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# Tiny Floating-Point Unit

- **Microcode**
- **PAPER: FP comparison**

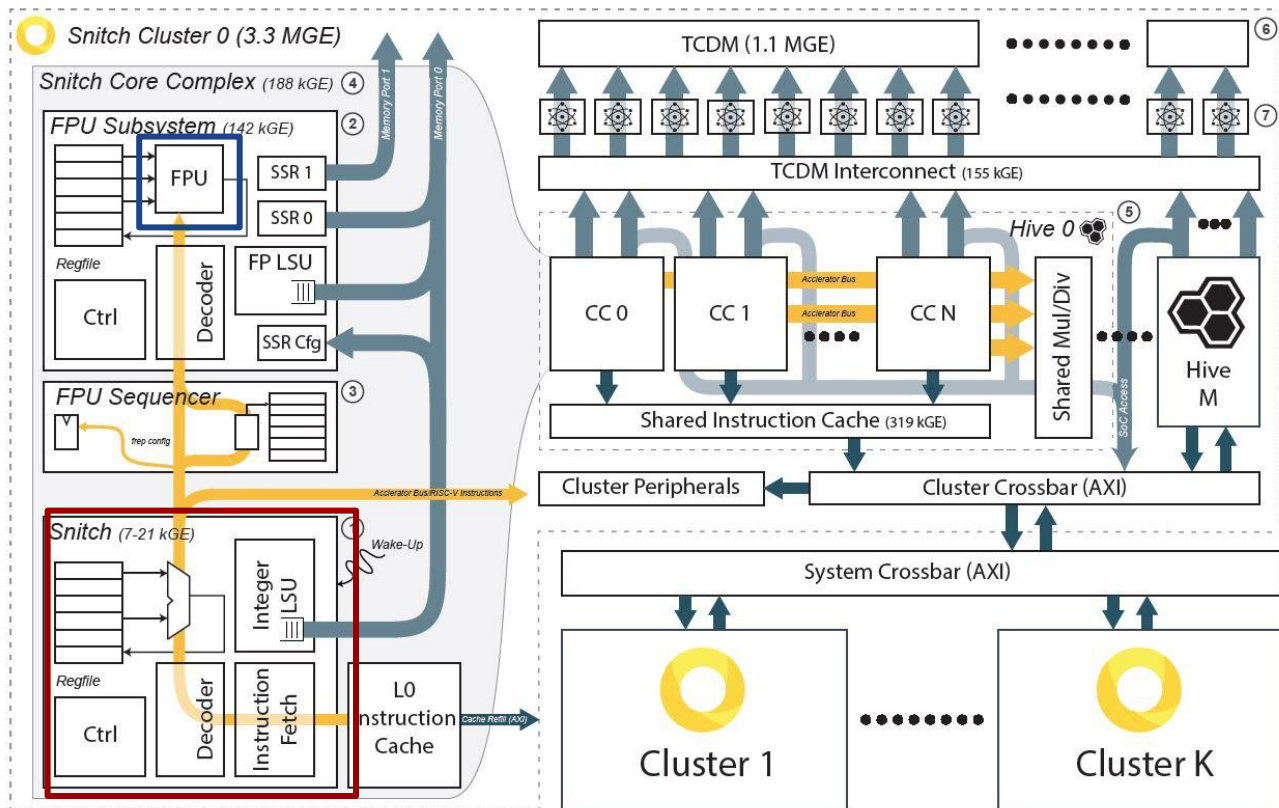
# SNITCH

- **Snitch RISC-V Processing Element with Streaming Registers (RV32[I|E]MAFDZifenceiZicsrXssrXfrep)**
  - Support for FP32 and FP64
  - **32-bit INT register file**
  - **64-bit FP register file**
- Snitch paper: <https://arxiv.org/abs/2002.10143>
- *“A general-purpose, **single-stage, single-issue core** tuned for utmost **energy efficiency**. Aiming to maximize the compute/control ratio (making the **FPU the dominant part of the design**) mitigating the effects of deep pipelines and dynamic scheduling”*

# SNITCH

Tiny FPU

Snitch



# Microcode

- Compile with **F/D extensions** enabled (e.g. `fadd.s f1,f2,f3`)
- Modify the decoder to forward the instructions to the Microcode module
- FSM generates the ALU operations needed to compute FP instructions on an INT datapath and forwards the inputs to the INT datapath
- The FSM has internal registers (“shadow register”) to store the operands and the partial results

# Microcode

Microcoded instructions:

- Comparison: FEQ.S, FLT.S, FLE.S
- FADD.S, FSUB.S
- FMUL.S

# Microcode

Shadow registers:

- Three 32-bit registers: op\_a/op\_b/partial\_result (rounding)
- FSM state
- Tag: 5 bits
- Flags to handle denormals: 3 bits
- 4 bits more for FADD.S

# Microcode

	MICROCODE	SEGGER SW EMULATION (avg)	TINY FPU
FEQ_S	<b>2 cycles</b>	<b>10 cycles</b>	<b>2 cycles</b>
FLT_S	<b>5 cycles (max)</b>	<b>11 cycles</b>	<b>2 cycles</b>
FLE_S	<b>5 cycles (max)</b>	<b>10 cycles</b>	<b>2 cycles</b>
FMUL_S	<b>18 cycles</b>	<b>39.3 cycles</b>	<b>18 cycles</b>
FADD_S	<b>~30 cycles</b>	<b>49.5 cycles</b>	<b>10-13 cycles</b>
FSUB_S	<b>FADD_S latency + 1 cycle</b>	<b>62.2 cycles</b>	<b>10-13 cycles</b>



# DATE21 Paper

Comparison:

1. **State-of-the-Art FPU**
2. **Tiny FPU**
3. **Optimized SW library**
4. **libgcc**

The microcode implementation is still ongoing, we will not include it in the paper

## DATE21: Paper content

- Main focus of the paper: **Energy efficiency**
- Benchmark: 20x20 MATMUL + IDLE time
- I.e. we need to periodically compute a matmul. Changing the period will change the idle time

## Next steps

- Complete the paper
- Complete the microcode FP32 implementations (FMADD.S)
- Find area cost of the microcode