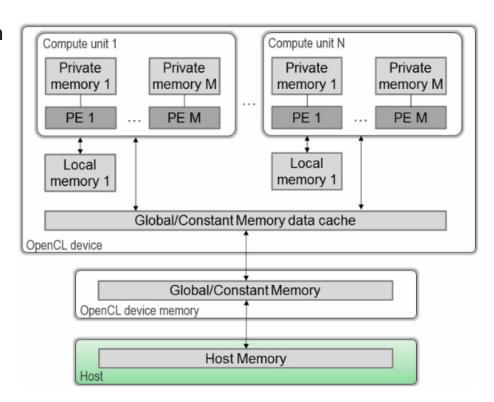
- Region of global memory
- Work items read access only

Local memory

Local to workgroup (shared by all work-items in a group)

Private memory

Accessible by a work-item

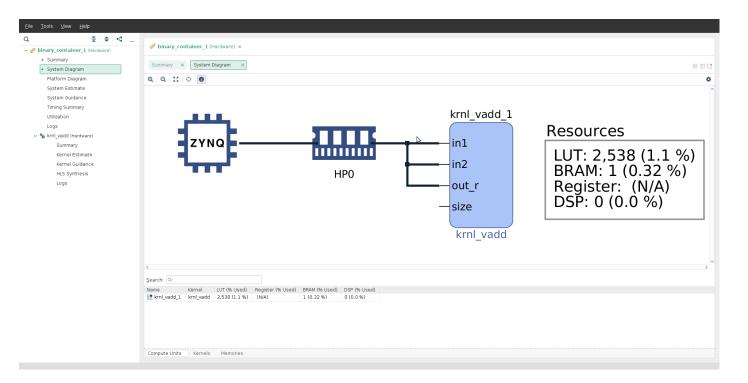


Optimization

- Optimization Possible at both Host and Kernel
- Enables most responsive solution

•

- Host optimization
- Kernel optimization possible in OpenCL and C/C++
 - Optimization Syntax differs

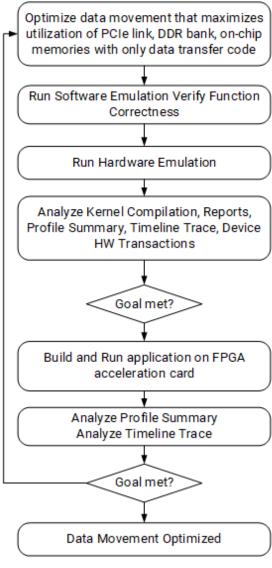




Host Optimization

 Optimize the data movement in the application before optimizing computation

- Compute Unit Scheduling
 - Multiple In-Order Command Queues
 - Single Out-of-Order Command Queue



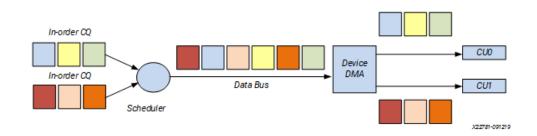
X22239-082719

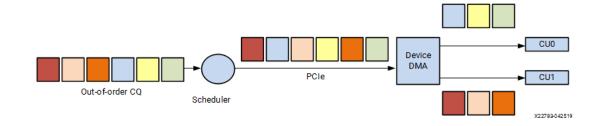


Host Optimization

Multiple In-Order Command Queues

Single Out-of-Order Command Queue

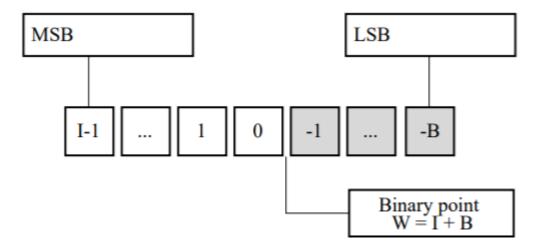






Kernel Optimization – Data Types

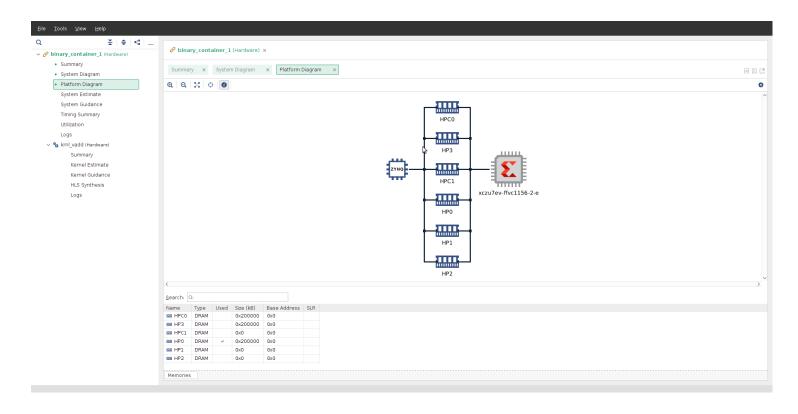
- Avoid native C data types e.g. int, float, double
- Best performance is using bit accurate types (C/C++ Kernels)
 - Arbitrary Precision Integer
 - Arbitrary Precision fixed point
- Enables smaller & faster logic implementations





Kernel Optimization - Interfacing

- Two types of data transfer
 - Data Pointers via global memory (M_AXI)
 - Scalar direct to kernel (AXI_LITE)
- Vitis automatically selects interface type
- Max data width is 512 bits – maximum performance leverages this

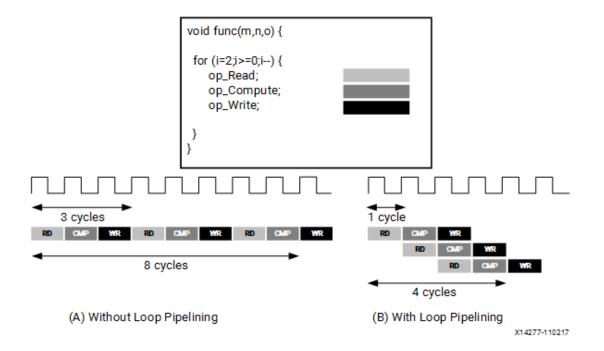




Kernel Optimization – Pipelining

 By default, every iteration of a loop only starts when the previous iteration has finished

 Pipelining the loop executes subsequent iterations in a pipelined manner



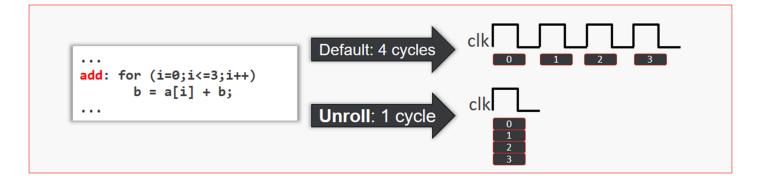


Kernel Optimization – Unrolling

 Unrolling a loop enables the full parallelism

Full or Partial Unroll

 Data dependencies in loops can impact the results of loop pipelining or unrolling





Kernel Optimization – DataFlow

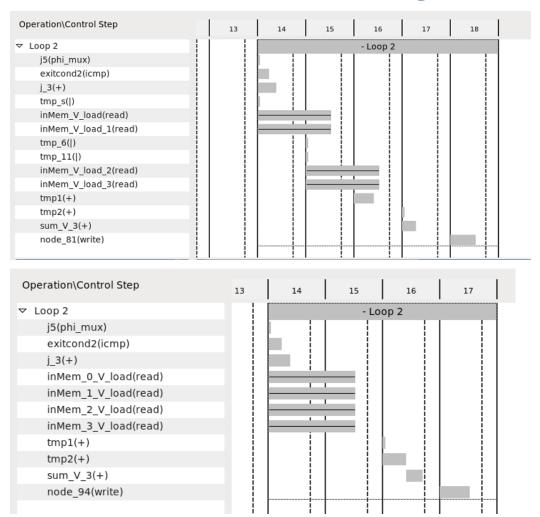
- Improve kernel performance by enabling task-level pipelining
- Be careful of
 - Single producer-consumer violations.
 - Bypassing tasks.
 - Feedback between tasks.
 - Conditional execution of tasks.
 - Loops with multiple exit conditions or conditions defined within the loop

```
8 cycles
void top (a,b,c,d) {
                                          Without Dataflow
                                                                                            func_C
                                                                              8 cycles
  func_A(a,b,i1);
  func_B(c, i1, i2);
                           func B
  func_C(i2,d);
                           func C
                                                                3 cycles
  return d:
                                           With Dataflow
                                             Pipelining
                                                                                     func B
                                                                                            func C
                                                                            func C
```



Kernel Optimization – Memory

- Limited BRAM access bandwidth, can heavily impact the overall performance
- Ability to partition and reshape arrays can increase bandwidth
- Partition Separates into different BRAMS
- Reshape allows combination of words





Kernel Optimization - Pragmas

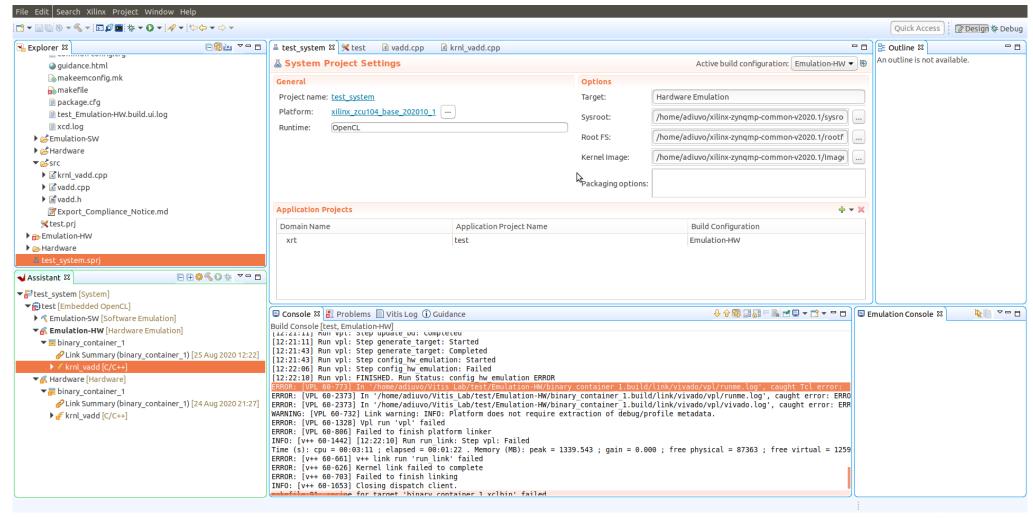
Optimization	C/C++	OpenCL
Pipeline	#pragma HLS PIPELINE	attribute((xcl_pipeline_loop))
Unroll	#pragma HLS UNROLL	attribute((opencl_unroll_hint))
DataFlow	#pragma HLS DATAFLOW	attribute ((xcl_dataflow))
Memory	#pragma HLS ARRAY_PARTITION	

Further information can be found at

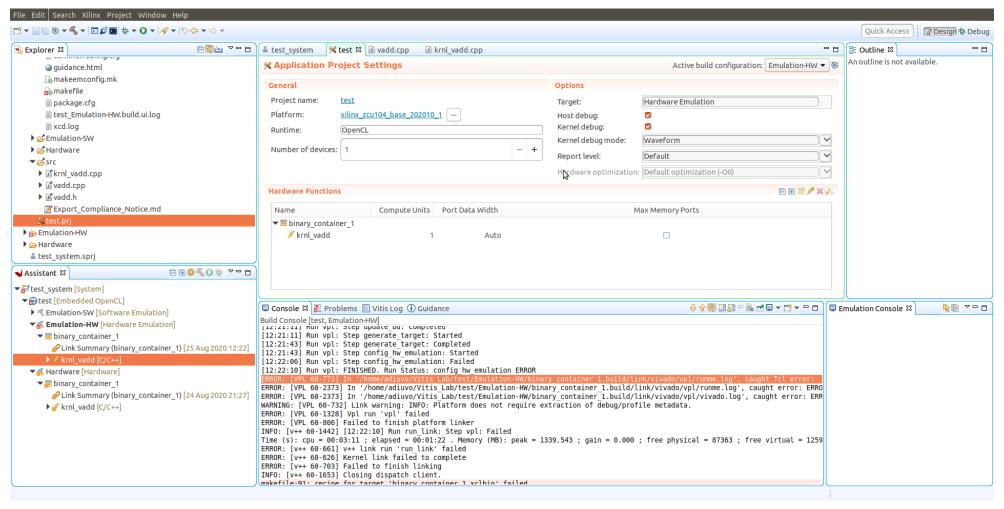
https://www.xilinx.com/html_docs/xilinx2020_1/vitis_doc/optimizingperformance.html#fhe1553474153030



Vitis GUI – Project Settings



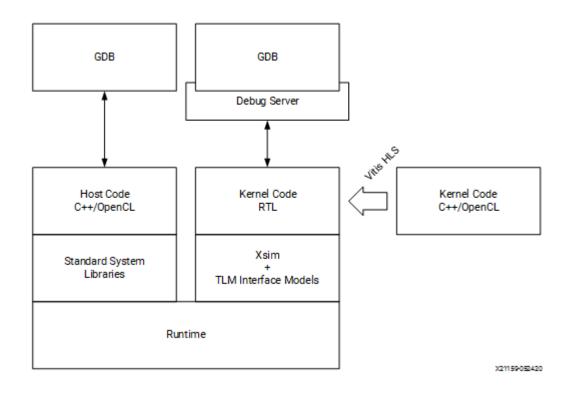
Vitis GUI – Application Setting



Vitis-Debug

- Can Debug
 - Software Emulation
 - Hardware Emulation
- Hardware flow insert ILA

 Debugging will use QEMU and Logic Simulator





Hands On Labs





www.adiuvoengineering.com



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