

電子系統層級設計與驗證

Homework 4

DNN Accelerator

組別：第 7 組

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(一) 實驗主題

使用C++完成DNN(Deep Neural Network) Accelerator，DNN的定義為三層以上的神經網路，所以我們結合LeNet與DNN的架構去實作，實驗步驟為先使用Python訓練產生各層的Weights，訓練集採用MNIST手寫數字辨識，接著用C++完成並用HLS合成DNN加速電路，並使用Pynq-z2去做驗證。

(二) 實驗內容

1. Python整體架構

```
model = Sequential(  
    [  
        Conv2D(filters=1,kernel_size=3,activation="relu",input_shape=(10, 10, 1),padding="valid",use_bias=False),  
        MaxPooling2D(pool_size=2),  
        Conv2D(filters=16,kernel_size=3,activation="relu",padding="valid",use_bias=False),  
        MaxPooling2D(pool_size=2),  
        Flatten(),  
        Dense(16, activation="relu", use_bias=False),  
        Dense(12, activation="relu", use_bias=False),  
        Dense(10, activation="softmax", use_bias=False),  
    ]  
)
```

2. C++程式碼

(1) Convolutional Layer 1

```
void convolution1(float input[100], const float kernel[3][3], float output[8][8]) {  
    int i, j, m, n;  
    float sum;  
    float temp_input[10][10]={1};  
  
    for(int p=0;p<10;p++){  
        for(int q=0;q<10;q++){  
            temp_input[p][q]=input[p*10+q];  
        }  
    }  
  
    for (i = 0; i < 8; i++) {  
        for (j = 0; j < 8; j++) {  
            sum = 0.0;  
            for (m = 0; m < 3; m++) {  
                for (n = 0; n < 3; n++) {  
                    sum += temp_input[i + m][j + n] * kernel[m][n];  
                }  
            }  
            output[i][j] = ReLU(sum);  
        }  
    }  
}
```

(2)MaxPooling Layer 1

```
void maxPooling1(float input[8][8], float output[4][4]) {
    int i, j, m, n;
    float max_value;
    for (i = 0; i < 8; i += 2) {
        for (j = 0; j < 8; j += 2) {
            max_value = input[i][j];
            for (m = 0; m < 2; m++) {
                for (n = 0; n < 2; n++) {
                    if (input[i + m][j + n] > max_value) {
                        max_value = input[i + m][j + n];
                    }
                }
            }
            output[i / 2][j / 2] = max_value;
        }
    }
}
```

(3)Convolutional Layer 2

```
void convolution2(float input[4][4], const float kernel[16][3][3], float output[16][2][2]) {
    int i, j, m, n,k;
    float sum;
    for(k=0;k<16;k++){
        for (i = 0; i < 2; i++) {
            for (j = 0; j < 2; j++) {
                sum = 0.0;
                for (m = 0; m < 3; m++) {
                    for (n = 0; n < 3; n++) {
                        sum += input[i + m][j + n] * kernel[k][m][n];
                    }
                }
                output[k][i][j] =ReLU(sum);
            }
        }
    }
}
```

(4)MaxPooling Layer 2

```
void maxPooling2(float input[16][2][2], float output[16][1][1]) {
    int i, j, m, n,p;
    float max_value;
    for(p=0;p<16;p++){
        for (i = 0; i < 2; i += 2) {
            for (j = 0; j < 2; j += 2) {
                max_value = input[p][i][j];
                for (m = 0; m < 2; m++) {
                    for (n = 0; n < 2; n++) {
                        if (input[p][i + m][j + n] > max_value) {
                            max_value = input[p][i + m][j + n];
                        }
                    }
                }
                output[p][i / 2][j / 2] = max_value;
            }
        }
    }
}
```

(5)Fully-Connected

```
for(int p=0;p<16;p++){
    for (int i = 0; i < 1; i++) {
        for (int j = 0; j < 1; j++) {
            flatten_output[p] = pool2_output[p][i][j];
        }
    }
}
```

(6)Hidden Layer 1

```
for (int i = 0; i < 16; i++) {
    float sum = 0.0;
    for (int j = 0; j < 16; j++) {
        sum += flatten_output[j] * weights::fc1_weight[j][i];
    }
    fc1_output[i] = ReLU(sum);
}
```

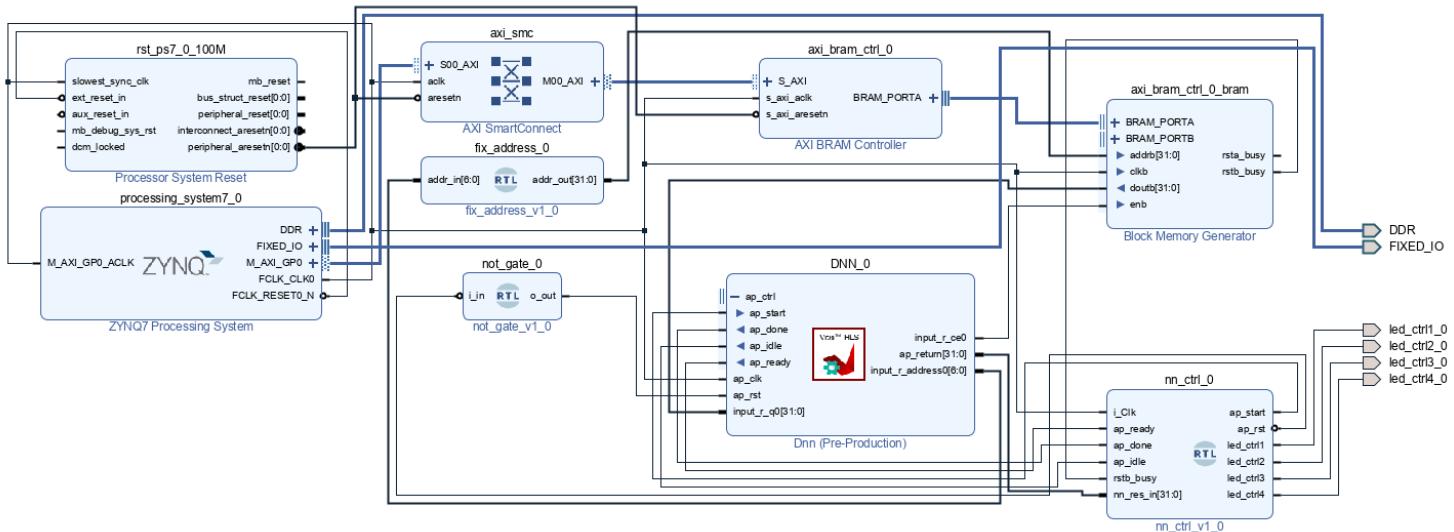
(7)Hidden Layer 2

```
for (int i = 0; i < 12; i++) {
    float sum = 0.0;
    for (int j = 0; j < 16; j++) {
        sum += fc1_output[j] * weights::fc2_weight[j][i];
    }
    fc2_output[i] = ReLU(sum);
}
```

(8)Output Layer & Prediction

```
for (int i = 0; i < 10; i++) {
    float sum = 0.0;
    for (int j = 0; j < 12; j++) {
        sum += fc2_output[j] * weights::output_weight[j][i];
    }
    temp_output[i] = exp(sum);
}
for(int i=0;i<10;i++){
    s+=temp_output[i];
}
for (int i = 0; i < 10; i++){
    output[i]=temp_output[i]/s;
}
int max_idx = -1;
float max_val = -999.9;
for (int i = 0; i < 10; i++){
    if (output[i] > max_val){
        max_idx = i;
        max_val = output[i];
    }
}
```

3. Vivado Block Diagram



(三) 實驗結果

1. Python訓練結果

```

Epoch 1000/1000
27/27 [=====] - 1s 20ms/step - loss: 0.3545 - accuracy: 0.8868 - val_loss: 0.3700 - val_accuracy: 0.8840
Model: "sequential"

-----  

Layer (type)          Output Shape         Param #  

-----  

conv2d (Conv2D)      (None, 8, 8, 1)      9  

max_pooling2d (MaxPooling2D (None, 4, 4, 1)      0  

)  

conv2d_1 (Conv2D)     (None, 2, 2, 16)     144  

max_pooling2d_1 (MaxPooling 2D) (None, 1, 1, 16)  0  

flatten (Flatten)    (None, 16)            0  

dense (Dense)        (None, 16)            256  

dense_1 (Dense)      (None, 12)             192  

dense_2 (Dense)      (None, 10)             120  

-----  

Total params: 721  

Trainable params: 721  

Non-trainable params: 0  

-----  

Inference time for 10000 test image: 0.5619938373565674 seconds  

test loss, test acc: [0.35278642177581787, 0.8876000046730042]  

test_image[0] label: 7  

1/1 [=====] - 0s 104ms/step  

NN Prediction: 7  

Finished

```

準確率:88.68%

2. C Simulation

```
1 INFO: [SIM 2] ***** CSIM start *****
2 INFO: [SIM 4] CSIM will launch GCC as the compiler.
3   Compiling ../../../../../DNN_tb.cpp in debug mode
4   Compiling ../../../../../DNN.cpp in debug mode
5   Generating csim.exe
6
7 NN Prediction: 1
8
9
10 NN Prediction: 3
11
12 INFO: [SIM 1] CSim done with 0 errors.
13 INFO: [SIM 3] ***** CSIM finish *****
```

輸入第一張圖為數字1、第二張圖為數字3，預測結果皆與預期相符。

3. C Synthesis

The screenshot shows the 'Synthesis Summary Report of 'DNN'' window in Vivado. It includes sections for General Information, Timing Estimate, and Performance & Resource Estimates. The Performance & Resource Estimates table provides detailed metrics for various components like DNN_Pipeline_1 through DNN_Pipeline_9 and VITIS_LOOP_18_1 to VITIS_LOOP_61_2.

Module	Issue Type	Violation Type	Distance	Slack	Latency(cycles)	Latency(ns)	Iteration Latency	Interval	Trip Count	Pipelined	BRAM	DSP	FF	LUT	URAM
DNN			-	753	2.259E4	-	754	-	no	40	87	16687	20667	0	
DNN_Pipeline_1			-	66	1.980E3	-	66	-	no	0	0	9	52	0	
DNN_Pipeline_2			-	18	540.000	-	18	-	no	0	0	7	50	0	
DNN_Pipeline_3			-	66	1.980E3	-	66	-	no	0	0	9	52	0	
DNN_Pipeline_4			-	18	540.000	-	18	-	no	0	0	7	50	0	
DNN_Pipeline_5			-	18	540.000	-	18	-	no	0	0	7	50	0	
DNN_Pipeline_6			-	14	420.000	-	14	-	no	0	0	6	49	0	
DNN_Pipeline_7			-	12	360.000	-	12	-	no	0	0	6	49	0	
DNN_Pipeline_8			-	12	360.000	-	12	-	no	0	0	6	49	0	
DNN_Pipeline_9			-	102	3.060E3	-	102	-	no	0	0	9	51	0	
DNN_Pipeline_VITIS_LOOP_18_1_VITIS_LOOP_19_2			-	102	3.060E3	-	102	-	no	0	0	25	182	0	
DNN_Pipeline_VITIS_LOOP_24_3_VITIS_LOOP_25_4			-	96	2.880E3	-	96	-	no	0	0	1492	719	0	
DNN_Pipeline_VITIS_LOOP_60_1_VITIS_LOOP_61_2			-	24	720.000	-	24	-	no	0	0	544	567	0	

4. C/RTL Co-Simulation

```
INFO: [Common 17-206] Exiting xsim at Fri Jun 2 16:41:13 2023...
INFO: [COSIM 212-316] Starting C post checking ...

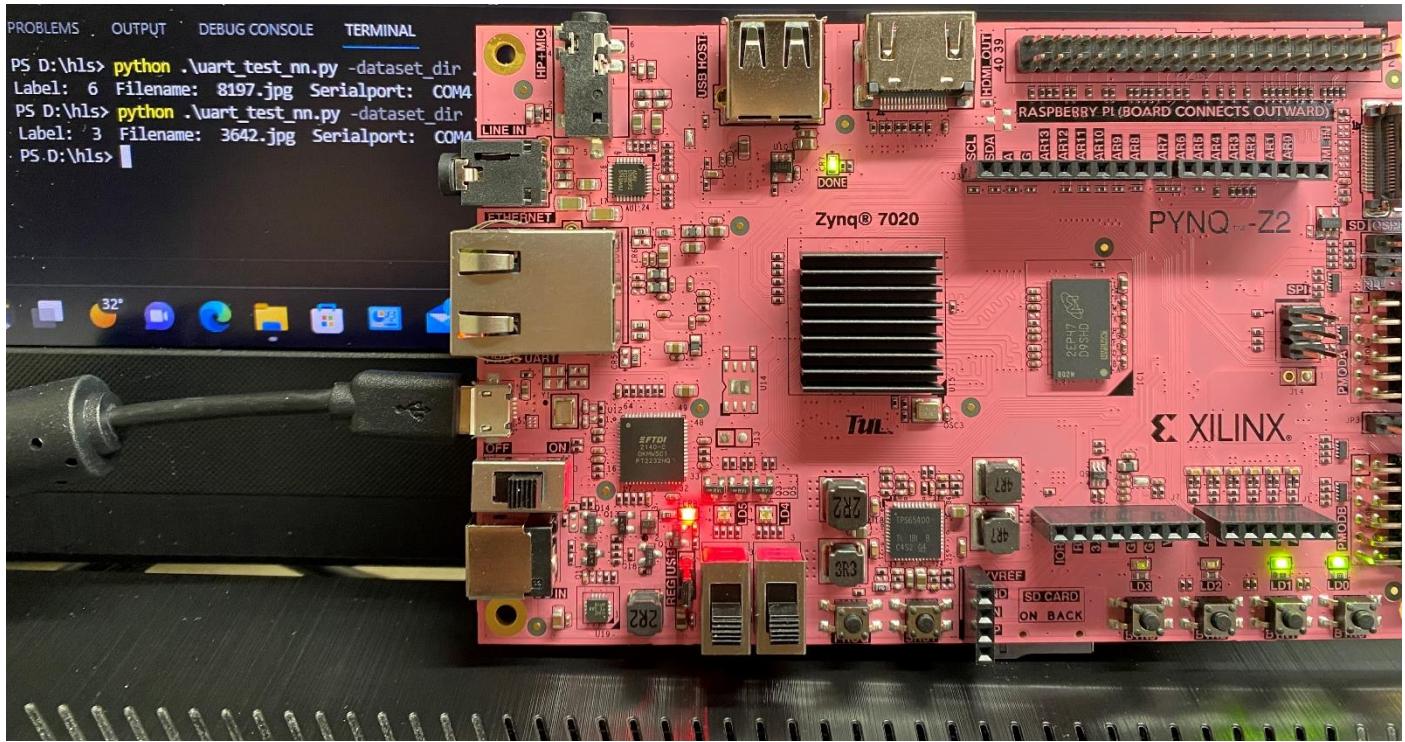
NN Prediction: 1

NN Prediction: 3

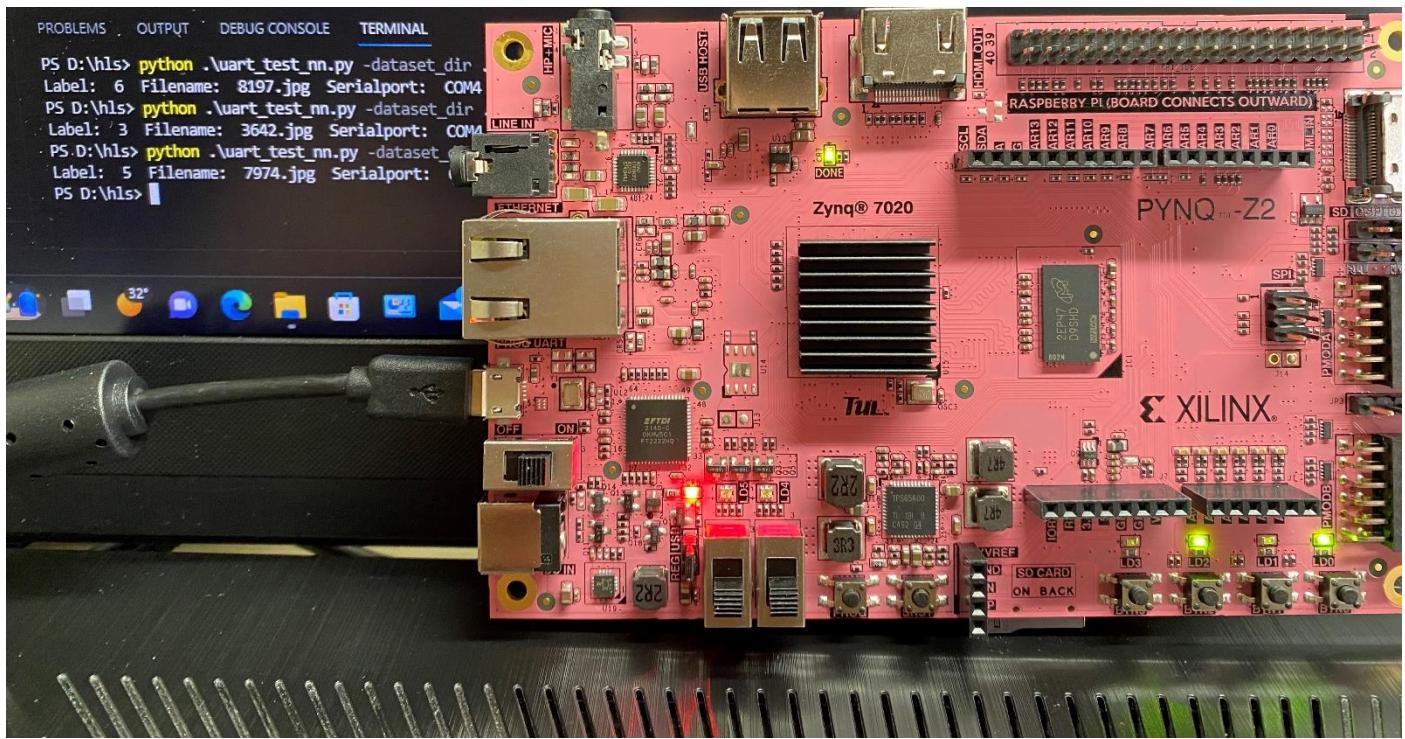
INFO: [COSIM 212-1000] *** C/RTL co-simulation finished: PASS ***
```

5. PYNQ-Z2驗證

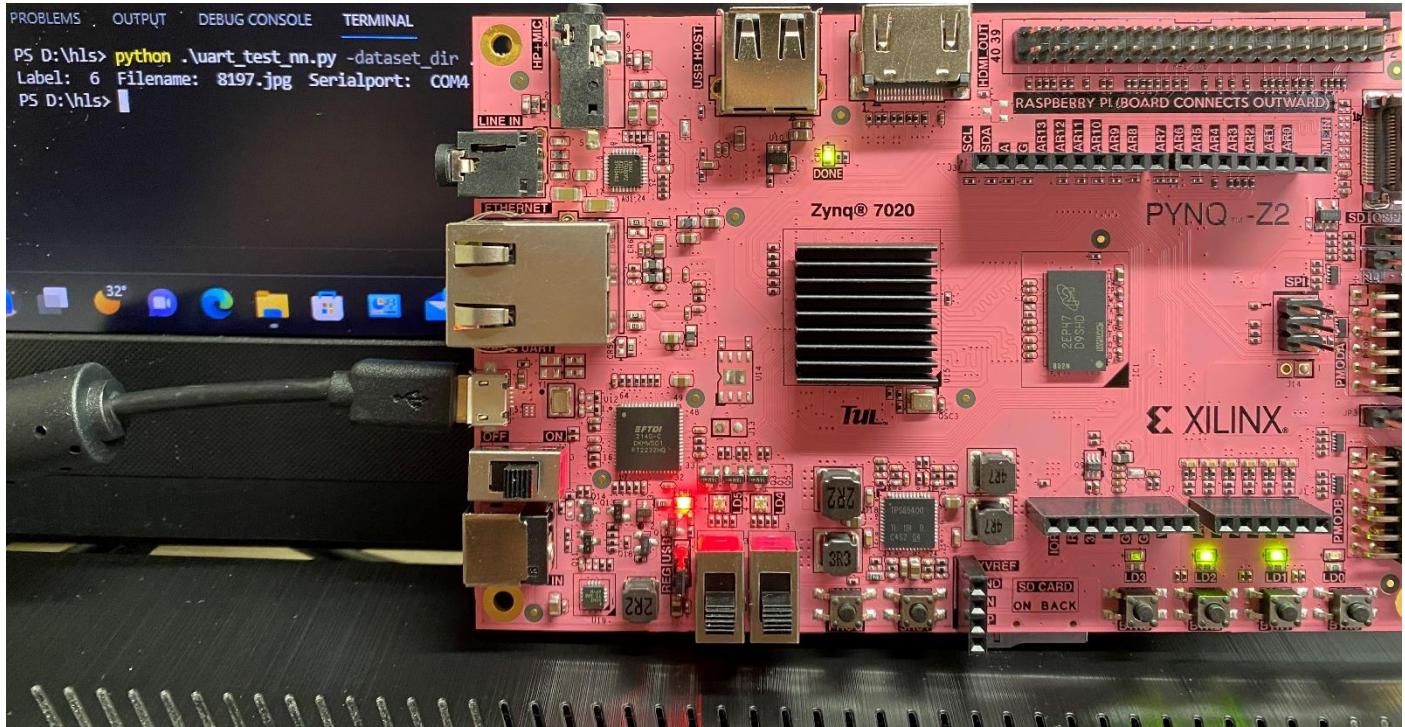
(1)輸入數字3



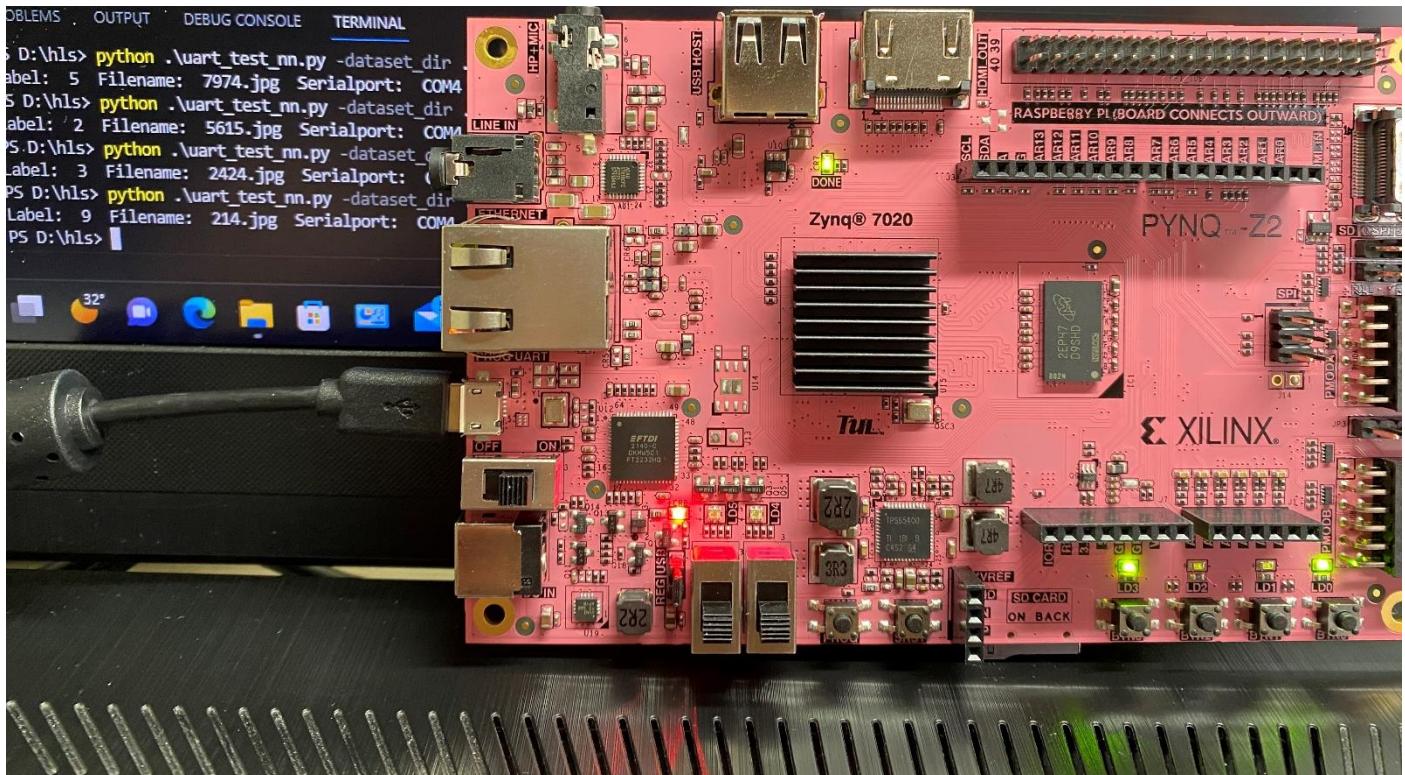
(2)輸入數字5



(3) 輸入數字6



(4) 輸入數字9



(四) 實驗心得

這次實驗透過 HLS 去實作 DNN 加速器，在過程中雖然有遇到許多困難，像是我們以前從未接觸過 Python，因此要透過 Python 來訓練權重時，還自行上網學習相關語法，而且在 C Synthesis 完後因沒做 C/RTL Co-Simulation，沒發現合成完的 Verilog 有錯誤，到上板子時才發現 LED 顯示錯誤，debug 很久才想出來，所以這也讓我們體會到驗證的重要性，一個完整的電路都會經過層層驗證的，不過幸好最後都能成功排除困難，完成最後的實驗。