

The BondMachine project

Mirko Mariotti ^{1,2} Giulio Bianchini ² Loriano Storchi ^{3,2} Giacomo Surace ²
Daniele Spiga ² Diego Ciangottini ²

¹Dipartimento di Fisica e Geologia, Universitá degli Studi di Perugia

²INFN sezione di Perugia

³Dipartimento di Farmacia, Universitá degli Studi G. D'Annunzio

Outline

1 Introduction

The Challenge

2 The BondMachine project

Architectures handling

An example

Architectures molding

Bondgo

Basm

3 Machine Learning

ML with the BondMachine

CP as Neurons

Analysis and evaluation

4 Quantum Computing

QC with the BondMachine

Validation

5 Misc

Uses

Project timeline

Supported boards

References

6 Conclusions

The Ecosystem

Introduction

1 Introduction

The Challenge

2 The BondMachine project

Architectures handling
An example
Architectures molding
Bondgo
Basm

3 Machine Learning

ML with the BondMachine
CP as Neurons

Analysis and evaluation

4 Quantum Computing

QC with the BondMachine
Validation

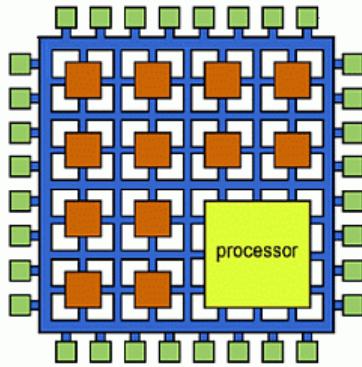
5 Misc

Uses
Project timeline
Supported boards
References

6 Conclusions

The Ecosystem

Processors in FPGA



It is a common practice to use FPGAs to implement processors. Some processors are directly created by the FPGA manufacturer, some are open-source, some are proprietary.

Now with the advent of the RISC-V architecture, it is clear that this will be more and more used in the future.

This is also the case of the BondMachine project but with a different approach.

The Challenge

High level sources: Go, TensorFlow, NN, ...

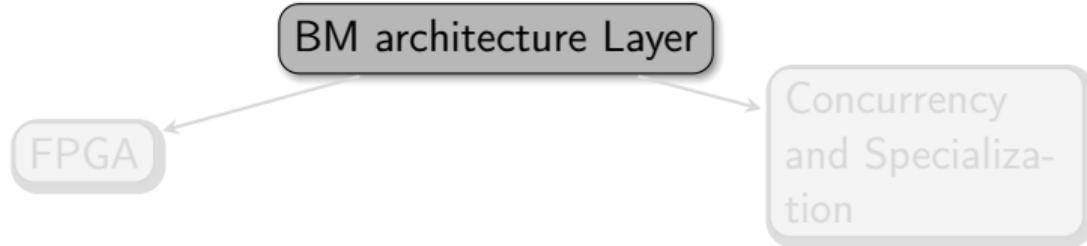
Building a new kind of computer architecture (multi-core and heterogeneous both in cores types and interconnections) which dynamically adapt to the specific computational problem rather than be static.



The Challenge

High level sources: Go, TensorFlow, NN, ...

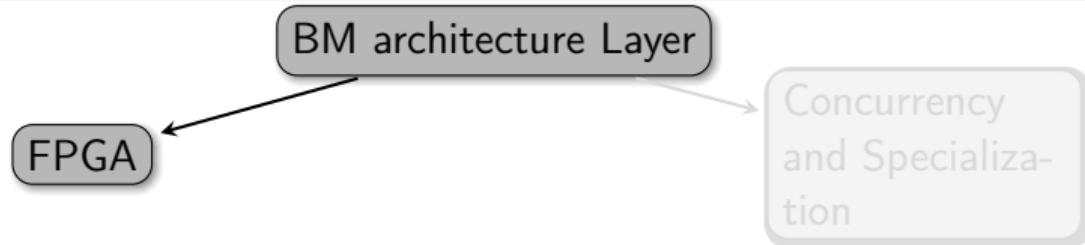
Building a new kind of computer architecture (multi-core and heterogeneous both in cores types and interconnections) which dynamically adapt to the specific computational problem rather than be static.



The Challenge

High level sources: Go, TensorFlow, NN, ...

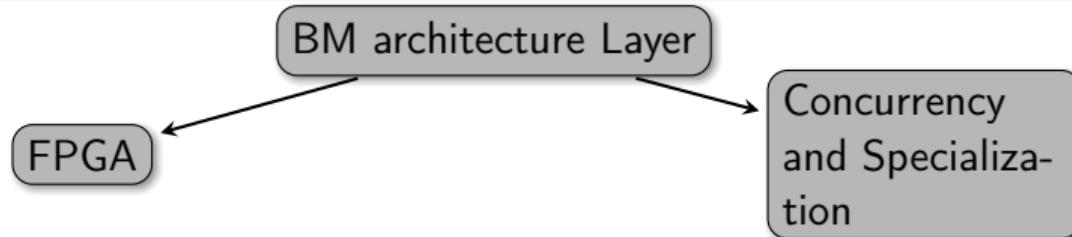
Building a new kind of computer architecture (multi-core and heterogeneous both in cores types and interconnections) which dynamically adapt to the specific computational problem rather than be static.



The Challenge

High level sources: Go, TensorFlow, NN, ...

Building a new kind of computer architecture (multi-core and heterogeneous both in cores types and interconnections) which dynamically adapt to the specific computational problem rather than be static.

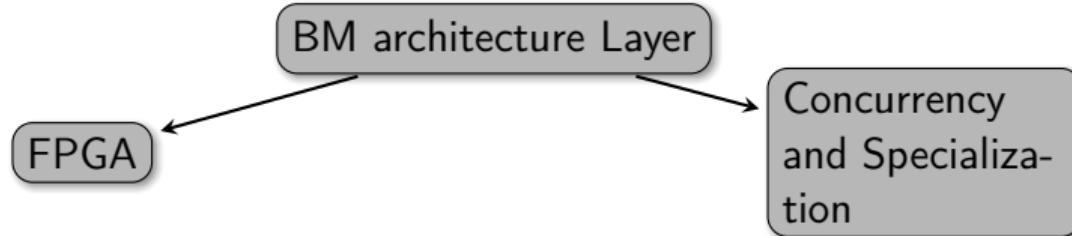


The Challenge

High level sources: Go, TensorFlow, NN, ...



Building a new kind of computer architecture (multi-core and heterogeneous both in cores types and interconnections) which dynamically adapt to the specific computational problem rather than be static.



The BondMachine project

1 Introduction

The Challenge

2 The BondMachine project

Architectures handling

An example

Architectures molding

Bondgo

Basm

3 Machine Learning

ML with the BondMachine

CP as Neurons

Analysis and evaluation

4 Quantum Computing

QC with the BondMachine

Validation

5 Misc

Uses

Project timeline

Supported boards

References

6 Conclusions

The Ecosystem

Introducing the BondMachine (BM)

The **BondMachine** is a software ecosystem for the dynamic generation of computer architectures that:

- Are composed by many, possibly hundreds, computing cores.
- Have very small cores and not necessarily of the same type (different ISA and ABI).
- Have a not fixed way of interconnecting cores.
- May have some elements shared among cores (for example channels and shared memories).

Introducing the BondMachine (BM)

The **BondMachine** is a software ecosystem for the dynamic generation of computer architectures that:

- Are composed by many, possibly hundreds, computing cores.
- Have very small cores and not necessarily of the same type (different ISA and ABI).
- Have a not fixed way of interconnecting cores.
- May have some elements shared among cores (for example channels and shared memories).

Introducing the BondMachine (BM)

The **BondMachine** is a software ecosystem for the dynamic generation of computer architectures that:

- Are composed by many, possibly hundreds, computing cores.
- Have very small cores and not necessarily of the same type (different ISA and ABI).
- Have a not fixed way of interconnecting cores.
- May have some elements shared among cores (for example channels and shared memories).

Introducing the BondMachine (BM)

The **BondMachine** is a software ecosystem for the dynamic generation of computer architectures that:

- Are composed by many, possibly hundreds, computing cores.
- Have very small cores and not necessarily of the same type (different ISA and ABI).
- Have a not fixed way of interconnecting cores.
- May have some elements shared among cores (for example channels and shared memories).

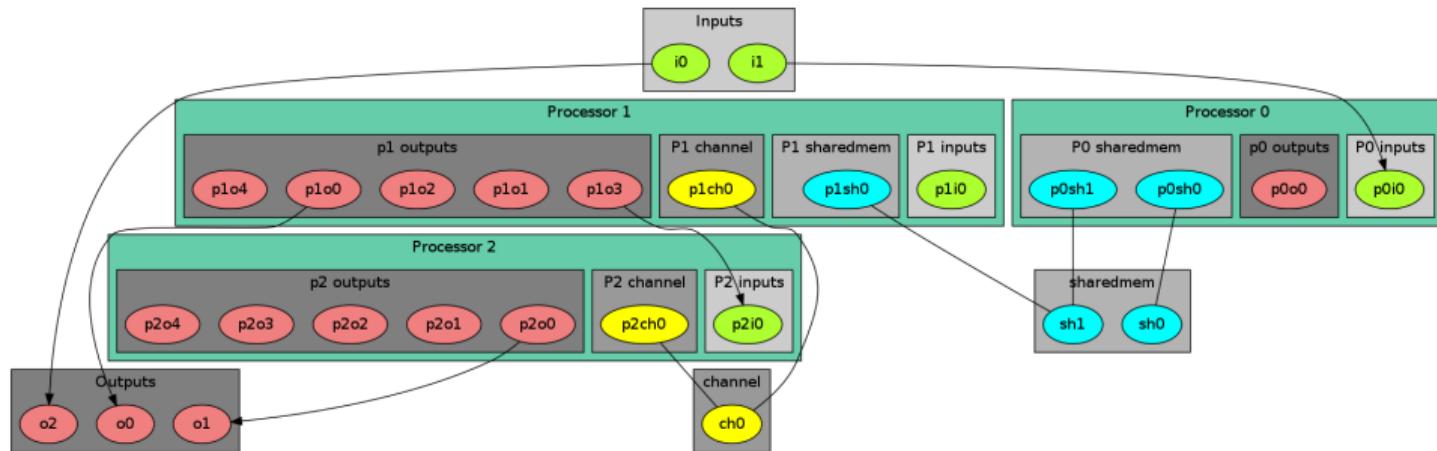
Introducing the BondMachine (BM)

The **BondMachine** is a software ecosystem for the dynamic generation of computer architectures that:

- Are composed by many, possibly hundreds, computing cores.
- Have very small cores and not necessarily of the same type (different ISA and ABI).
- Have a not fixed way of interconnecting cores.
- May have some elements shared among cores (for example channels and shared memories).

The BondMachine

An example



Connecting Processor (CP)

The computational unit of the BM

The atomic computational unit of a BM is the “connecting processor” (CP) and has:

- Some general purpose registers of size Rsize.

- Some I/O dedicated registers of size Rsize.

- A set of implemented opcodes chosen among many available.

- Dedicated ROM and RAM.

- Three possible operating modes.

Connecting Processor (CP)

The computational unit of the BM

The atomic computational unit of a BM is the “connecting processor” (CP) and has:

- Some general purpose registers of size Rsize.
- Some I/O dedicated registers of size Rsize.
- A set of implemented opcodes chosen among many available.
- Dedicated ROM and RAM.
- Three possible operating modes.

General purpose registers

2^R registers: r0,r1,r2,r3 ... r 2^R

Connecting Processor (CP)

The computational unit of the BM

The atomic computational unit of a BM is the “connecting processor” (CP) and has:

Some general purpose registers of size **Rsize**.

- Some I/O dedicated registers of size **Rsize**.

- A set of implemented opcodes chosen among many available.

- Dedicated ROM and RAM.

- Three possible operating modes.

I/O specialized registers

N input registers: $i_0, i_1 \dots i_N$

M output registers: $o_0, o_1 \dots o_M$

Connecting Processor (CP)

The computational unit of the BM

The atomic computational unit of a BM is the “connecting processor” (CP) and has:

Some general purpose registers of size Rsize.

Some I/O dedicated registers of size Rsize.

- A set of implemented opcodes chosen among many available.
- Dedicated ROM and RAM.
- Three possible operating modes.

Full set of possible opcodes

```
adc,add,addf,addf16,addi,addp,and,chc,chw,cil,cilc,cir,cirn,clc,clr,cmp,r,cpy,cset,dec,div  
divf,divf16,divp,dpc,expf,hit,hlt,i2r,i2rw,incc,inc,j,ja,jc,jcmpa,jcmpl,jcmpr,jcmpr  
jcmprio,je,jri,jria,jrio,jgt0f,jo,jz,k2r,lfsr82r,m2r,m2rri,mod,mulc,mult,multf,multf16  
multp,nand,nop,nor,not,or,q2r,r2m,r2mri,r2o,r2owa,r2owaa,r2q,r2s,r2v,r2vri,r2t,r2u,ro2r  
ro2rri,rsc,rset,sic,s2r,saj,sbc,sub,t2r,u2r,wrd,wwr,xnor,xor
```

Connecting Processor (CP)

The computational unit of the BM

The atomic computational unit of a BM is the “connecting processor” (CP) and has:

Some general purpose registers of size Rsize.

Some I/O dedicated registers of size Rsize.

A set of implemented opcodes chosen among many available.

- Dedicated ROM and RAM.
- Three possible operating modes.

RAM and ROM

- 2^L RAM memory cells.
- 2^O ROM memory cells.

Connecting Processor (CP)

The computational unit of the BM

The atomic computational unit of a BM is the “connecting processor” (CP) and has:

- Some general purpose registers of size Rsize.

- Some I/O dedicated registers of size Rsize.

- A set of implemented opcodes chosen among many available.

- Dedicated ROM and RAM.

- Three possible operating modes.

Operating modes

- Full Harvard mode.
- Full Von Neuman mode.
- Hybrid mode.

Shared Objects (SO)

The non-computational element of the BM

Alongside CPs, BondMachines include non-computing units called “Shared Objects” (SO).

Examples of their purposes are:

- Data storage (Memories).
- Message passing.
- CP synchronization.

A single SO can be shared among different CPs. To use it CPs have special instructions (opcodes) oriented to the specific SO.

Shared Objects (SO)

The non-computational element of the BM

Alongside CPs, BondMachines include non-computing units called “Shared Objects” (SO).

Examples of their purposes are:

- Data storage (Memories).
- Message passing.
- CP synchronization.

A single SO can be shared among different CPs. To use it CPs have special instructions (opcodes) oriented to the specific SO.

Shared Objects (SO)

The non-computational element of the BM

Alongside CPs, BondMachines include non-computing units called “Shared Objects” (SO).

Examples of their purposes are:

- Data storage (Memories).
- Message passing.
- CP synchronization.

A single SO can be shared among different CPs. To use it CPs have special instructions (opcodes) oriented to the specific SO.

Shared Objects (SO)

The non-computational element of the BM

Alongside CPs, BondMachines include non-computing units called “Shared Objects” (SO).

Examples of their purposes are:

- Data storage (Memories).
- Message passing.
- CP synchronization.

A single SO can be shared among different CPs. To use it CPs have special instructions (opcodes) oriented to the specific SO.

Shared Objects (SO)

The non-computational element of the BM

Alongside CPs, BondMachines include non-computing units called “Shared Objects” (SO).

Examples of their purposes are:

- Data storage (Memories).
- Message passing.
- CP synchronization.

A single SO can be shared among different CPs. To use it CPs have special instructions (opcodes) oriented to the specific SO.

Shared Objects (SO)

Currently implemented SOs

Shared Memory
A Memory shared among CPs

Channel
A CSP style channel for message passing

Barrier
A barrier for CP synchronization

Shared Stack
A stack shared among CPs

Shared Queue
A queue shared among CPs

Pseudo Random Number Generator

more about these

Handle BM computer architectures

The BM computer architecture is managed by a set of tools to:

- build a specify architecture
- modify a pre-existing architecture
- simulate or emulate the behavior
- generate the Hardware Description Language Code (HDL)

Processor Builder

Selects the single processor, assembles and disassembles, saves on disk as JSON, creates the HDL code of a CP

BondMachine Builder

Connects CPs and SOs together in custom topologies, loads and saves on disk as JSON, create BM's HDL code

Simulation Framework

Simulates the behaviour, emulates a BM on a standard Linux workstation

Handle BM computer architectures

The BM computer architecture is managed by a set of tools to:

- build a specify architecture
- modify a pre-existing architecture
- simulate or emulate the behavior
- generate the Hardware Description Language Code (HDL)

Processor Builder

Selects the single processor, assembles and disassembles, saves on disk as JSON, creates the HDL code of a CP

BondMachine Builder

Connects CPs and SOs together in custom topologies, loads and saves on disk as JSON, create BM's HDL code

Simulation Framework

Simulates the behaviour, emulates a BM on a standard Linux workstation

Handle BM computer architectures

The BM computer architecture is managed by a set of tools to:

- build a specify architecture
- modify a pre-existing architecture
- simulate or emulate the behavior
- generate the Hardware Description Language Code (HDL)

Processor Builder

Selects the single processor, assembles and disassembles, saves on disk as JSON, creates the HDL code of a CP

BondMachine Builder

Connects CPs and SOs together in custom topologies, loads and saves on disk as JSON, create BM's HDL code

Simulation Framework

Simulates the behaviour, emulates a BM on a standard Linux workstation

Handle BM computer architectures

The BM computer architecture is managed by a set of tools to:

- build a specify architecture
- modify a pre-existing architecture
- simulate or emulate the behavior
- generate the Hardware Description Language Code (HDL)

Processor Builder

Selects the single processor, assembles and disassembles, saves on disk as JSON, creates the HDL code of a CP

BondMachine Builder

Connects CPs and SOs together in custom topologies, loads and saves on disk as JSON, create BM's HDL code

Simulation Framework

Simulates the behaviour, emulates a BM on a standard Linux workstation

Toolchain and helper tool

A BondMachine Project is a directory containing all the necessary files to build a BondMachine.

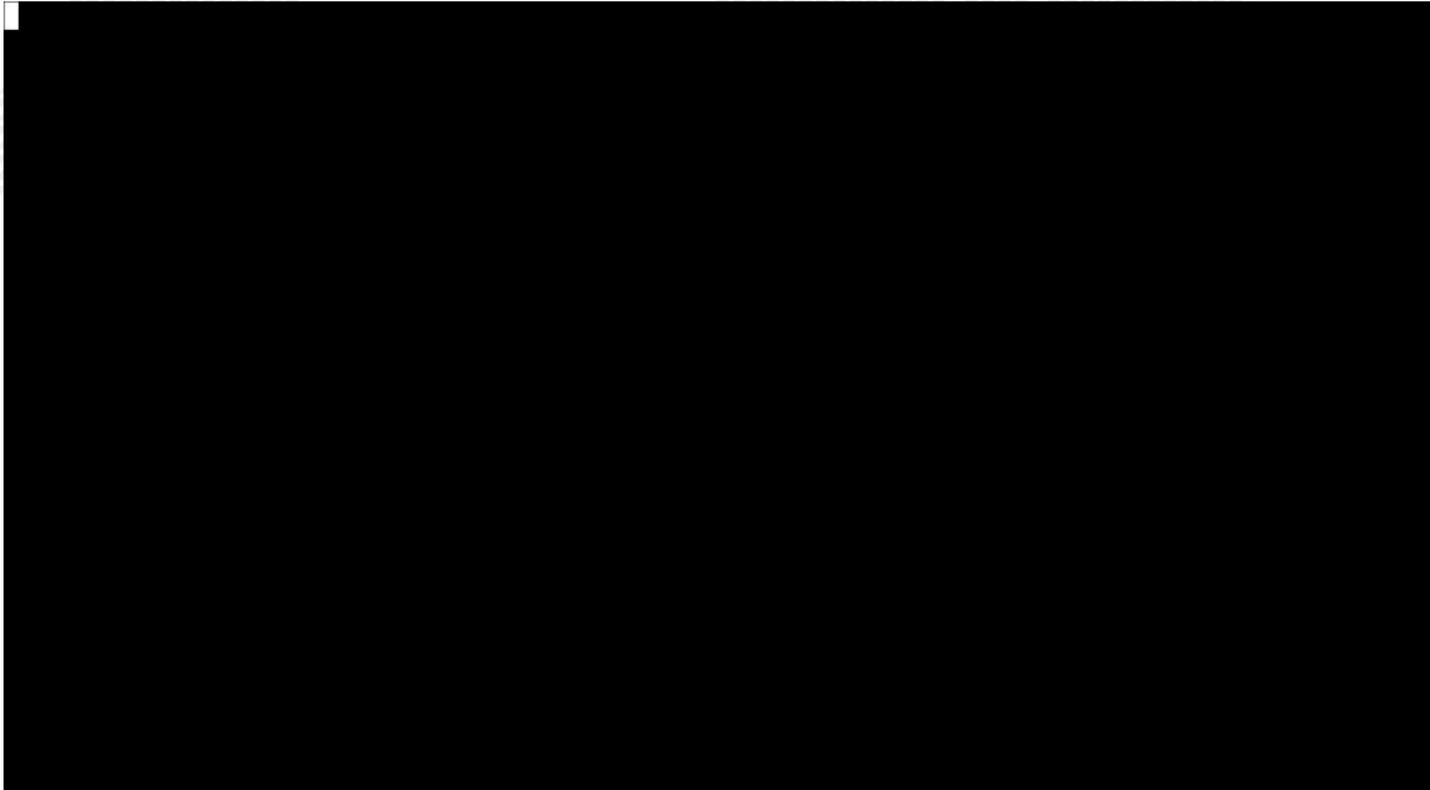
A set of tools have been developed to simplify the creation and maintenance of the BM Projects.

bmhelper
Project
manteinence tool

Makefile
Project targets

Kconfig
Kernel style
configuration

A first example



A first example

```
[ Command >
bmhelper create --project_name Example
[ Output >
[ OK ]          Project has been successfully created.
```

A first example

```
[ Command >
bmhelper create --project_name Example
[ Output >
[ OK ]          Project has been successfully created.
[ Command >
cd Example
```

A first example

```
[ Command >
bmhelper create --project_name Example
[ Output >
[ OK ]          Project has been successfully created.
[ Command >
cd Example
[ Command >
cat <<EOF > cp0code.asm
clr r0
lfsr82r r0 lfsr80
r2o r0 o0
j 1
EOF
```

A first example

```
[ Command >
bmhelper create --project_name Example
[ Output >
[ OK ]          Project has been successfully created.
[ Command >
cd Example
[ Command >
cat <<EOF > cp0code.asm
clr r0
lfsr82r r0 lfsr80
r2o r0 o0
j 1
EOF
[ Command >
procbuilder -register-size 8 -registers 2 -inputs 0 -outputs 1 -opcodes clr,j,r2o,lfsr82r -save-machine cp0.json -input-assembly cp0code.asm -shared-constraints "lfsr8:34"
```

A first example

```
[ Command >
bmhelper create --project_name Example
[ Output >
[ OK ]          Project has been successfully created.
[ Command >
cd Example
[ Command >
cat <<EOF > cp0code.asm
clr r0
lfsr82r r0 lfsr80
r2o r0 o0
j 1
EOF
[ Command >
procbuilder -register-size 8 -registers 2 -inputs 0 -outputs 1 -opcodes clr,j,r2o,lfsr82r -save-machine cp0.json -input-assembly cp0code.asm -shared-constraints "lfsr8:34"
[ Command >
cat <<EOF > cp1code.asm
i2r r0 i0
r2o r0 o0
j 0
EOF
|
```

A first example

```
[ Command >
bmhelper create --project_name Example
[ Output >
[ OK ]          Project has been successfully created.
[ Command >
cd Example
[ Command >
cat <<EOF > cp0code.asm
clr r0
lfsr82r r0 lfsr80
r2o r0 o0
j 1
EOF
[ Command >
procbuilder -register-size 8 -registers 2 -inputs 0 -outputs 1 -opcodes clr,j,r2o,lfsr82r -save-machine cp0.json -input-assembly cp0code.asm -shared-constraints "lfsr8:34"
[ Command >
cat <<EOF > cp1code.asm
i2r r0 i0
r2o r0 o0
j 0
EOF
[ Command >
procbuilder -register-size 8 -registers 2 -inputs 1 -outputs 1 -opcodes j,i2r,r2o -save-machine cp1.json -input-assembly cp1code.asm
[
```

A first example

```
[ Command >
bmhelper create --project_name Example
[ Output >
[ OK ]          Project has been successfully created.
[ Command >
cd Example
[ Command >
cat <<EOF > cp0code.asm
clr r0
lfsr82r r0 lfsr80
r2o r0 o0
j 1
EOF
[ Command >
procbuilder -register-size 8 -registers 2 -inputs 0 -outputs 1 -opcodes clr,j,r2o,lfsr82r -save-machine cp0.json -input-assembly cp0code.asm -shared-constraints "lfsr8:34"
[ Command >
cat <<EOF > cp1code.asm
i2r r0 i0
r2o r0 o0
j 0
EOF
[ Command >
procbuilder -register-size 8 -registers 2 -inputs 1 -outputs 1 -opcodes j,i2r,r2o -save-machine cp1.json -input-assembly cp1code.asm
[ Command >
bondmachine -bondmachine-file bondmachine.json
|
```

A first example

```
clr r0
lfsr82r r0 lfsr80
r2o r0 o0
j 1
EOF
[ Command >
procbuilder -register-size 8 -registers 2 -inputs 0 -outputs 1 -opcodes clr,j,r2o,lfsr82r -save-machine cp0.json -input-assembly cp0code.asm -shared-constraints "lfsr8:34"
[ Command >
cat <<EOF > cp1code.asm
i2r r0 i0
r2o r0 o0
j 0
EOF
[ Command >
procbuilder -register-size 8 -registers 2 -inputs 1 -outputs 1 -opcodes j,i2r,r2o -save-machine cp1.json -input-assembly cp1code.asm
[ Command >
bondmachine -bondmachine-file bondmachine.json
[ Command >
bondmachine -bondmachine-file bondmachine.json -add-domains cp0.json
bondmachine -bondmachine-file bondmachine.json -add-processor 0
bondmachine -bondmachine-file bondmachine.json -add-domains cp1.json
bondmachine -bondmachine-file bondmachine.json -add-processor 1
[ Output >
Processor 0 successfully added
Processor 1 successfully added
```

A first example

```
r2o r0 o0
j 1
EOF
[ Command >
procbuilder -register-size 8 -registers 2 -inputs 0 -outputs 1 -opcodes clr,j,r2o,lfsr82r -save-machine cp0.json -input-assembly cp0code.asm -shared-constraints "lfsr8:34"
[ Command >
cat <<EOF > cp1code.asm
i2r r0 i0
r2o r0 o0
j 0
EOF
[ Command >
procbuilder -register-size 8 -registers 2 -inputs 1 -outputs 1 -opcodes j,i2r,r2o -save-machine cp1.json -input-assembly cp1code.asm
[ Command >
bondmachine -bondmachine-file bondmachine.json
[ Command >
bondmachine -bondmachine-file bondmachine.json -add-domains cp0.json
bondmachine -bondmachine-file bondmachine.json -add-processor 0
bondmachine -bondmachine-file bondmachine.json -add-domains cp1.json
bondmachine -bondmachine-file bondmachine.json -add-processor 1
[ Output >
Processor 0 successfully added
Processor 1 successfully added
[ Command >
bondmachine -bondmachine-file bondmachine.json -add-outputs 1
```

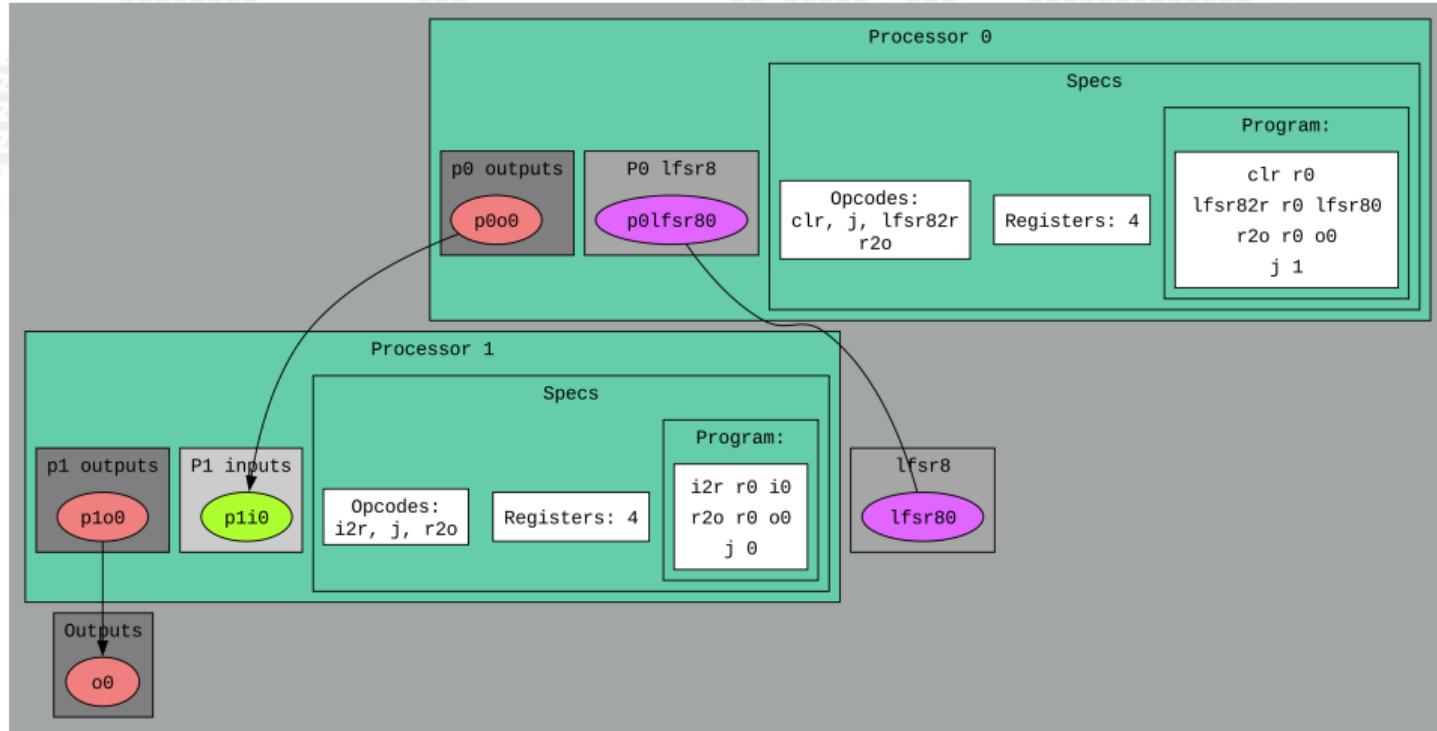
A first example

```
[ Command >
procbuilder -register-size 8 -registers 2 -inputs 0 -outputs 1 -opcodes clr,j,r2o,lfsr82r -save-machine cp0.json -input-assembly cp0code.asm -shared-constraints "lfsr8:34"
[ Command >
cat <<EOF > cp1code.asm
i2r r0 i0
r2o r0 o0
j 0
EOF
[ Command >
procbuilder -register-size 8 -registers 2 -inputs 1 -outputs 1 -opcodes j,i2r,r2o -save-machine cp1.json -input-assembly cp1code.asm
[ Command >
bondmachine -bondmachine-file bondmachine.json
[ Command >
bondmachine -bondmachine-file bondmachine.json -add-domains cp0.json
bondmachine -bondmachine-file bondmachine.json -add-processor 0
bondmachine -bondmachine-file bondmachine.json -add-domains cp1.json
bondmachine -bondmachine-file bondmachine.json -add-processor 1
[ Output >
Processor 0 successfully added
Processor 1 successfully added
[ Command >
bondmachine -bondmachine-file bondmachine.json -add-outputs 1
[ Command >
bondmachine -bondmachine-file bondmachine.json -add-bond p0o0,p1i0
bondmachine -bondmachine-file bondmachine.json -add-bond p1o0,o0
```

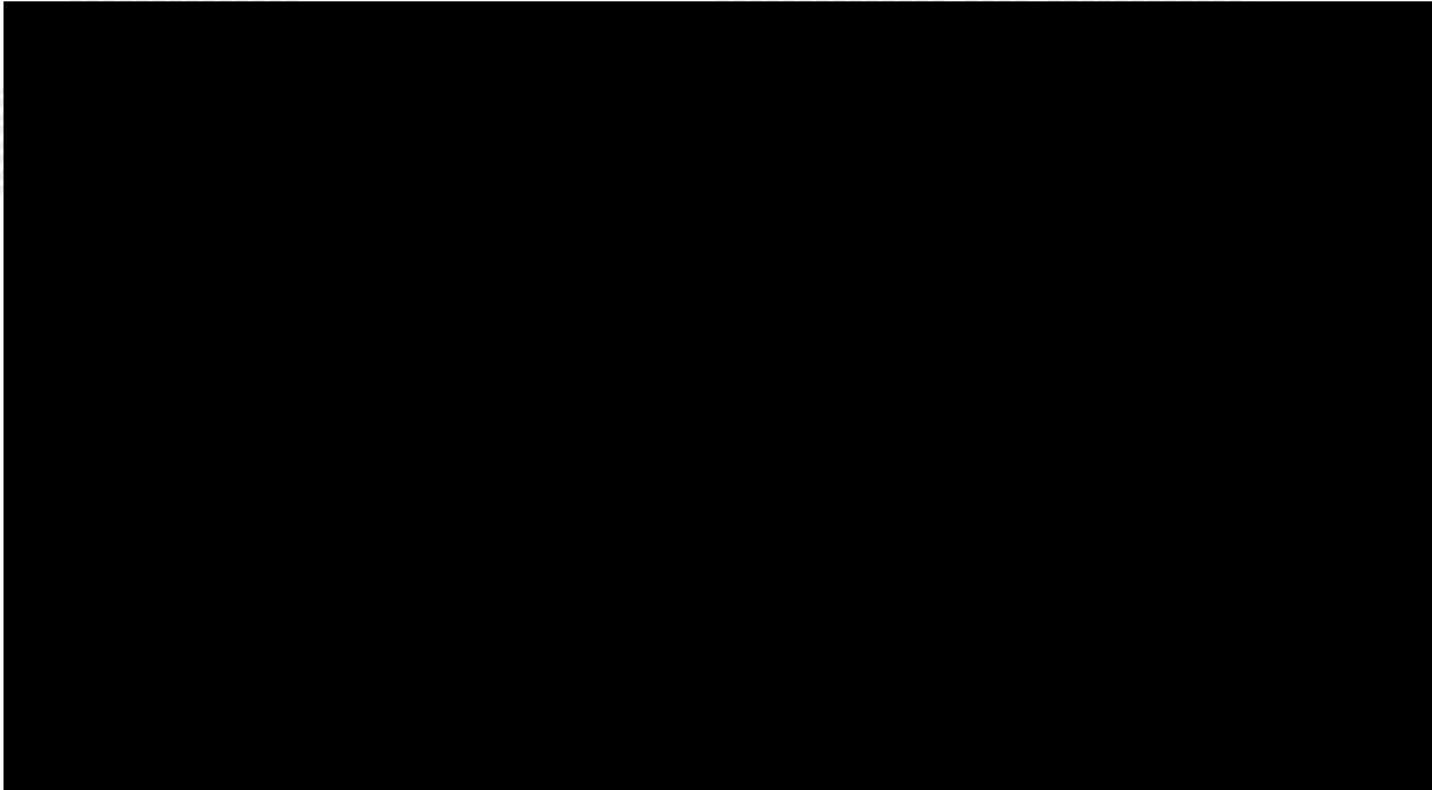
A first example

```
[ Command >
cat <<EOF > cp1code.asm
i2r r0 i0
r2o r0 o0
j 0
EOF
[ Command >
procbuilder -register-size 8 -registers 2 -inputs 1 -outputs 1 -opcodes j,i2r,r2o -save-machine cp1.json -input-assembly cp1code.asm
[ Command >
bondmachine -bondmachine-file bondmachine.json
[ Command >
bondmachine -bondmachine-file bondmachine.json -add-domains cp0.json
bondmachine -bondmachine-file bondmachine.json -add-processor 0
bondmachine -bondmachine-file bondmachine.json -add-domains cp1.json
bondmachine -bondmachine-file bondmachine.json -add-processor 1
[ Output >
Processor 0 successfully added
Processor 1 successfully added
[ Command >
bondmachine -bondmachine-file bondmachine.json -add-outputs 1
[ Command >
bondmachine -bondmachine-file bondmachine.json -add-bond p0o0,p1i0
bondmachine -bondmachine-file bondmachine.json -add-bond p1o0,o0
[ Command >
bondmachine -bondmachine-file bondmachine.json -add-shared-objects "lfsr8:34"
bondmachine -bondmachine-file bondmachine.json -connect-processor-shared-object 0,0
```

A first example



A first example



A first example

```
[ Command > bmhelper validate  
[ Output >  
[ ERROR ]      No workflows could be identified based on the analyzed files
```

A first example

```
[ Command > bmhelper validate
[ Output >
[ ERROR ]      No workflows could be identified based on the analyzed files
[ Command >
cat <<EOF > local.mk
WORKING_DIR=working_dir
CURRENT_DIR=$(shell pwd)
SOURCE_JSON=bondmachine.json
BOARD=icefun
MAPFILE=icefun_maps.json
BOARD_SLOW=1
BOARD_SLOW_FACTOR=19
IF_LEDS=1
IF_LEDS_MAP=00
EOF
|
```

A first example

```
BOARD=icefun
MAPFILE=icefun_maps.json
BOARD_SLOW=1
BOARD_SLOW_FACTOR=19
IF_LEDS=1
IF_LEDS_MAP=00
EOF
[ Command >
cat <<EOF > icefun.pcf
set_io --warn-no-port led0      C10
set_io --warn-no-port led1      A10
set_io --warn-no-port led2      D7
set_io --warn-no-port led3      D6
set_io --warn-no-port led4      A7
set_io --warn-no-port led5      C7
set_io --warn-no-port led6      A4
set_io --warn-no-port led7      C4
set_io --warn-no-port lcol1     A12
set_io --warn-no-port lcol2     D10
set_io --warn-no-port lcol3     A6
set_io --warn-no-port lcol4     C5
set_io --warn-no-port spkp      M12
set_io --warn-no-port spkm      M6

set_io --warn-no-port btn       A5
set_io --warn-no-port clk       P7
EOF
|
```

A first example

```
set_io --warn-no-port led1      A10
set_io --warn-no-port led2      D7
set_io --warn-no-port led3      D6
set_io --warn-no-port led4      A7
set_io --warn-no-port led5      C7
set_io --warn-no-port led6      A4
set_io --warn-no-port led7      C4
set_io --warn-no-port lcol1     A12
set_io --warn-no-port lcol2     D10
set_io --warn-no-port lcol3     A6
set_io --warn-no-port lcol4     C5
set_io --warn-no-port spkp      M12
set_io --warn-no-port spkm      M6

set_io --warn-no-port btn       A5
set_io --warn-no-port clk       P7
EOF
[ Command >
cat <<EOF > icefun_maps.json
{
  "Assoc" : {
    "logic": "negative",
    "clk" : "clk",
    "reset" : "btn"
  }
}
EOF
```

A first example

```
set_io --warn-no-port led6      A4
set_io --warn-no-port led7      C4
set_io --warn-no-port lcol1     A12
set_io --warn-no-port lcol2     D10
set_io --warn-no-port lcol3     A6
set_io --warn-no-port lcol4     C5
set_io --warn-no-port spkp      M12
set_io --warn-no-port spkm      M6

set_io --warn-no-port btn       A5
set_io --warn-no-port clk       P7
EOF
[ Command >
cat <<EOF > icefun_maps.json
{
"Assoc" : {
    "logic": "negative",
    "clk" : "clk",
    "reset" : "btn"
}
}
EOF
[ Command >
bmhelper validate
[ Output >
[ OK ]          Workflow detected: json.
[ OK ]          Project has been successfully validate.
```

A first example

```
set_io --warn-no-port lcol4      C5
set_io --warn-no-port spkp       M12
set_io --warn-no-port spkm       M6

set_io --warn-no-port btn        A5
set_io --warn-no-port clk        P7
EOF
[ Command >
cat <<EOF > icefun_maps.json
{
"Assoc" : {
    "logic": "negative",
    "clk" : "clk",
    "reset" : "btn"
}
}
EOF
[ Command >
bmhelper validate
[ Output >
[ OK ]          Workflow detected: json.
[ OK ]          Project has been successfully validate.
[ Command >
bmhelper apply
[ Output >
[ OK ]          Workflow detected: json.
[ OK ]          Project has been successfully initialized.
```

A first example

```
        "logic": "negative",
        "clk" : "clk",
        "reset" : "btn"
    }
}
EOF
[ Command >
bmhelper validate
[ Output >
[ OK ]          Workflow detected: json.
[ OK ]          Project has been successfully validate.
[ Command >
bmhelper apply
[ Output >
[ OK ]          Workflow detected: json.
[ OK ]          Project has been successfully initialized.
[ Command >
make bondmachine
[ Output >
[Project: Example] - [Working directory creation begin] - [Target: working_dir]
mkdir -p working_dir
[Project: Example] - [Working directory creation end]

[Project: Example] - [BondMachine generation begin] - [Target: working_dir/bondmachine_target]
cp bondmachine.json working_dir/bondmachine.json
[Project: Example] - [BondMachine generation end]
```

A first example

```
[ Command >
make bondmachine
[ Output >
[Project: Example] - [Working directory creation begin] - [Target: working_dir]
mkdir -p working_dir
[Project: Example] - [Working directory creation end]

[Project: Example] - [BondMachine generation begin] - [Target: working_dir/bondmachine_target]
cp bondmachine.json working_dir/bondmachine.json
[Project: Example] - [BondMachine generation end]

[ Command >
make hdl
[ Output >
[Project: Example] - [HDL generation begin] - [Target: working_dir/hdl_target]
bondmachine -bondmachine-file working_dir/bondmachine.json -create-verilog -verilog-mapfile icefun_map.json -verilog-flavor icefun -board-slow -board-slow-factor 19 -icefun-leds -icefun-leds-map 00
echo > working_dir/bondmachine.sv
for i in `ls *.v | sort -d` ; do cat $i >> working_dir/bondmachine.sv ; done
rm -f *.v
echo > working_dir/bondmachine.vhd
for i in `ls *.vhd | sort -d` ; do cat $i >> working_dir/bondmachine.vhd ; done
ls: cannot access '*.vhd': No such file or directory
rm -f *.vhd
[Project: Example] - [HDL generation end]
```

A first example

```
make hdl
[ Output >
[Project: Example] - [HDL generation begin] - [Target: working_dir/hdl_target]
bondmachine -bondmachine-file working_dir/bondmachine.json -create-verilog -verilog-mapfile icefun_m
aps.json -verilog-flavor icefun    -board-slow -board-slow-factor 19    -icefun-leds -icefun-leds-map
o0
echo > working_dir/bondmachine.sv
for i in `ls *.v | sort -d` ; do cat $i >> working_dir/bondmachine.sv ; done
rm -f *.v
echo > working_dir/bondmachine.vhd
for i in `ls *.vhd | sort -d` ; do cat $i >> working_dir/bondmachine.vhd ; done
ls: cannot access '*.vhd': No such file or directory
rm -f *.vhd
[Project: Example] - [HDL generation end]

[ Command >
make project
[ Output >
[Project: Example] - [Icestorm toolchain - copy constraints begin] - [Target: working_dir/icefun.pcf
]
cp icefun.pcf working_dir
[Project: Example] - [Icestorm toolchain - copy constraints end]

[Project: Example] - [Icestorm toolchain - project creation begin] - [Target: working_dir/icestorm_c
reation]
[Project: Example] - [Icestorm toolchain - project creation end]
```

A first example

```
[Project: Example] - [HDL generation begin] - [Target: working_dir/hdl_target]
bondmachine -bondmachine-file working_dir/bondmachine.json -create-verilog -verilog-mapfile icefun_map.json -verilog-flavor icefun -board-slow -board-slow-factor 19 -icefun-leds -icefun-leds-map 00
echo > working_dir/bondmachine.sv
for i in `ls *.v | sort -d` ; do cat $i >> working_dir/bondmachine.sv ; done
rm -f *.v
echo > working_dir/bondmachine.vhd
for i in `ls *.vhd | sort -d` ; do cat $i >> working_dir/bondmachine.vhd ; done
ls: cannot access '*.vhd': No such file or directory
rm -f *.vhd
[Project: Example] - [HDL generation end]

[ Command >
make project
[ Output >
[Project: Example] - [Icestorm toolchain - copy constraints begin] - [Target: working_dir/icefun.pcf]
]
cp icefun.pcf working_dir
[Project: Example] - [Icestorm toolchain - copy constraints end]

[Project: Example] - [Icestorm toolchain - project creation begin] - [Target: working_dir/icestorm_creation]
[Project: Example] - [Icestorm toolchain - project creation end]

[ Command >
make synthesis
```

A first example

```
Number of port bits:          14
Number of memories:          0
Number of memory bits:        0
Number of processes:          0
Number of cells:              219
    $print                  30
    $scopeinfo               10
    SB_CARRY                30
    SB_DFF                  20
    SB_DFFE                 16
    SB_DFFER                24
    SB_DFFR                 16
    SB_DFFSR                8
    SB_LUT4                 65

2.50. Executing CHECK pass (checking for obvious problems).
Checking module bondmachine_main...
Found and reported 0 problems.

2.51. Executing JSON backend.

Warnings: 3 unique messages, 3 total
End of script. Logfile hash: 6e1abd25a9, CPU: user 0.81s system 0.04s, MEM: 24.88 MB peak
Yosys 0.41+108 (git sha1 557968567, clang++ 14.0.0-1ubuntu1.1 -fPIC -Os)
Time spent: 47% 21x read_verilog (0 sec), 10% 29x opt_expr (0 sec), ...
[Project: Example] - [Icestorm toolchain - synthesis end]
```

A first example

```
Number of memory bits:          0
Number of processes:           0
Number of cells:              219
    $print                      30
    $scopeinfo                   10
    SB_CARRY                     30
    SB_DFF                       20
    SB_DFFE                      16
    SB_DFFER                     24
    SB_DFFR                      16
    SB_DFFSR                     8
    SB_LUT4                      65

2.50. Executing CHECK pass (checking for obvious problems).
Checking module bondmachine_main...
Found and reported 0 problems.

2.51. Executing JSON backend.

Warnings: 3 unique messages, 3 total
End of script. Logfile hash: 6e1abd25a9, CPU: user 0.81s system 0.04s, MEM: 24.88 MB peak
Yosys 0.41+108 (git sha1 557968567, clang++ 14.0.0-1ubuntu1.1 -fPIC -Os)
Time spent: 47% 21x read_verilog (0 sec), 10% 29x opt_expr (0 sec), ...
[Project: Example] - [Icestorm toolchain - synthesis end]

[ Command >
make implementation
```

A first example

```
Info: legend: * represents 1 endpoint(s)
Info: + represents [1,1) endpoint(s)
Info: [ 78692, 78851) | ***
Info: [ 78851, 79010) | *****
Info: [ 79010, 79169) | *****
Info: [ 79169, 79328) | *
Info: [ 79328, 79487) | ***
Info: [ 79487, 79646) | ***
Info: [ 79646, 79805) | *
Info: [ 79805, 79964) | *****
Info: [ 79964, 80123) | **
Info: [ 80123, 80282) | *****
Info: [ 80282, 80441) | ****
Info: [ 80441, 80600) | ****
Info: [ 80600, 80759) | ****
Info: [ 80759, 80918) | *****
Info: [ 80918, 81077) | *****
Info: [ 81077, 81236) | *****
Info: [ 81236, 81395) | *****
Info: [ 81395, 81554) | **
Info: [ 81554, 81713) |
Info: [ 81713, 81872) | *****
2 warnings, 0 errors

Info: Program finished normally.
[Project: Example] - [Icestorm toolchain - implementation end]
```

A first example

```
Info: [ 78692,  78851) | ***
Info: [ 78851,  79010) | *****
Info: [ 79010,  79169) | *****
Info: [ 79169,  79328) | *
Info: [ 79328,  79487) | ***
Info: [ 79487,  79646) | ***
Info: [ 79646,  79805) | *
Info: [ 79805,  79964) | *****
Info: [ 79964,  80123) | **
Info: [ 80123,  80282) | *****
Info: [ 80282,  80441) | *****
Info: [ 80441,  80600) | *****
Info: [ 80600,  80759) | *****
Info: [ 80759,  80918) | *****
Info: [ 80918,  81077) | *****
Info: [ 81077,  81236) | *****
Info: [ 81236,  81395) | *****
Info: [ 81395,  81554) | **
Info: [ 81554,  81713) |
Info: [ 81713,  81872) | *****
2 warnings, 0 errors

Info: Program finished normally.
[Project: Example] - [Icestorm toolchain - implementation end]

[ Command >
make bitstream
█
```

A first example

```
Info: [ 79646,  79805) | *
Info: [ 79805,  79964) | *****
Info: [ 79964,  80123) | **
Info: [ 80123,  80282) | *****
Info: [ 80282,  80441) | ****
Info: [ 80441,  80600) | ****
Info: [ 80600,  80759) | ****
Info: [ 80759,  80918) | *****
Info: [ 80918,  81077) | ****
Info: [ 81077,  81236) | *****
Info: [ 81236,  81395) | *****
Info: [ 81395,  81554) | **
Info: [ 81554,  81713) |
Info: [ 81713,  81872) | *****
2 warnings, 0 errors

Info: Program finished normally.
[Project: Example] - [Icestorm toolchain - implementation end]

[ Command >
make bitstream
[ Output >
[Project: Example] - [Icestorm toolchain - write bitstream begin] - [Target: working_dir/icestorm_bitstream]
icepack working_dir/bondmachine.asc working_dir/bondmachine.bin
[Project: Example] - [Icestorm toolchain - write bitstream end]
[
```

A first example

```
Info: [ 79964,  80123) | **
Info: [ 80123,  80282) | *****
Info: [ 80282,  80441) | ****
Info: [ 80441,  80600) | ****
Info: [ 80600,  80759) | ****
Info: [ 80759,  80918) | *****
Info: [ 80918,  81077) | *****
Info: [ 81077,  81236) | *****
Info: [ 81236,  81395) | *****
Info: [ 81395,  81554) | **
Info: [ 81554,  81713) |
Info: [ 81713,  81872) | *****
2 warnings, 0 errors

Info: Program finished normally.
[Project: Example] - [Icestorm toolchain - implementation end]

[ Command >
make bitstream
[ Output >
[Project: Example] - [Icestorm toolchain - write bitstream begin] - [Target: working_dir/icestorm_bitstream]
icepack working_dir/bondmachine.asc working_dir/bondmachine.bin
[Project: Example] - [Icestorm toolchain - write bitstream end]

[ Command >
make program
|
```

A first example

Molding the BondMachine

Main tools

As stated before BondMachines are not general purpose architectures, and to be effective have to be shaped according the specific problem.

Several methods (apart from writing in assembly and building a BondMachine from scratch) have been developed to do that:

- *bondgo*: A new type of compiler that create not only the CPs assembly but also the architecture itself.
- *basm*: The BondMachine Assembler.
- A set of tools to use BondMachine in Machine Learning.
- *bmqsim*: A quantum computer simulator.

Molding the BondMachine

Main tools

As stated before BondMachines are not general purpose architectures, and to be effective have to be shaped according the specific problem.

Several methods (apart from writing in assembly and building a BondMachine from scratch) have been developed to do that:

- *bondgo*: A new type of compiler that create not only the CPs assembly but also the architecture itself.
- *basm*: The BondMachine Assembler.
- A set of tools to use BondMachine in Machine Learning.
- *bmqsim*: A quantum computer simulator.

Molding the BondMachine

Main tools

As stated before BondMachines are not general purpose architectures, and to be effective have to be shaped according the specific problem.

Several methods (apart from writing in assembly and building a BondMachine from scratch) have been developed to do that:

- *bondgo*: A new type of compiler that create not only the CPs assembly but also the architecture itself.
- *basm*: The BondMachine Assembler.
- A set of tools to use BondMachine in Machine Learning.
- *bmqsim*: A quantum computer simulator.

Molding the BondMachine

Main tools

As stated before BondMachines are not general purpose architectures, and to be effective have to be shaped according the specific problem.

Several methods (apart from writing in assembly and building a BondMachine from scratch) have been developed to do that:

- *bondgo*: A new type of compiler that create not only the CPs assembly but also the architecture itself.
- *basm*: The BondMachine Assembler.
- A set of tools to use BondMachine in Machine Learning.
- *bmqsim*: A quantum computer simulator.

Molding the BondMachine

Main tools

As stated before BondMachines are not general purpose architectures, and to be effective have to be shaped according the specific problem.

Several methods (apart from writing in assembly and building a BondMachine from scratch) have been developed to do that:

- *bondgo*: A new type of compiler that create not only the CPs assembly but also the architecture itself.
- *basm*: The BondMachine Assembler.
- A set of tools to use BondMachine in Machine Learning.
- *bmqsim*: A quantum computer simulator.

Molding the BondMachine

Main tools

As stated before BondMachines are not general purpose architectures, and to be effective have to be shaped according the specific problem.

Several methods (apart from writing in assembly and building a BondMachine from scratch) have been developed to do that:

- *bondgo*: A new type of compiler that create not only the CPs assembly but also the architecture itself.
- *basm*: The BondMachine Assembler.
- A set of tools to use BondMachine in Machine Learning.
- *bmqsim*: A quantum computer simulator.

Bondgo

The major innovation of the BondMachine Project is its compiler.

[Bondgo](#) is the name chosen for the compiler developed for the BondMachine.

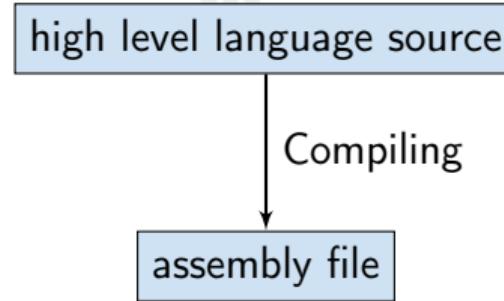
The compiler source language is Go as the name suggest.

This is the standard flow when building computer programs

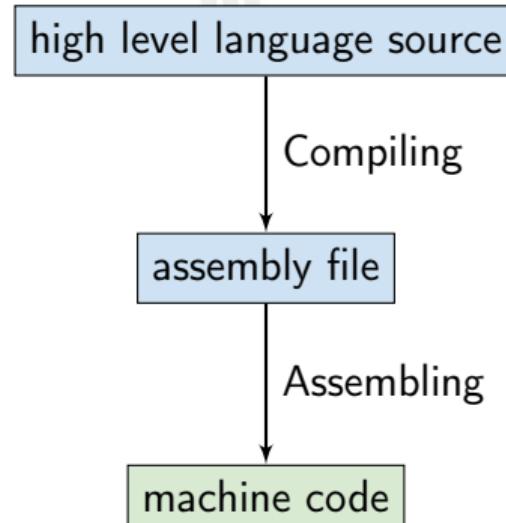
This is the standard flow when building computer programs

high level language source

This is the standard flow when building computer programs



This is the standard flow when building computer programs

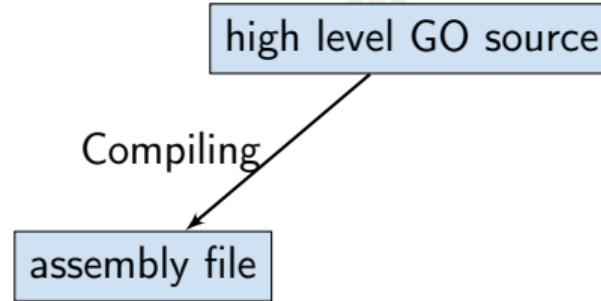


Bondgo does something different from standard compilers ...

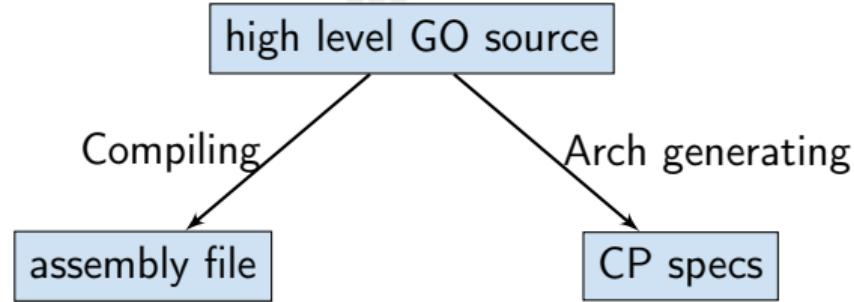
Bondgo does something different from standard compilers ...

high level GO source

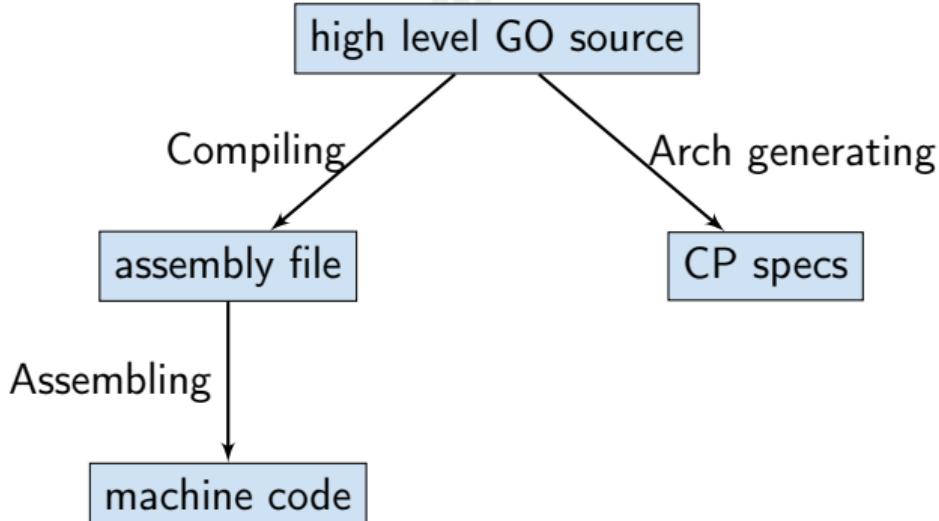
Bondgo does something different from standard compilers ...



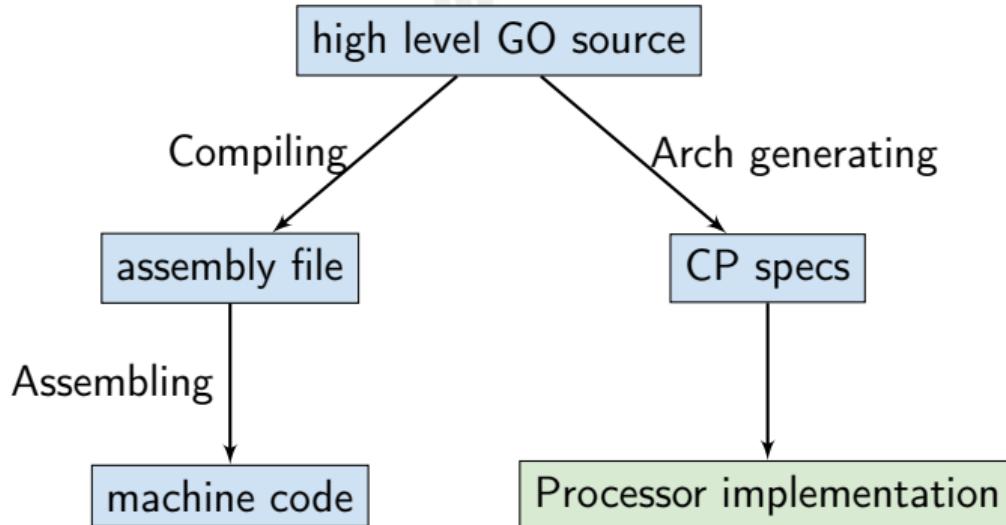
Bondgo does something different from standard compilers ...



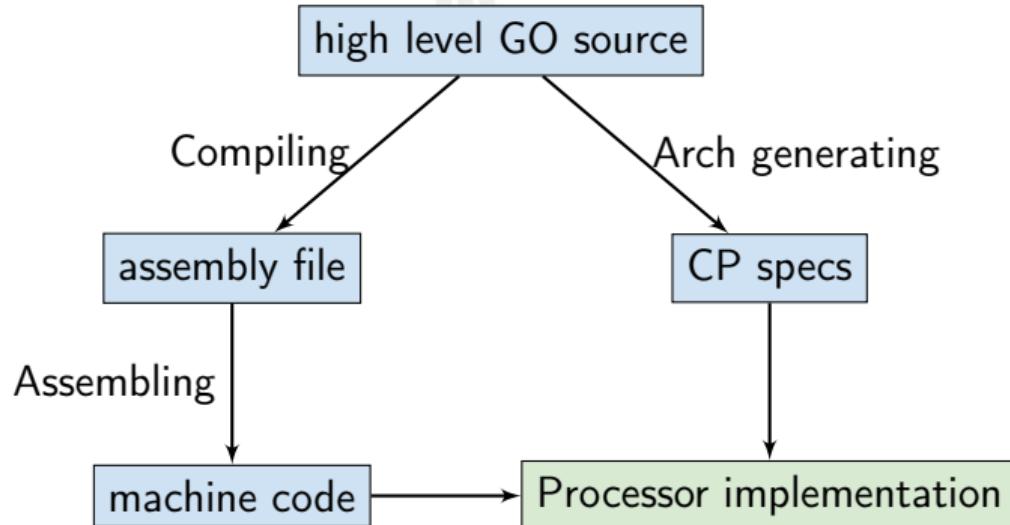
Bondgo does something different from standard compilers ...



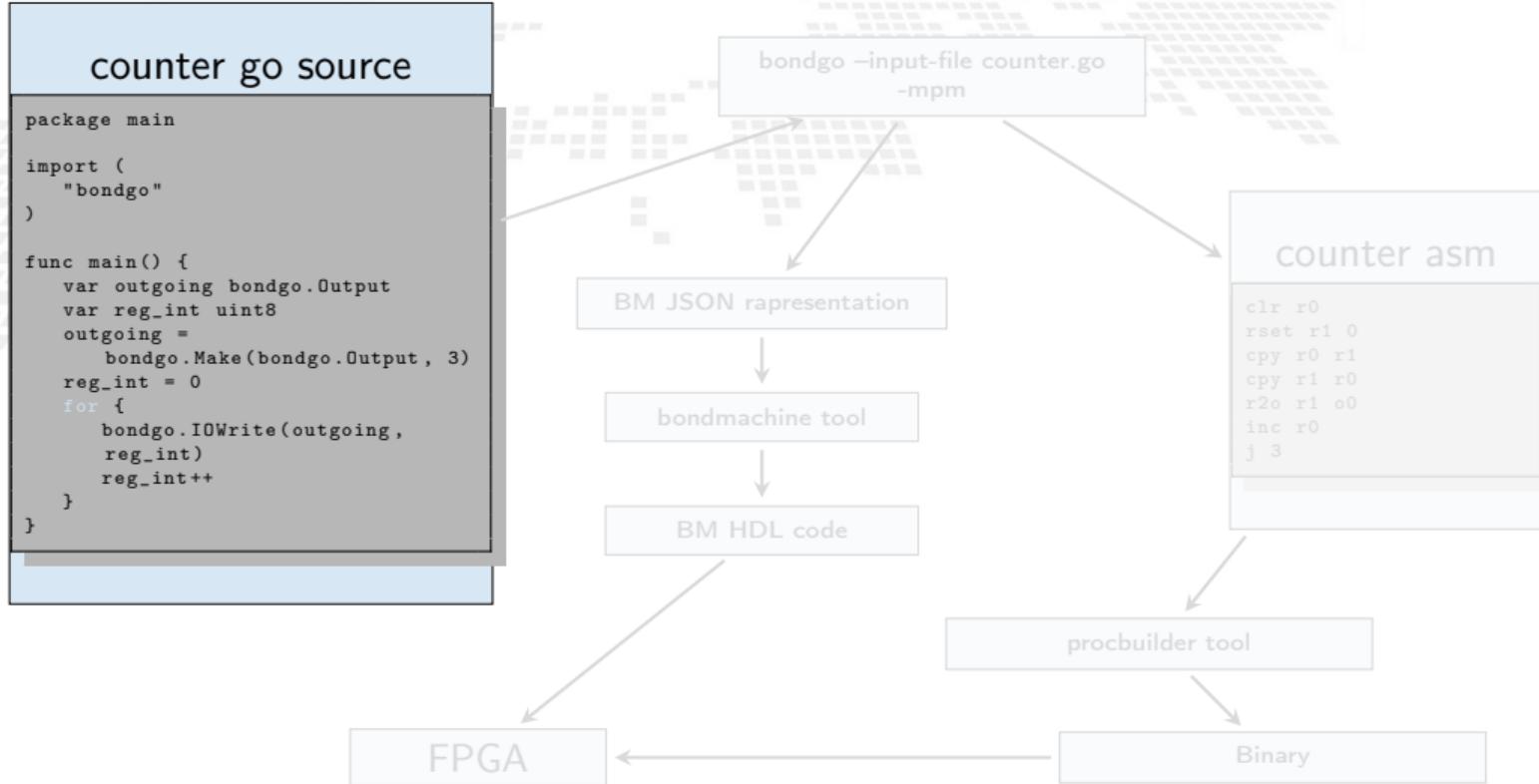
Bondgo does something different from standard compilers ...



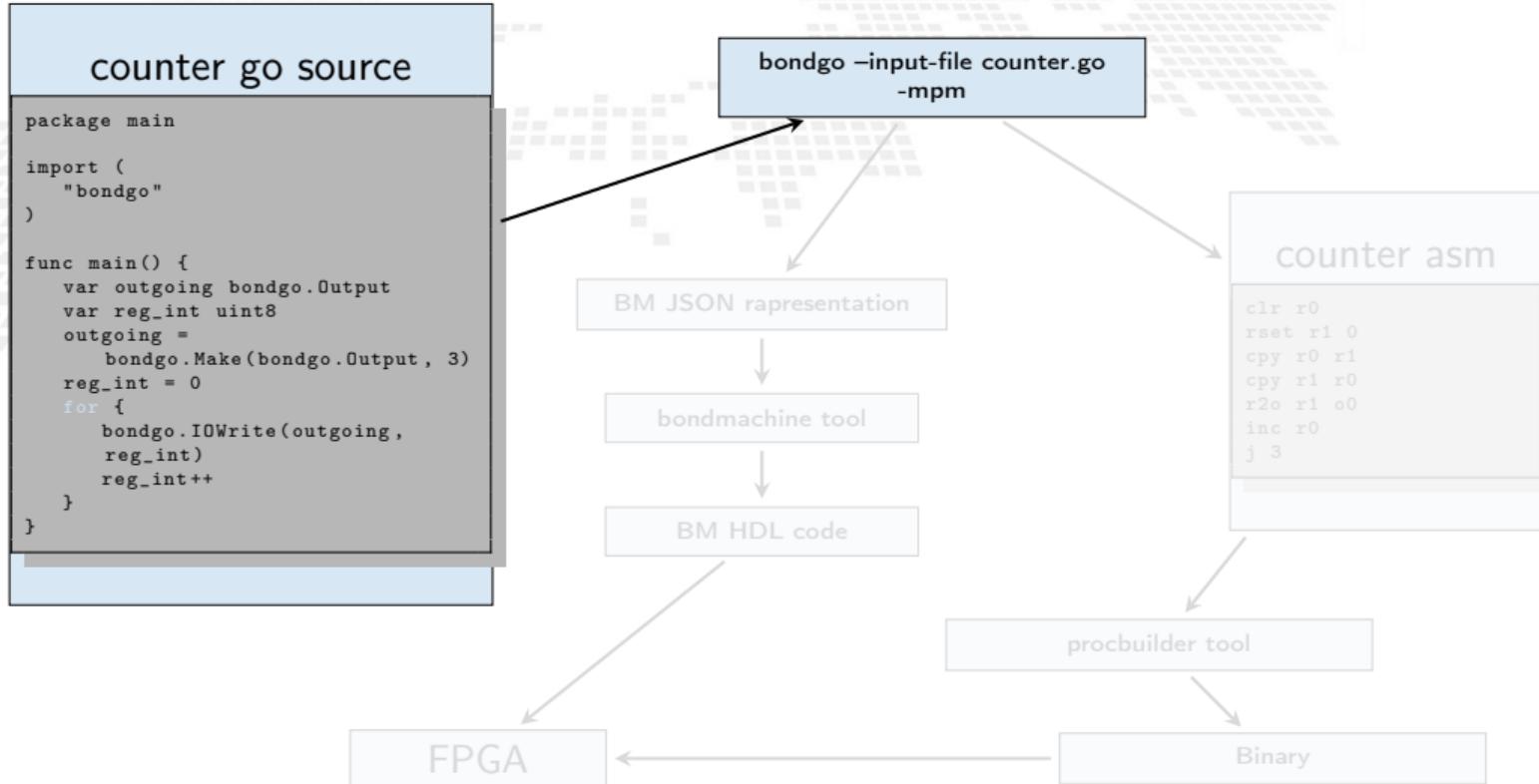
Bondgo does something different from standard compilers ...



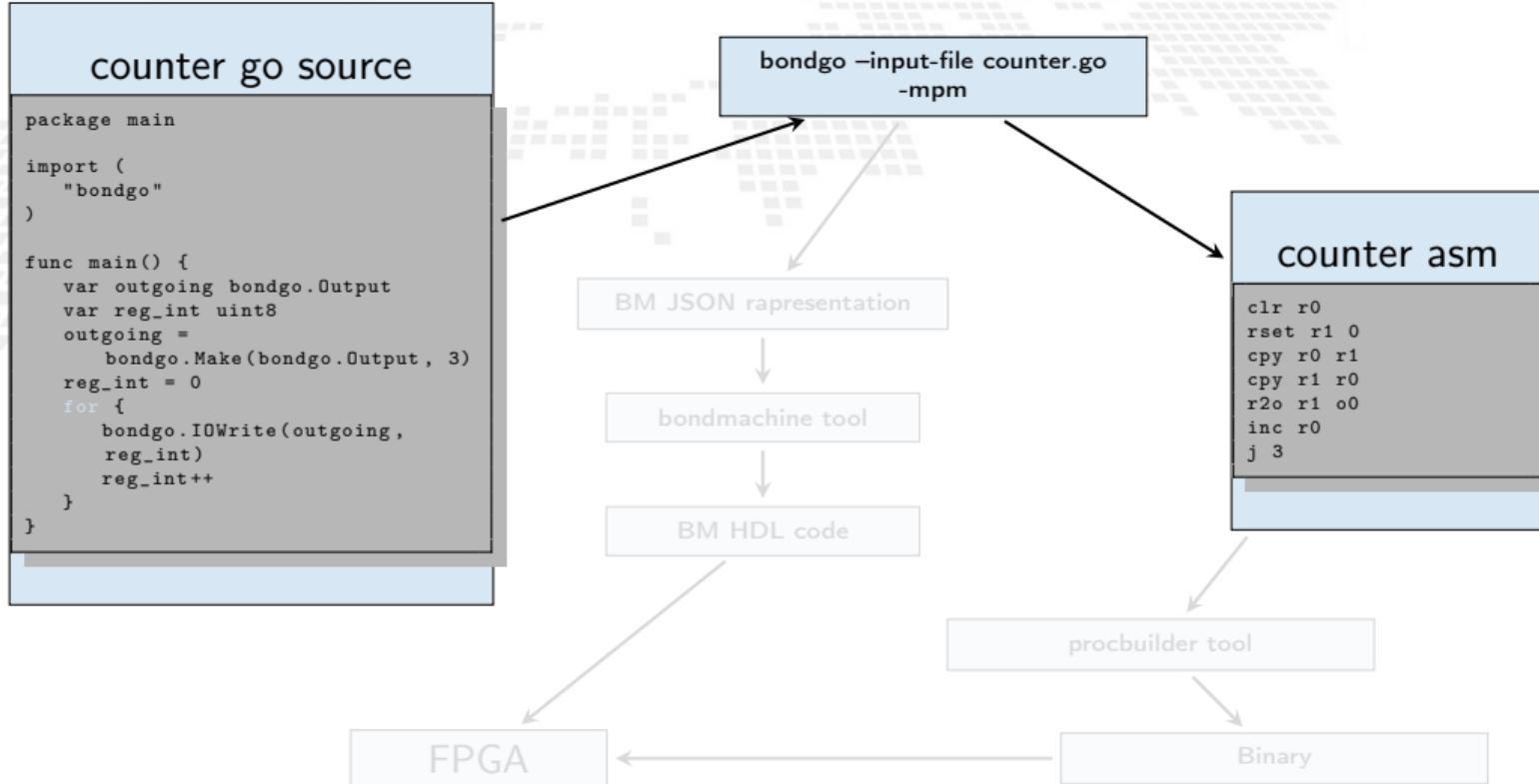
Bondgo workflow example



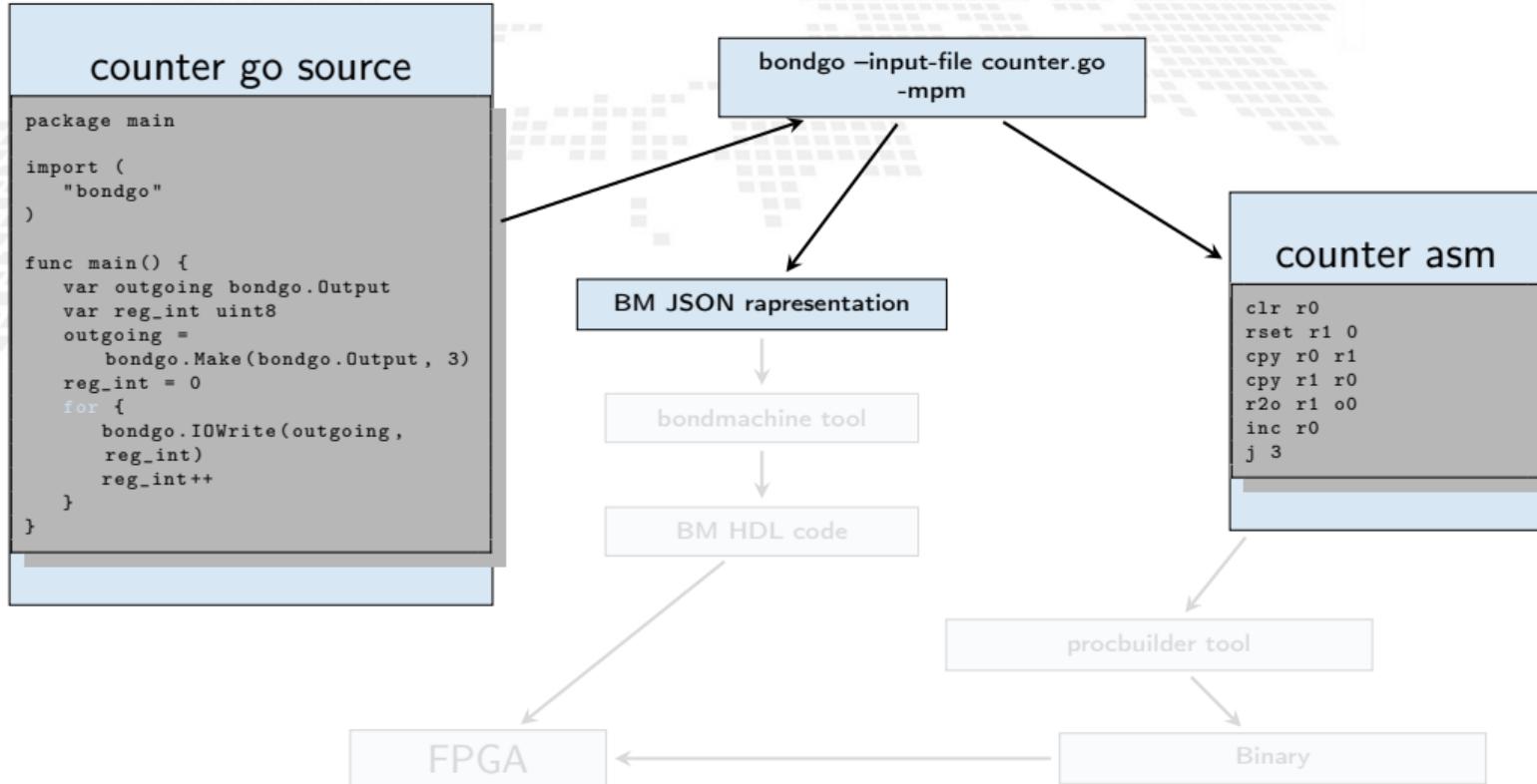
Bondgo workflow example



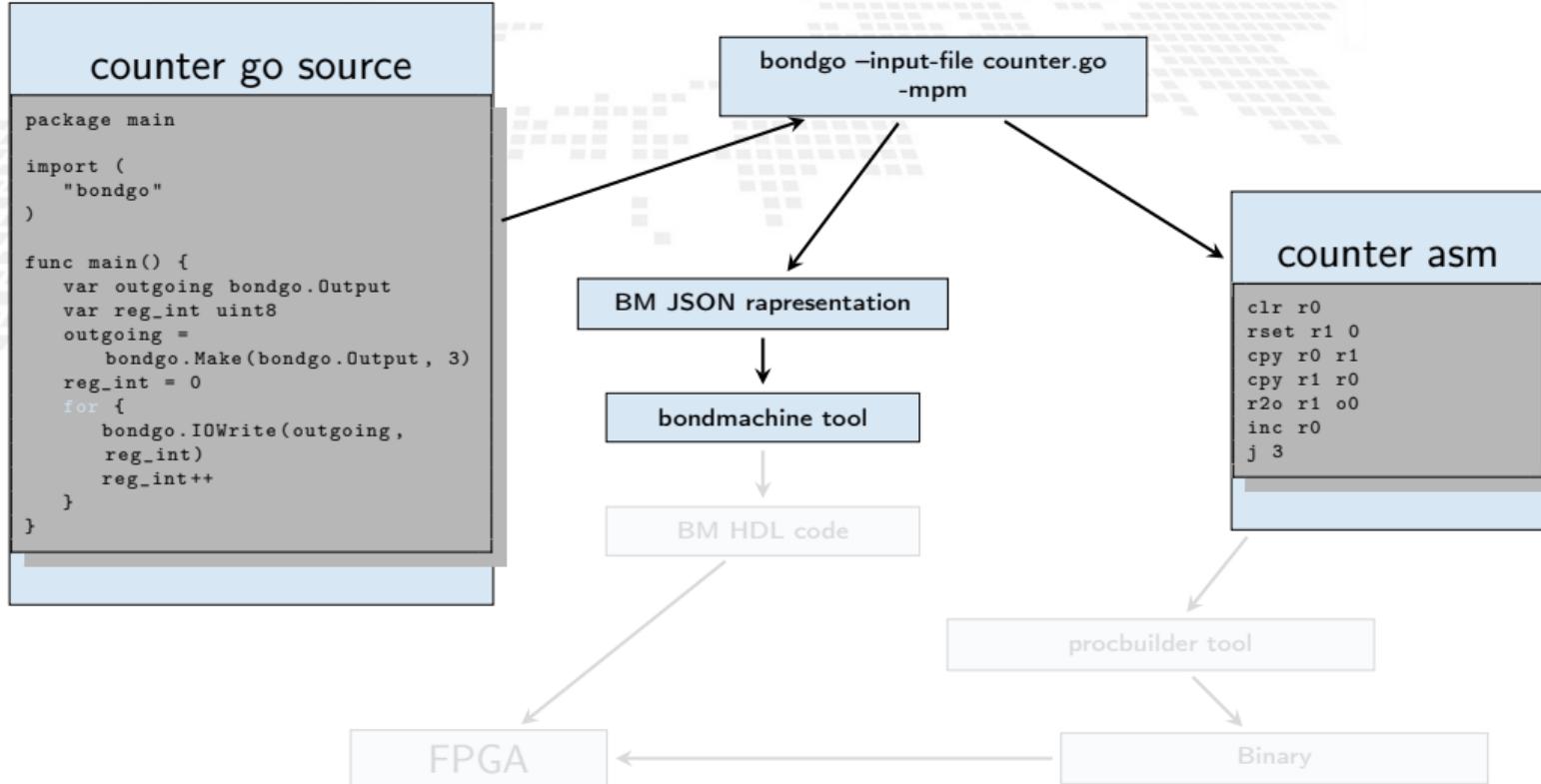
Bondgo workflow example



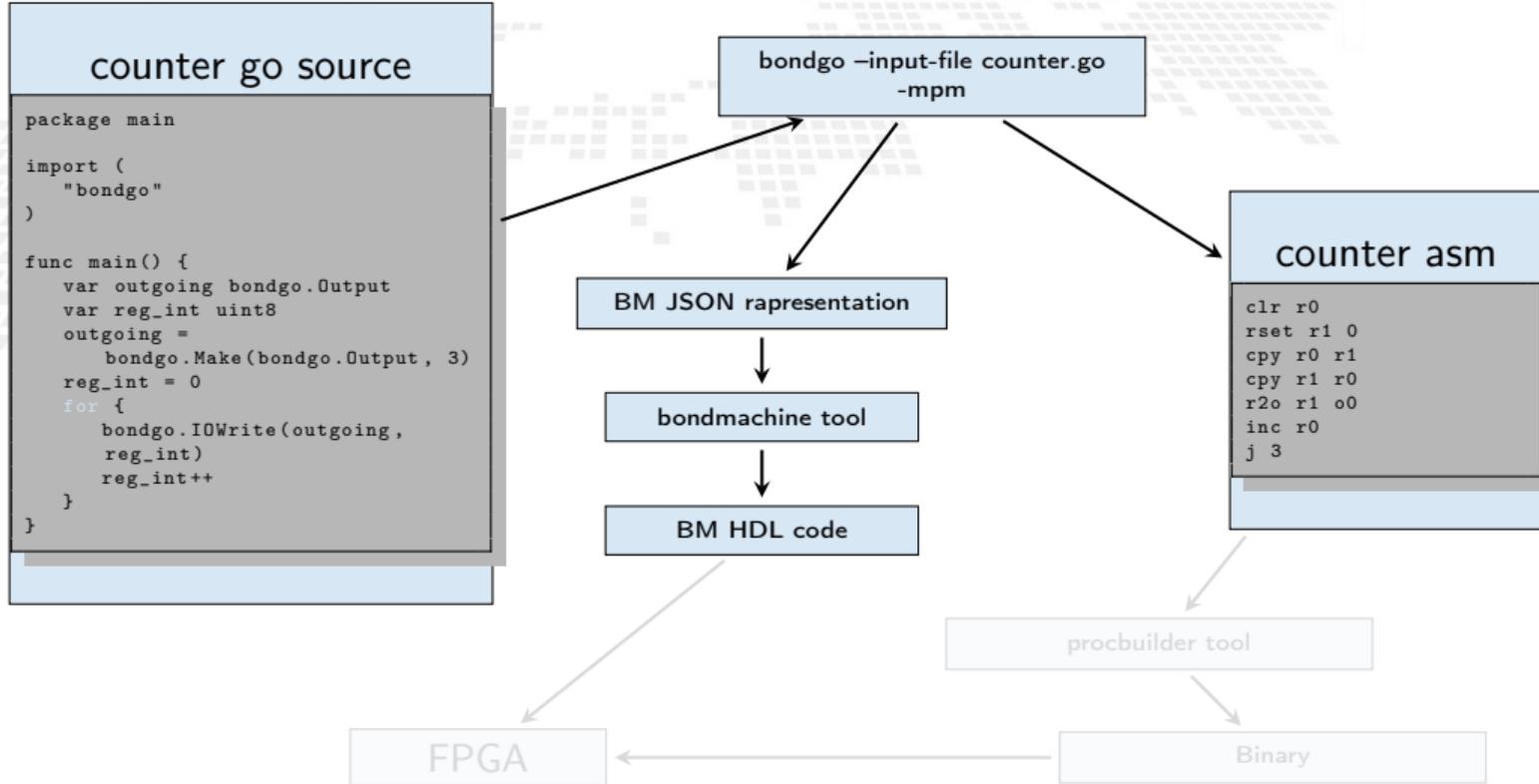
Bondgo workflow example



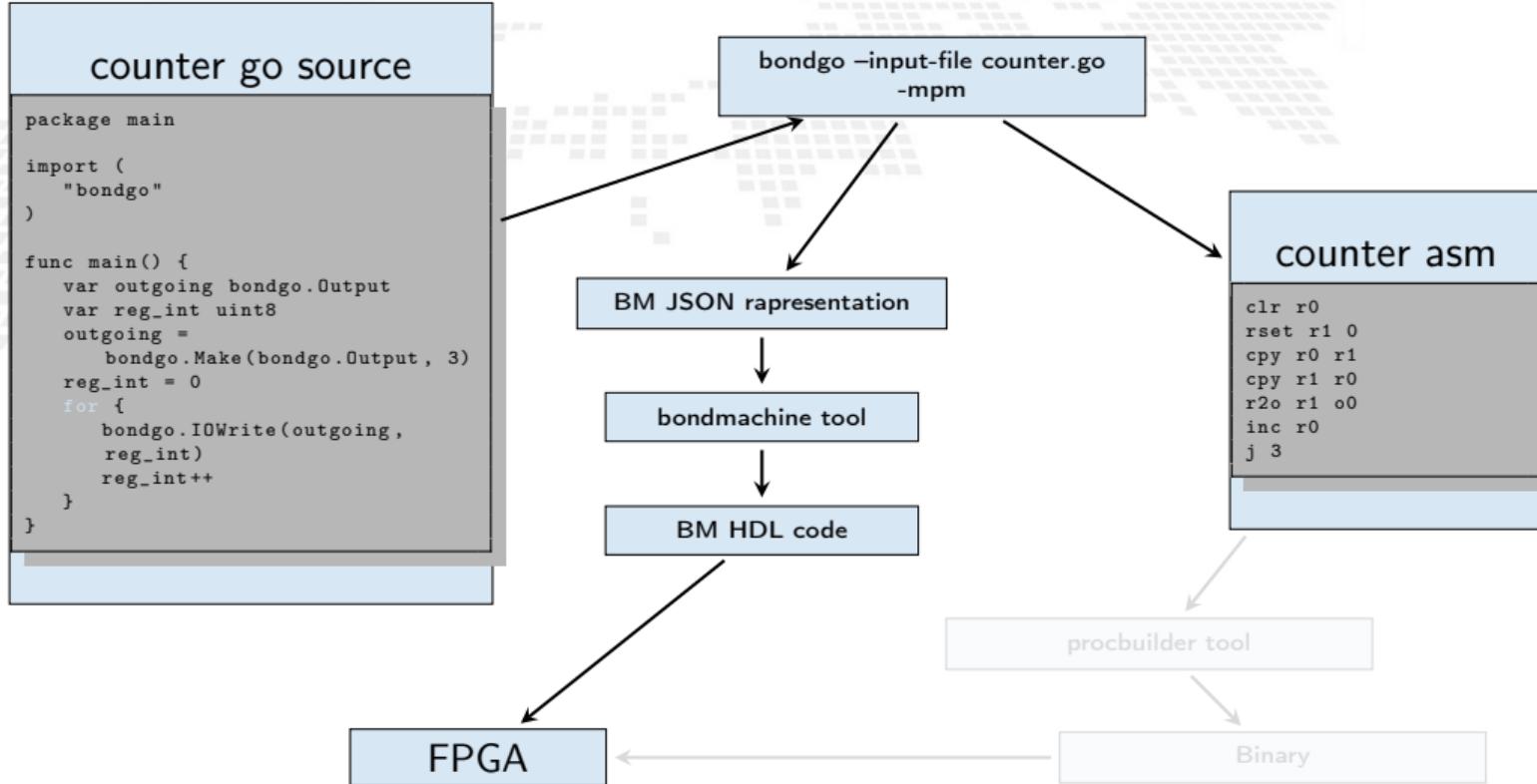
Bondgo workflow example



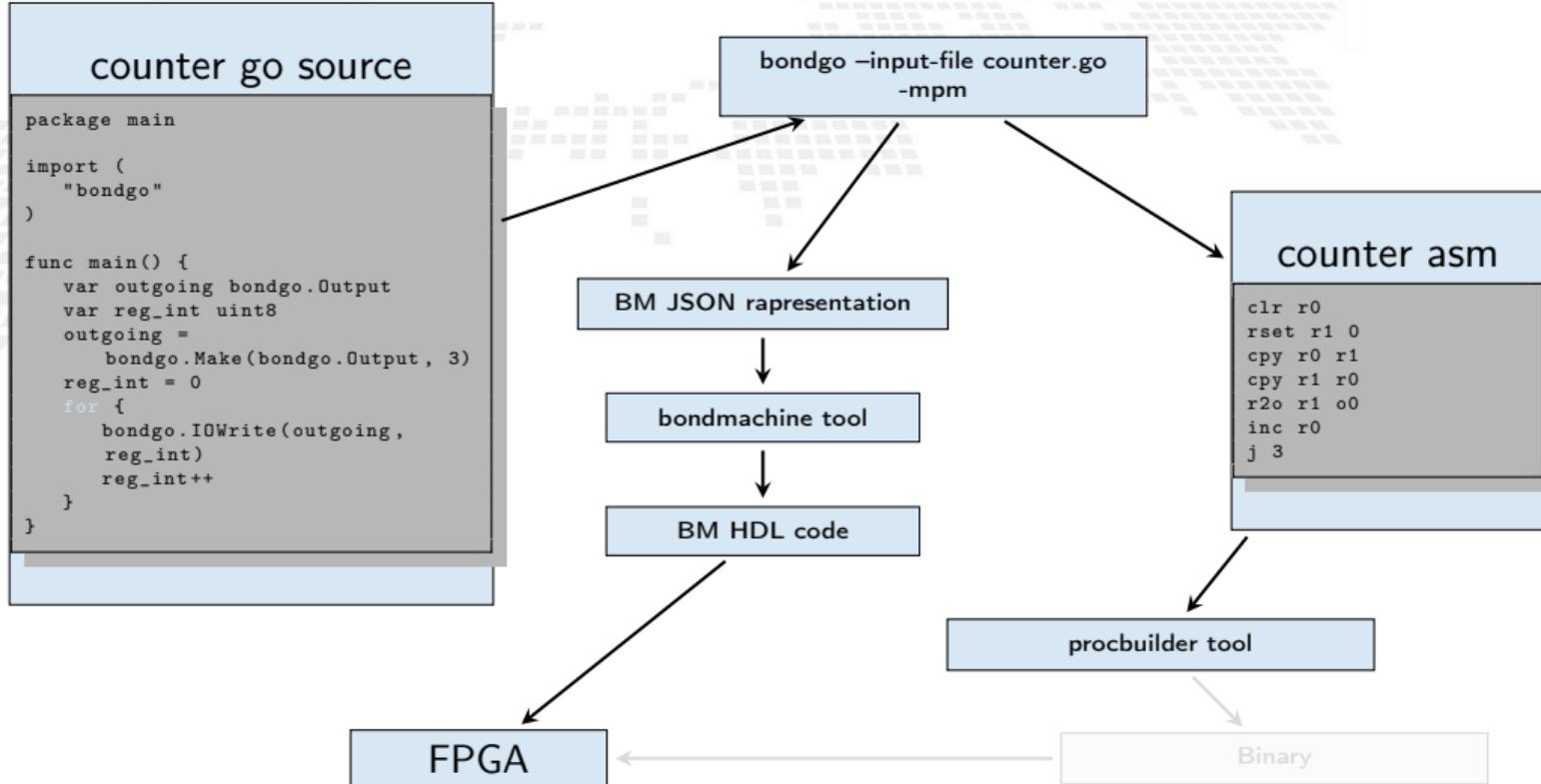
Bondgo workflow example



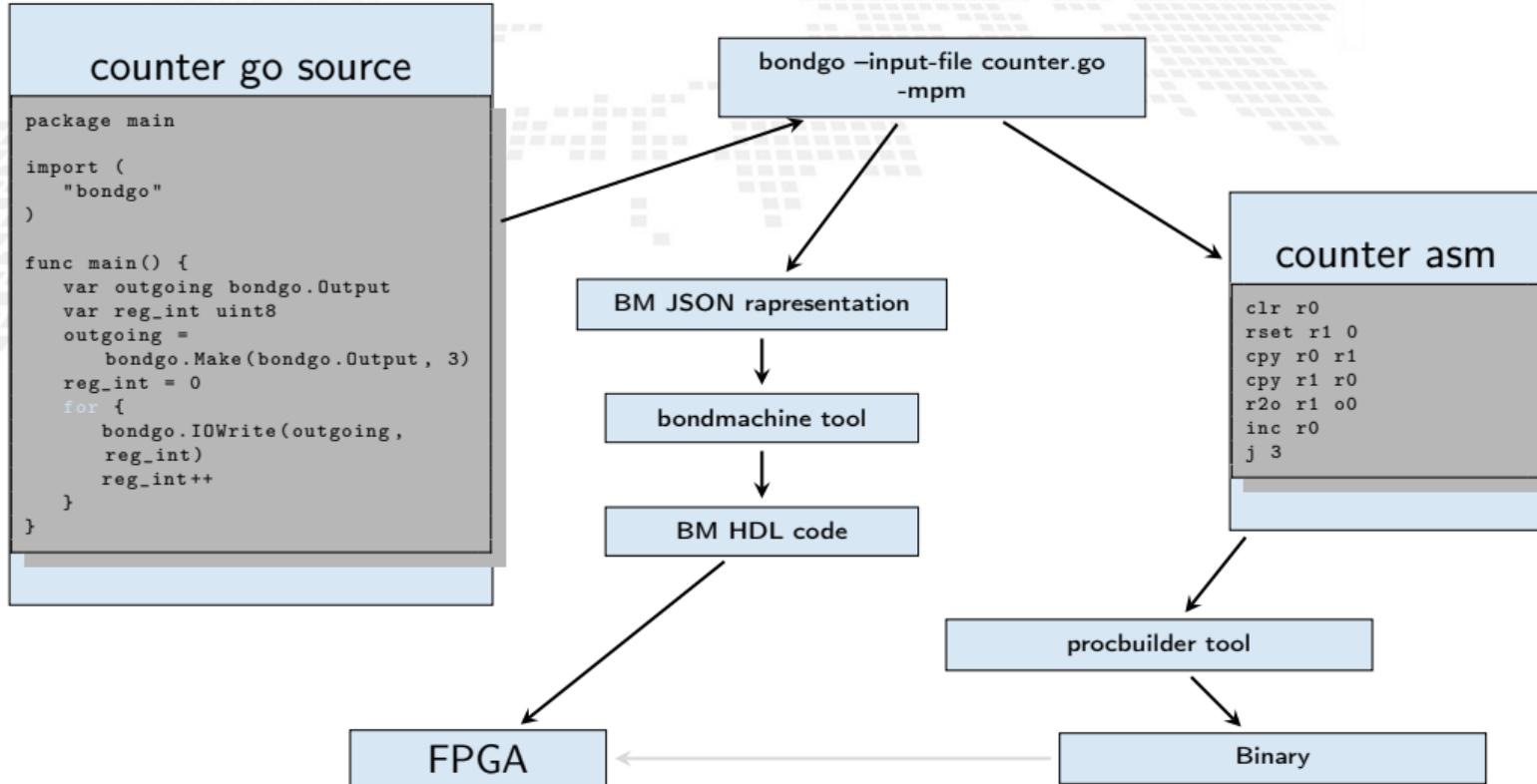
Bondgo workflow example



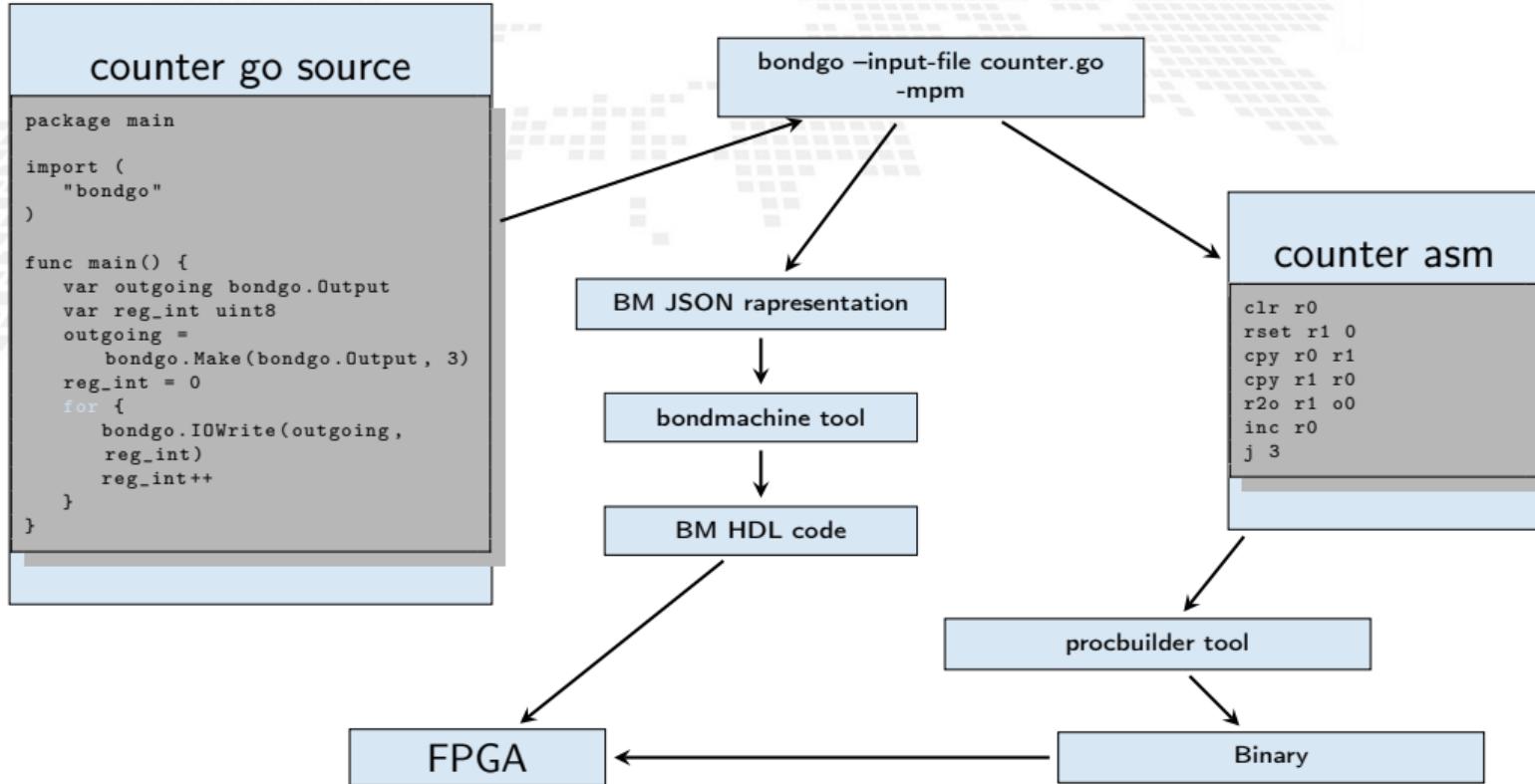
Bondgo workflow example



Bondgo workflow example



Bondgo workflow example



Bondgo

A multi-core example

multi-core counter

```
package main

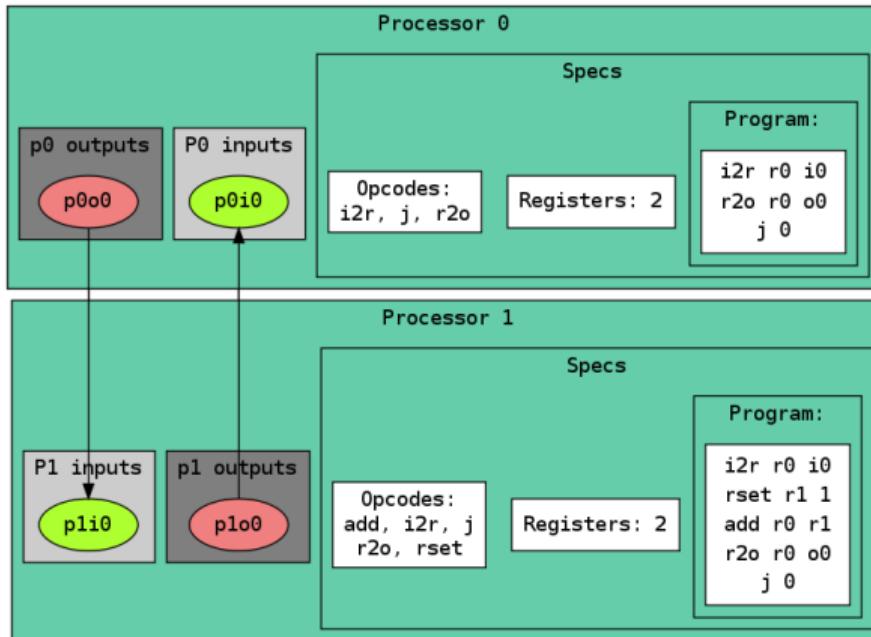
import (
    "bondgo"
)

func pong() {
    var in0 bondgo.Input
    var out0 bondgo.Output
    in0 = bondgo.Make(bondgo.Input, 3)
    out0 = bondgo.Make(bondgo.Output, 5)
    for {
        bondgo.IOWrite(out0, bondgo.IORRead(in0)+1)
    }
}

func main() {
    var in0 bondgo.Input
    var out0 bondgo.Output
    in0 = bondgo.Make(bondgo.Input, 5)
    out0 = bondgo.Make(bondgo.Output, 3)
device_0:
    go pong()
    for {
        bondgo.IOWrite(out0, bondgo.IORRead(in0))
    }
}
```

Bondgo

A multi-core example



Compiling Architectures

One of the most important result

The architecture creation is a part of the compilation process.

Basm

The BondMachine assembler *Basm* is the compiler complementary tools.

It is a standard assembler that can be used to build code for the BondMachine. Given the "fluid" nature of the BM architectures, BASM has some unique features:

- Support for code fragments

- Support for template based assembly code

- Fragments composition: combining and rewriting

- Building hardware from assembly

- Software/Hardware rearrange capabilities

- LLVM IR import

Basm

The BondMachine assembler *Basm* is the compiler complementary tools.

It is a standard assembler that can be used to build code for the BondMachine. Given the "fluid" nature of the BM architectures, BASM has some unique features:

- Support for code fragments
- Support for template based assembly code
- Fragments composition: combining and rewriting
- Building hardware from assembly
- Software/Hardware rearrange capabilities
- LLVM IR import

Basm

The BondMachine assembler *Basm* is the compiler complementary tools.

It is a standard assembler that can be used to build code for the BondMachine. Given the "fluid" nature of the BM architectures, BASM has some unique features:

- Support for code fragments
- Support for template based assembly code
- Fragments composition: combining and rewriting
- Building hardware from assembly
- Software/Hardware rearrange capabilities
- LLVM IR import

Basm

The BondMachine assembler *Basm* is the compiler complementary tools.

It is a standard assembler that can be used to build code for the BondMachine. Given the "fluid" nature of the BM architectures, BASM has some unique features:

- Support for code fragments
- Support for template based assembly code
- Fragments composition: combining and rewriting
- Building hardware from assembly
- Software/Hardware rearrange capabilities
- LLVM IR import

Basm

The BondMachine assembler *Basm* is the compiler complementary tools.

It is a standard assembler that can be used to build code for the BondMachine. Given the "fluid" nature of the BM architectures, BASM has some unique features:

- Support for code fragments
- Support for template based assembly code
- Fragments composition: combining and rewriting
- Building hardware from assembly
- Software/Hardware rearrange capabilities
- LLVM IR import

Basm

The BondMachine assembler *Basm* is the compiler complementary tools.

It is a standard assembler that can be used to build code for the BondMachine. Given the "fluid" nature of the BM architectures, BASM has some unique features:

- Support for code fragments
- Support for template based assembly code
- Fragments composition: combining and rewriting
- Building hardware from assembly
- Software/Hardware rearrange capabilities
- LLVM IR import

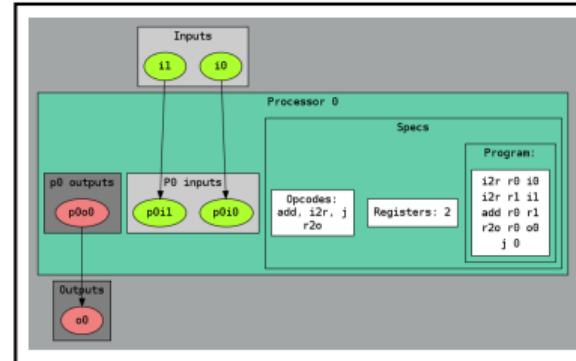
Basm

Abstract Assembly

The Assembly language for the BM has been kept as independent as possible from the particular CP.

Given a specific piece of assembly code Basm has the ability to compute the “minimum CP” that can execute that code.

```
i2r r0 i0  
i2r r1 i1  
add r0 r1  
r2o r0 o0  
j 0
```



These are Building Blocks for complex BondMachines.

Machine Learning

1 Introduction

The Challenge

2 The BondMachine project

Architectures handling

An example

Architectures molding

Bondgo

Basm

3 Machine Learning

ML with the BondMachine

CP as Neurons

Analysis and evaluation

4

Quantum Computing

QC with the BondMachine

Validation

5

Misc

Uses

Project timeline

Supported boards

References

6

Conclusions

The Ecosystem

Machine Learning with BondMachine

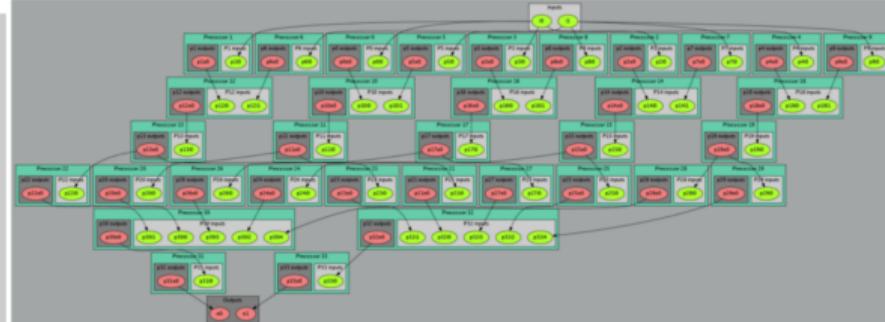
Native Neural Network library

The tool *neuralbond* allow the creation of BM-based neural chips from an API go interface.

- Neurons are converted to BondMachine connecting processors.
- Tensors are mapped to CP connections.

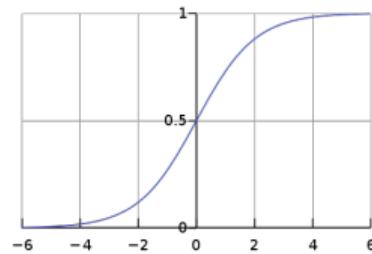
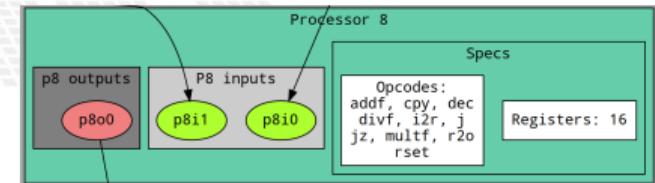
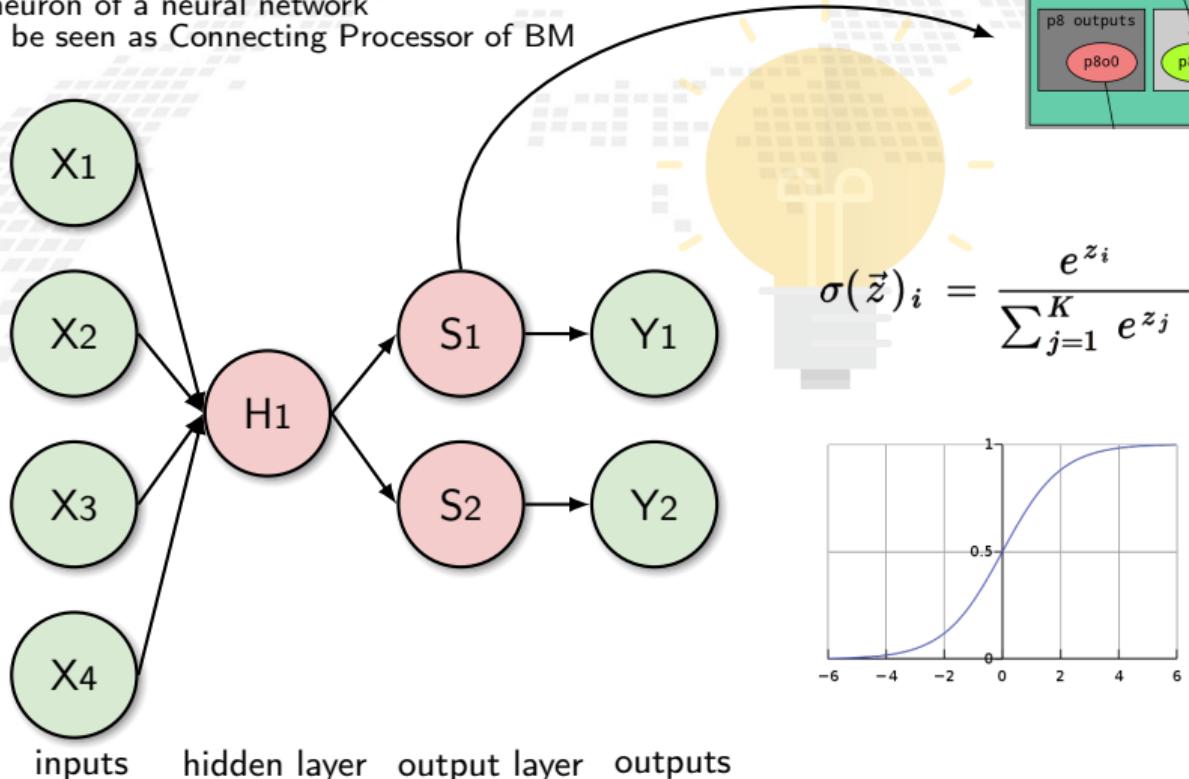
```
layers := []int{2, 5, 2}
weights := make([][]neuralbond.Weight, 0)

if *save_bondmachine != "" {
    if mymachine, ok :=
        neuralbond.Build_MLP(layers, weights); ok
    == nil {
        if _, err := os.Stat(*save_bondmachine);
        os.IsNotExist(err) {
            f, err := os.Create(*save_bondmachine)
            check(err)
            defer f.Close()
        }
    }
}
```



BM inference: A first tentative idea

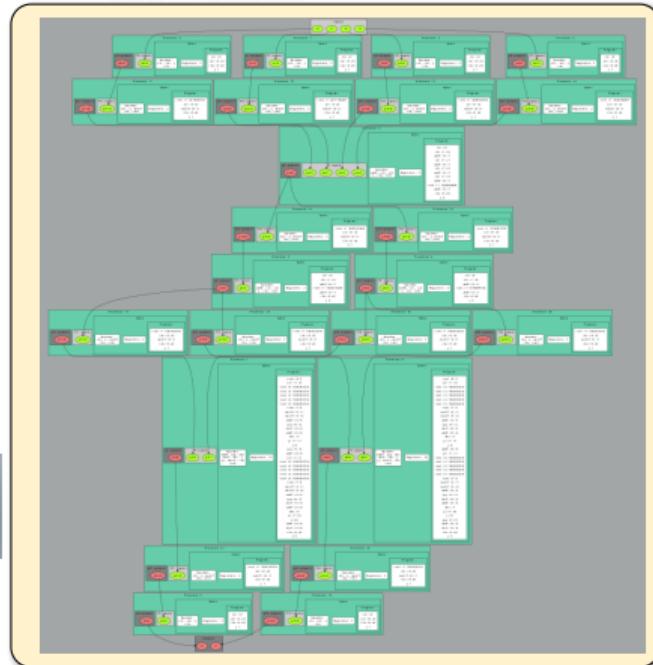
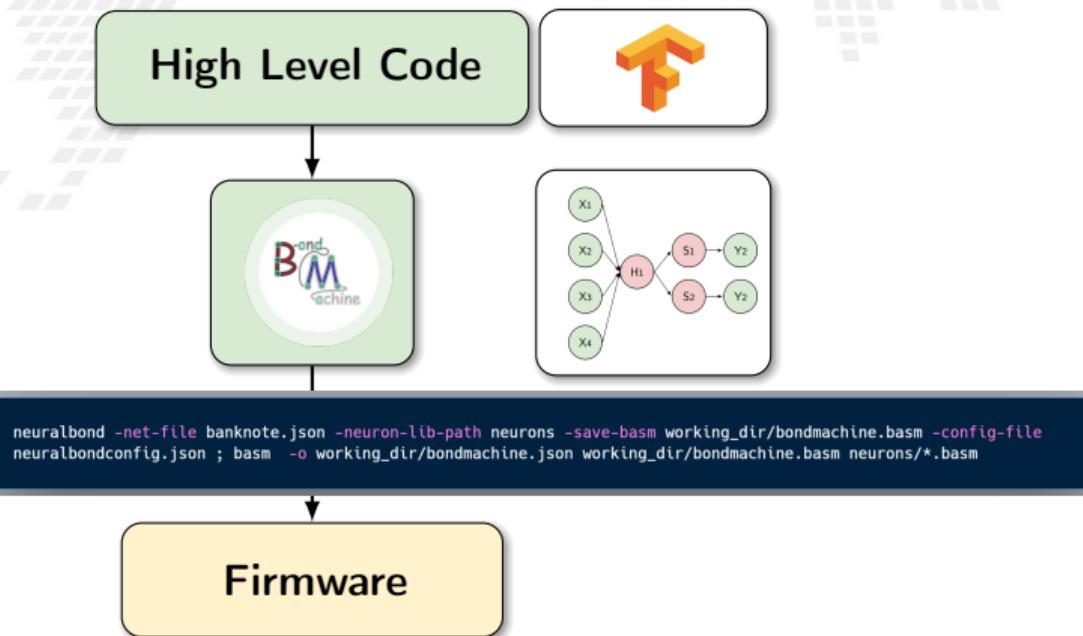
A neuron of a neural network
can be seen as Connecting Processor of BM



```
%section softmax .romtext iomode:sync
entry _start ; Entry point
_start:
    mov r8, 0f1.0
    {{range $y := intRange "0" $.Params.inputs}}
    {{printf "%d r1,%d\n" $y}}
        mov r0, 0f1.0
        mov r2, 0f1.0
        mov r3, 0f1.0
        mov r4, 0f1.0
        mov r5, 0f1.0
        mov r7, {{$Params.expprec}}
        multf r2, r1
        multf r3, r4
        addf r4, r5
        mov r6, r2
        divf r6, r3
        addf r0, r6
        dec r7
        jz r7,exit{{printf "%d" $y}}
        j loop{{printf "%d" $y}}
    exit{{printf "%d" $y}}:
        {$z := atoi $.Params.pos}
        {{if eq $y $z}}
            mov r9, r0
    %endsection
```

From idea to implementation

Starting from High Level Code, a NN model trained with **TensorFlow** and exported in a standard interpreted by **neuralbond** that converts nodes and weights of the network into a set of heterogeneous processors.

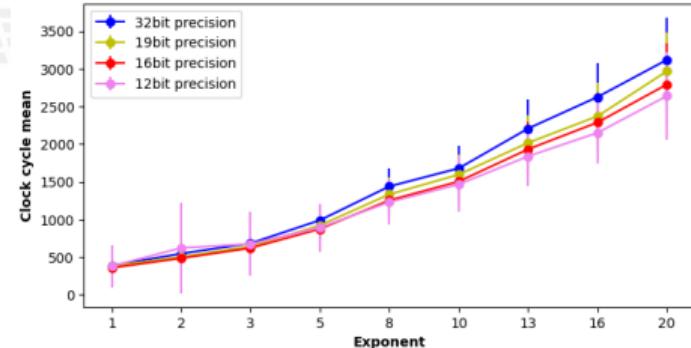


Analysis and evaluation

A key aspect of the BondMachine inference engine is **the high degree of configurability**: choose the desired trade-off between inference speed, accuracy and resource usage.

- numerical precision:
floating, fixed point or custom operator to change arbitrary the bit-width.

Bit	Luts	Regs
32	14306	9264
19	7202	5717
16	7738	5487
12	4133	5094



- hw/sw function swap: choose the best trade-off between hardware and software.

- architecture optimization collapse, prune or even customize CPs based on the requirements.

Bit	Static-Power (W)	Dynamic-Power (W)	Time / Inf (s)	En. / Inf (J)
32	0.037	0.055	6.84E-06	3.78E-07
19	0.013	0.022	6.44E-06	1.39E-07
16	0.017	0.024	6.21E-06	1.49E-07
12	0.020	0.012	6.76E-06	8.11E-08

Many studies have been conducted to evaluate the performance of the BM inference engine regarding power consumption, latency and resources usage.

Quantum Computing

1 Introduction

The Challenge

2 The BondMachine project

Architectures handling

An example

Architectures molding

Bondgo

Basm

3 Machine Learning

ML with the BondMachine

CP as Neurons

Analysis and evaluation

4 Quantum Computing

QC with the BondMachine

Validation

5 Misc

Uses

Project timeline

Supported boards

References

6 Conclusions

The Ecosystem

Quantum Computing

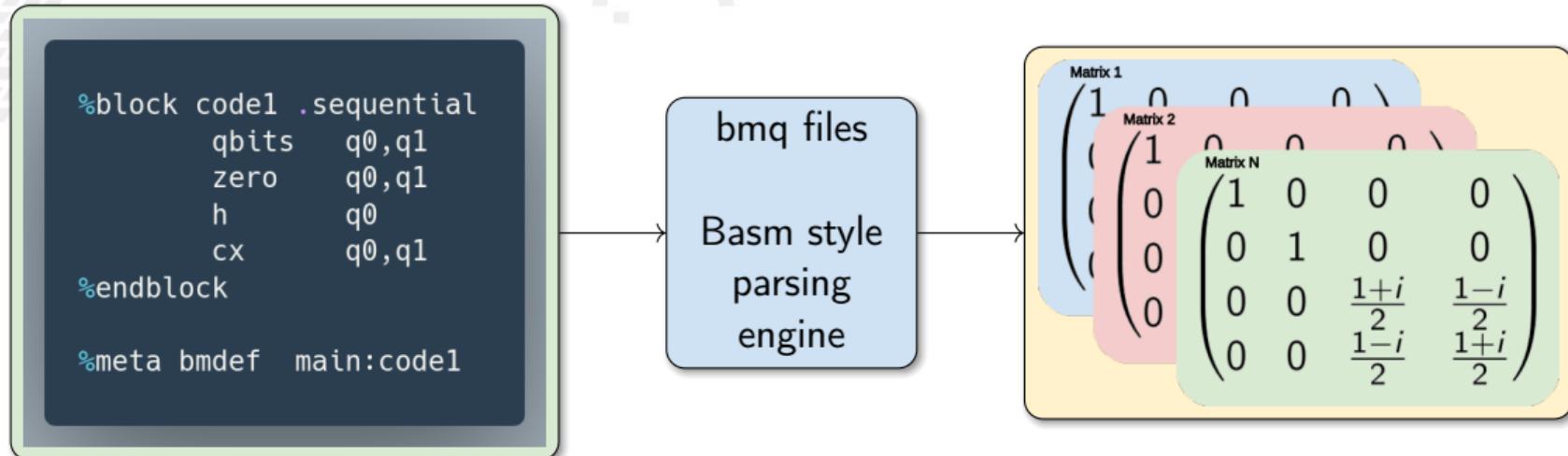
With all the capabilities of the BondMachine in terms of parallelism and speed, of customizability of the instruction set and the numerical precision, it is a natural question to ask whether the BondMachine could be used to simulate quantum computers.



A quantum computer simulator called [bmqsim](#) has been developed and is available within the BondMachine project.

Quantum Circuit

The first ingredient for `bmqsim` is a quantum circuit. The quantum circuit is a sequence of quantum gates represented by a sequence of matrices. the “program” is a `.bmq` file that contains code similar to the Qasm code.

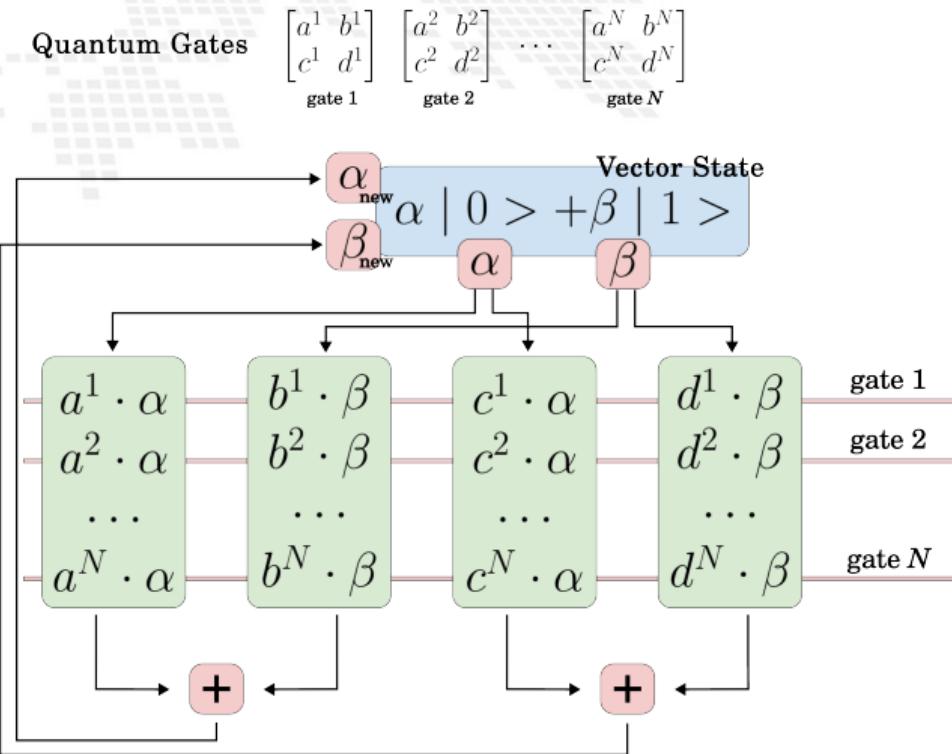


Independently of the backend, `bmqsim` translates the `.bmq` file into N matrices.

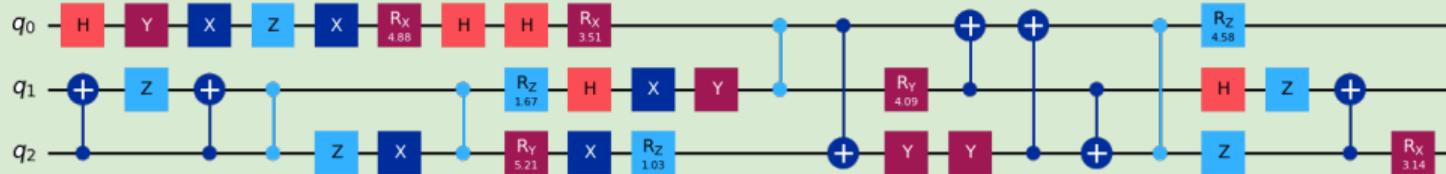
Backend: Hardcoded matrices sequence

This backend creates a hardware that for each state of the quantum register, it applies the sequence of matrices.

For each matrix operation a dedicated processor is used. Within the processor, the matrix elements of all the gates are hardcoded.



Validation



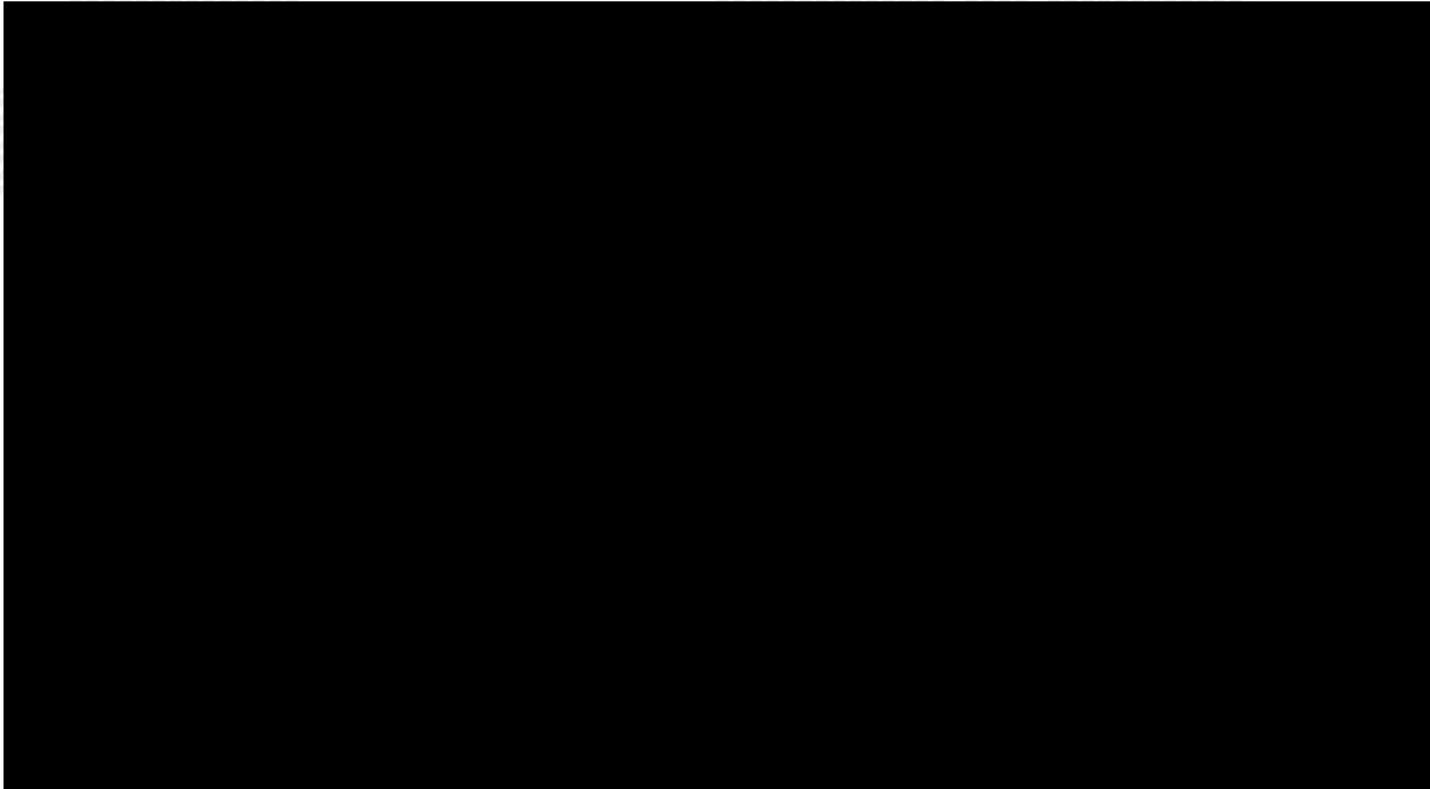
The validation is done by comparing the results of the simulation with the results of the same quantum circuit simulated by a well-known quantum simulator. Randomizing both the quantum circuit and the input state.

Overall: Passed

Detailed results:

```
pennylane: Passed
qiskitrot: Passed
quest: Passed
bmqsim_hw: Passed
bmqsim: Passed
bmqsim_alveo: Passed
```

FPGA Quantum Teleportation



FPGA Quantum Teleportation

```
[ Command > bmhelper create --project_name Example
```

FPGA Quantum Teleportation

```
[ Command > bmhelper create --project_name Example  
[ Command > cd Example
```

FPGA Quantum Teleportation

```
[ Command > bmhelper create --project_name Example
[ Command > cd Example
[ Command >
source /tools/Xilinx/Vitis/2023.2/settings64.sh
[ Output >
```

FPGA Quantum Teleportation

```
[ Command > bmhelper create --project_name Example
[ Command > cd Example
[ Command >
source /tools/Xilinx/Vitis/2023.2/settings64.sh
[ Output >
[ Command > cat <<EOF > program.bmq
%block code1 .sequential
    qbits  s,a,b
    zero   s,a,b
    h      a
    cx    a,b
    cx    s,a
    h      s
    cx    a,b
    cz    s,b
%endblock

%meta bmdef global main:code1
EOF
```

FPGA Quantum Teleportation

```
%meta bmdef global main:codel
EOF
[ Command >
cat <<EOF > local.mk
WORKING_DIR=working_dir
CURRENT_DIR=$(shell pwd)
SOURCE_QUANTUM=program.bmq
QUANTUM_APP=working_dir/circuit.c
QUANTUM_ARGS=-build-matrix-seq-hardcoded -hw-flavor seq_hardcoded_complex -app-flavor cpp_opencl_complex -build-app -app-file $(QUANTUM_APP) -emit-bmapi-maps -bmapi-maps-file bmapi.json
BOARD=alveou55c
SHOWARGS=-dot-detail 5
SHOWRENDERER=dot -Txlib
VERILOG_OPTIONS=-comment-verilog -bcof-file $(WORKING_DIR)/bondmachine.bcof
BMREQS=$(WORKING_DIR)/requirements.json
HWOPTIMIZATIONS=onlydestregs,onlysrcregs
BASM_ARGS=-disable-dynamical-matching -bo $(WORKING_DIR)/bondmachine.bcof -chooser-min-word-size -chooser-force-same-name -dump-requirements $(WORKING_DIR)/requirements.json
HDL_REGRESSION=bondmachine.sv
BM_REGRESSION=bondmachine.json
PLATFORM=xilinx_u55c_gen3x16_xdma_3_202210_1
MAPFILE=alveou55c_maps.json
include bmapi.mk
include deploy.mk
EOF
```

FPGA Quantum Teleportation

```
SHOWARGS=-dot-detail 5
SHOWRENDERER=dot -Txlib
VERILOG_OPTIONS=-comment-verilog -bcof-file $(WORKING_DIR)/bondmachine.bcof
BMREQS=$(WORKING_DIR)/requirements.json
HWOPTIMIZATIONS=onlydestregs,onlysrcregs
BASM_ARGS=-disable-dynamical-matching -bo $(WORKING_DIR)/bondmachine.bcof -chooser-min-word-size -chooser-force-same-name -dump-requirements $(WORKING_DIR)/requirements.json
HDL_REGRESSION=bondmachine.sv
BM_REGRESSION=bondmachine.json
PLATFORM=xilinx_u55c_gen3x16_xdma_3_202210_1
MAPFILE=alveou55c_maps.json
include bmapi.mk
include deploy.mk
EOF
[ Command >
cat <<EOF > bmapi.mk
USE_BMAPI=yes
BMAPI_LANGUAGE=python
BMAPI_FLAVOR=axist
BMAPI_FLAVOR_VERSION=basic
BMAPI_MAPFILE=bmapi.json
BMAPI_LIBOUTDIR=working_dir/bmapi
BMAPI_MODOUTDIR=working_dir/rtl_bondmachine
BMAPI_FRAMEWORK=pynq
BMAPI_GENERATE_EXAMPLE=notebook.ipynb
EOF
```

FPGA Quantum Teleportation

```
PLATFORM=xilinx_u55c_gen3x16_xdma_3_202210_1
MAPFILE=alveou55c_maps.json
include bmapi.mk
include deploy.mk
EOF
[ Command >
cat <<EOF > bmapi.mk
USE_BMAPI=yes
BMAPI_LANGUAGE=python
BMAPI_FLAVOR=axist
BMAPI_FLAVOR_VERSION=basic
BMAPI_MAPFILE=bmapi.json
BMAPI_LIBOUTDIR=working_dir/bmapi
BMAPI_MODOUTDIR=working_dir/rtl_bondmachine
BMAPI_FRAMEWORK=pynq
BMAPI_GENERATE_EXAMPLE=notebook.ipynb
EOF
[ Command >
cat <<EOF > deploy.mk
DEPLOY_TYPE=local
DEPLOY_PATH=/home/mirko/alveoruns/${PROJECT_NAME}
DEPLOY_CLONE=/home/mirko/alveoruns/template
DEPLOY_APP=working_dir/circuit.c
DEPLOY_OVERRIDE=true
DEPLOY_BITTYPE=xclbin
EOF
]
```

FPGA Quantum Teleportation

```
BMAPI_MAPFILE=bmapi.json
BMAPI_LIBOUTDIR=working_dir/bmapi
BMAPI_MODOUTDIR=working_dir/rtl_bondmachine
BMAPI_FRAMEWORK=pynq
BMAPI_GENERATE_EXAMPLE=notebook.ipynb
EOF
[ Command >
cat <<EOF > deploy.mk
DEPLOY_TYPE=local
DEPLOY_PATH=/home/mirko/alveoruns/${PROJECT_NAME}
DEPLOY_CLONE=/home/mirko/alveoruns/template
DEPLOY_APP=working_dir/circuit.c
DEPLOY_OVERRIDE=true
DEPLOY_BITTYPE=xclbin
EOF
[ Command >
bmhelper validate
[ Output >
[ OK ]          Workflow detected: quantum.
[ OK ]          Mandatory variable found SOURCE_QUANTUM
[ OK ]          Mandatory variable found WORKING_DIR
[ OK ]          Mandatory variable found MAPFILE
[ OK ]          Optional variable found: SHOWARGS
[ OK ]          Source file program.bmq found
[ OK ]          Found target board: alveou55c
[ OK ]          Project has been successfully validate.
```

FPGA Quantum Teleportation

```
DEPLOY_APP=working_dir/circuit.c
DEPLOY_OVERRIDE=true
DEPLOY_BITTYPE=xclbin
EOF
[ Command >
bmhelper validate
[ Output >
[ OK ]          Workflow detected: quantum.
[ OK ]          Mandatory variable found SOURCE_QUANTUM
[ OK ]          Mandatory variable found WORKING_DIR
[ OK ]          Mandatory variable found MAPFILE
[ OK ]          Optional variable found: SHOWARGS
[ OK ]          Source file program.bmq found
[ OK ]          Found target board: alveou55c
[ OK ]          Project has been successfully validate.

[ Command >
bmhelper apply
[ Output >
[ OK ]          Workflow detected: quantum.
[ OK ]          Mandatory variable found SOURCE_QUANTUM
[ OK ]          Mandatory variable found WORKING_DIR
[ OK ]          Mandatory variable found MAPFILE
[ OK ]          Optional variable found: SHOWARGS
[ OK ]          Source file program.bmq found
[ OK ]          Found target board: alveou55c
[ OK ]          Project has been successfully initialized.
```

FPGA Quantum Teleportation

```
[ Command >
bmhelper apply
[ Output >
[ OK ]           Workflow detected: quantum.
[ OK ]           Mandatory variable found SOURCE_QUANTUM
[ OK ]           Mandatory variable found WORKING_DIR
[ OK ]           Mandatory variable found MAPFILE
[ OK ]           Optional variable found: SHOWARGS
[ OK ]           Source file program.bmq found
[ OK ]           Found target board: alveoU55c
[ OK ]           Project has been successfully initialized.

[ Command >
make bondmachine
[ Output >
[Project: Example] - [Working directory creation begin] - [Target: working_dir]
mkdir -p working_dir
[Project: Example] - [Working directory creation end]

[Project: Example] - [BondMachine generation begin] - [Target: working_dir/bondmachine_target]
bmqsim -save-basm working_dir/bondmachine.basm -build-matrix-seq-hardcoded -hw-flavor seq_hardcoded
_complex -app-flavor cpp_opencl_complex -build-app -app-file working_dir/circuit.c -emit-bmapi-maps
-bmapi-maps-file bmapi.json program.bmq ; basm -disable-dynamical-matching -bo working_dir/bondmach
ine.bcof -chooser-min-word-size -chooser-force-same-name -dump-requirements working_dir/requirements
.json -o working_dir/bondmachine.json working_dir/bondmachine.basm
[Project: Example] - [BondMachine generation end]
```

FPGA Quantum Teleportation

```
bmqsim -save-basm working_dir/bondmachine.basm -build-matrix-seq-hardcoded -hw-flavor seq_hardcoded
_complex -app-flavor cpp_opencl_complex -build-app -app-file working_dir/circuit.c -emit-bmapi-maps
-bmapi-maps-file bmapi.json program.bmq ; basm -disable-dynamical-matching -bo working_dir/bondmach
ine.bcof -chooser-min-word-size -chooser-force-same-name -dump-requirements working_dir/requirements
.json -o working_dir/bondmachine.json working_dir/bondmachine.basm
[Project: Example] - [BondMachine generation end]

[ Command >
make hdl
[ Output >
[Project: Example] - [HDL generation begin] - [Target: working_dir/hdl_target]
bondmachine -bondmachine-file working_dir/bondmachine.json -create-verilog -verilog-mapfile alveou55
c_maps.json -verilog-flavor alveou55c -use-bmapi -bmapi-flavor axist -bmapi-language pyth
on -bmapi-mapfile bmapi.json -bmapi-liboutdir working_dir/bmapi -bmapi-framework pynq -bmapi-flavor-
version basic -bmapi-modoutdir working_dir/rtl_bondmachine -bmapi-generate-example notebook.ipynb -
comment-verilog -bcof-file working_dir/bondmachine.bcof -bmapi-requirements-file working_dir/requiremen
ts.json -hw-optimizations onlydestregs,onlysrcregs
echo > working_dir/bondmachine.sv
for i in `ls *.v | sort -d` ; do cat $i >> working_dir/bondmachine.sv ; done
rm -f *.v
echo > working_dir/bondmachine.vhd
for i in `ls *.vhd | sort -d` ; do cat $i >> working_dir/bondmachine.vhd ; done
ls: cannot access '*.vhd': No such file or directory
rm -f *.vhd
[Project: Example] - [HDL generation end]
```

FPGA Quantum Teleportation

```
.json -o working_dir/bondmachine.json working_dir/bondmachine.basm
[Project: Example] - [BondMachine generation end]

[ Command >
make hdl
[ Output >
[Project: Example] - [HDL generation begin] - [Target: working_dir/hdl_target]
bondmachine -bondmachine-file working_dir/bondmachine.json -create-verilog -verilog-mapfile alveou55
c_maps.json -verilog-flavor alveou55c -use-bmapi -bmapi-flavor axist -bmapi-language pyth
on -bmapi-mapfile bmapi.json -bmapi-liboutdir working_dir/bmapi -bmapi-framework pynq -bmapi-flavor-
version basic -bmapi-modoutdir working_dir/rtl_bondmachine -bmapi-generate-example notebook.ipynb -
comment-verilog -bcof-file working_dir/bondmachine.bcof -bmrequirements-file working_dir/requiremen
ts.json -hw-optimizations onlydestregs,onlysrcregs
echo > working_dir/bondmachine.sv
for i in `ls *.v | sort -d` ; do cat $i >> working_dir/bondmachine.sv ; done
rm -f *.v
echo > working_dir/bondmachine.vhd
for i in `ls *.vhd | sort -d` ; do cat $i >> working_dir/bondmachine.vhd ; done
ls: cannot access '*.vhd': No such file or directory
rm -f *.vhd
[Project: Example] - [HDL generation end]

[ Command >
make xclbin
[ Output >
```

FPGA Quantum Teleportation

```
INFO: [v++ 60-1306] Additional information associated with this v++ package can be found at:  
    Reports: /tmp/tmp577nekug/Example/working_dir/rtl_bondmachine/_x/reports/package  
    Log files: /tmp/tmp577nekug/Example/working_dir/rtl_bondmachine/_x/logs/package  
Running Dispatch Server on port: 46409  
INFO: [v++ 60-1548] Creating build summary session with primary output /tmp/tmp577nekug/Example/working_dir/rtl_bondmachine/build_dir.hw.xilinx_u55c_gen3x16_xdma_3_202210_1/bondmachine.xclbin.package_summary, at Wed Jun 5 20:23:31 2024  
INFO: [v++ 60-1315] Creating rulecheck session with output '/tmp/tmp577nekug/Example/working_dir/rtl_bondmachine/_x/reports/package/v++_package_bondmachine_guidance.html', at Wed Jun 5 20:23:31 2024  
INFO: [v++ 60-895] Target platform: /opt/xilinx/platforms/xilinx_u55c_gen3x16_xdma_3_202210_1/xilinx_u55c_gen3x16_xdma_3_202210_1.xpfm  
INFO: [v++ 60-1578] This platform contains Xilinx Shell Archive '/opt/xilinx/platforms/xilinx_u55c_gen3x16_xdma_3_202210_1/hw/hw.xsa'  
INFO: [v++ 74-78] Compiler Version string: 2023.2  
INFO: [v++ 60-2256] Packaging for hardware  
INFO: [v++ 60-2460] Successfully copied a temporary xclbin to the output xclbin: /tmp/tmp577nekug/Example/working_dir/rtl_bondmachine./build_dir.hw.xilinx_u55c_gen3x16_xdma_3_202210_1/bondmachine.xclbin  
INFO: [v++ 60-2343] Use the vitis_analyzer tool to visualize and navigate the relevant reports. Run the following command.  
    vitis_analyzer /tmp/tmp577nekug/Example/working_dir/rtl_bondmachine/build_dir.hw.xilinx_u55c_gen3x16_xdma_3_202210_1/bondmachine.xclbin.package_summary  
INFO: [v++ 60-791] Total elapsed time: 0h 0m 6s  
INFO: [v++ 60-1653] Closing dispatch client.  
[Project: Example] - [Vivado toolchain - xclbin creation end]
```

FPGA Quantum Teleportation

```
INFO: [v++ 74-78] Compiler Version string: 2023.2
INFO: [v++ 60-2256] Packaging for hardware
INFO: [v++ 60-2460] Successfully copied a temporary xclbin to the output xclbin: /tmp/tmp577nekug/Example/working_dir/rtl_bondmachine./build_dir.hw.xilinx_u55c_gen3x16_xdma_3_202210_1/bondmachine.xclbin
INFO: [v++ 60-2343] Use the vitis_analyzer tool to visualize and navigate the relevant reports. Run the following command.
    vitis_analyzer /tmp/tmp577nekug/Example/working_dir/rtl_bondmachine/build_dir.hw.xilinx_u55c_gen3x16_xdma_3_202210_1/bondmachine.xclbin.package_summary
INFO: [v++ 60-791] Total elapsed time: 0h 0m 6s
INFO: [v++ 60-1653] Closing dispatch client.
[Project: Example] - [Vivado toolchain - xclbin creation end]

[ Command >
make deploy_xclbin
[ Output >
[Project: Example] - [BondMachine deploy xclbin begin] - [Target: deploy_xclbin]
[Project: Example] - [BondMachine deploy local]
if [ -d /home/mirko/alveoruns/Example ]; then rm -rf /home/mirko/alveoruns/Example; fi
if [ -d /home/mirko/alveoruns/template ]; then cp -a /home/mirko/alveoruns/template /home/mirko/alveoruns/Example; fi
cp working_dir/rtl_bondmachine/build_dir.hw.xilinx_u55c_gen3x16_xdma_3_202210_1/bondmachine.xclbin /home/mirko/alveoruns/Example/firmware.xclbin
cp working_dir/circuit.c /home/mirko/alveoruns/Example/
[Project: Example] - [BondMachine deploy xclbin end]
```

FPGA Quantum Teleportation

```
the following command.  
  vitis_analyzer /tmp/tmp577nekug/Example/working_dir/rtl_bondmachine/build_dir.hw.xilinx_u55c_gen  
3x16_xdma_3_202210_1/bondmachine.xclbin.package_summary  
INFO: [v++ 60-791] Total elapsed time: 0h 0m 6s  
INFO: [v++ 60-1653] Closing dispatch client.  
[Project: Example] - [Vivado toolchain - xclbin creation end]  
  
[ Command >  
make deploy_xclbin  
[ Output >  
[Project: Example] - [BondMachine deploy xclbin begin] - [Target: deploy_xclbin]  
[Project: Example] - [BondMachine deploy local]  
if [ -d /home/mirko/alveoruns/Example ]; then rm -rf /home/mirko/alveoruns/Example; fi  
if [ -d /home/mirko/alveoruns/template ]; then cp -a /home/mirko/alveoruns/template /home/mirko/alve  
oruns/Example; fi  
cp working_dir/rtl_bondmachine/build_dir.hw.xilinx_u55c_gen3x16_xdma_3_202210_1/bondmachine.xclbin /  
home/mirko/alveoruns/Example/firmware.xclbin  
cp working_dir/circuit.c /home/mirko/alveoruns/Example/  
[Project: Example] - [BondMachine deploy xclbin end]  
  
[ Command >  
bmqsim -software-simulation program.bmq  
[ Output >  
[{"Vector": [{"Real": 0.49999997, "Imag": 0}, {"Real": 0, "Imag": 0}, {"Real": 0.49999997, "Imag": 0}, {"Real": 0, "Imag": 0}, {"Real": 0.49999997, "Imag": 0}, {"Real": 0, "Imag": 0}, {"Real": 0.49999997, "Imag": 0}], }]
```

FPGA Quantum Teleportation

```
INFO: [v++ 60-791] Total elapsed time: 0h 0m 6s
INFO: [v++ 60-1653] Closing dispatch client.
[Project: Example] - [Vivado toolchain - xclbin creation end]

[ Command >
make deploy_xclbin
[ Output >
[Project: Example] - [BondMachine deploy xclbin begin] - [Target: deploy_xclbin]
[Project: Example] - [BondMachine deploy local]
if [ -d /home/mirko/alveoruns/Example ]; then rm -rf /home/mirko/alveoruns/Example; fi
if [ -d /home/mirko/alveoruns/template ]; then cp -a /home/mirko/alveoruns/template /home/mirko/alveoruns/Example; fi
cp working_dir/rtl_bondmachine/build_dir.hw.xilinx_u55c_gen3x16_xdma_3_202210_1/bondmachine.xclbin /
/home/mirko/alveoruns/Example/firmware.xclbin
cp working_dir/circuit.c /home/mirko/alveoruns/Example/
[Project: Example] - [BondMachine deploy xclbin end]

[ Command >
bmqsim -software-simulation program.bmq
[ Output >
[{"Vector": [{"Real": 0.49999997, "Imag": 0}, {"Real": 0, "Imag": 0}, {"Real": 0.49999997, "Imag": 0}, {"Real": 0, "Imag": 0}, {"Real": 0.49999997, "Imag": 0}, {"Real": 0, "Imag": 0}, {"Real": 0.49999997, "Imag": 0}, {"Real": 0, "Imag": 0}], [{"Command": "cd /home/mirko/alveoruns/proj_alveou55c_teleport/", "Output": ""}, {"Command": "source /opt/xilinx/xrt/setup.sh", "Output": ""}]]
```

FPGA Quantum Teleportation

```
ls/Xilinx/Vitis/2023.2/gnu/microblaze/linux_toolchain/lin64_le/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch32/lin/gcc-arm-linux-gnueabi/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch32/lin/gcc-arm-none-eabi/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch64/lin/aarch64-linux/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch64/lin/aarch64-none/bin:/tools/Xilinx/Vitis/2023.2/gnu/armr5/lin/gcc-arm-none-eabi/bin:/tools/Xilinx/Vitis/2023.2/tps/lnx64/cmake-3.3.2/bin:/tools/Xilinx/Vitis/2023.2/aietools/bin:/tools/Xilinx/Vitis/2023.2/gnu/riscv/lin/riscv64-unknown-elf/bin:/tools/Xilinx/Vivado/2023.2/bin:/tools/Xilinx/DocNav:/opt/xilinx/xrt/bin:/tools/Xilinx/Vitis_HLS/2023.2/bin:/tools/Xilinx/Model_Composer/2023.2/bin:/tools/Xilinx/Vitis/2023.2/bin:/tools/Xilinx/Vitis/2023.2/gnu/microblaze/lin/bin:/tools/Xilinx/Vitis/2023.2/gnu/microblaze/linux_toolchain/lin64_le/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch32/lin/gcc-arm-linux-gnueabi/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch32/lin/gcc-arm-none-eabi/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch64/lin/aarch64-linux/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch64/lin/aarch64-none/bin:/tools/Xilinx/Vitis/2023.2/gnu/armr5/lin/gcc-arm-none-eabi/bin:/tools/Xilinx/Vitis/2023.2/tps/lnx64/cmake-3.3.2/bin:/tools/Xilinx/Vitis/2023.2/aietools/bin:/tools/Xilinx/Vitis/2023.2/gnu/riscv/lin/riscv64-unknown-elf/bin:/tools/Xilinx/Vivado/2023.2/bin:/tools/Xilinx/DocNav:/tools/Xilinx/Vitis_HLS/2023.2/bin:/tools/Xilinx/Model_Composer/2023.2/bin:/tools/Xilinx/Vitis/2023.2/gnu/microblaze/lin/bin:/tools/Xilinx/Vitis/2023.2/gnu/microblaze/linux_toolchain/lin64_le/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch32/lin/gcc-arm-linux-gnueabi/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch32/lin/gcc-arm-none-eabi/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch64/lin/aarch64-linux/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch64/lin/aarch64-none/bin:/tools/Xilinx/Vitis/2023.2/gnu/armr5/lin/gcc-arm-none-eabi/bin:/tools/Xilinx/Vitis/2023.2/tps/lnx64/cmake-3.3.2/bin:/tools/Xilinx/Vitis/2023.2/aietools/bin:/tools/Xilinx/Vitis/2023.2/gnu/riscv/lin/riscv64-unknown-elf/bin:/tools/Xilinx/Vivado/2023.2/bin:/tools/Xilinx/DocNav:/tools/Xilinx/Vitis_HLS/2023.2/bin:/tools/Xilinx/Model_Composer/2023.2/bin:/tools/Xilinx/Vitis/2023.2/gnu/microblaze/lin/bin:/tools/Xilinx/Vitis/2023.2/gnu/microblaze/linux_toolchain/lin64_le/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch32/lin/gcc-arm-linux-gnueabi/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch32/lin/gcc-arm-none-eabi/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch64/lin/aarch64-linux/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch64/lin/aarch64-none/bin:/tools/Xilinx/Vitis/2023.2/gnu/armr5/lin/gcc-arm-none-eabi/bin:/tools/Xilinx/Vitis/2023.2/tps/lnx64/cmake-3.3.2/bin:/tools/Xilinx/Vitis/2023.2/aietools/bin:/tools/Xilinx/Vitis/2023.2/gnu/riscv/lin/riscv64-unknown-elf/bin:/tools/Xilinx/Vivado/2023.2/bin:/tools/Xilinx/DocNav:/usr/lib/xpra:/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:/usr/games:/usr/local/games:/snap/bin:/home/mirko/.go/bin:/home/mirko/Workarea/Scripts:/usr/local/go/bin
```

FPGA Quantum Teleportation

```
linx/Vitis/2023.2/bin:/tools/Xilinx/Vitis/2023.2/gnu/microblaze/lin/bin:/tools/Xilinx/Vitis/2023.2/gnu/microblaze/linux_toolchain/lin64_le/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch32/lin/gcc-arm-linux-gnueabi/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch32/lin/gcc-arm-none-eabi/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch64/lin/aarch64-linux/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch64/lin/aarch64-none/bin:/tools/Xilinx/Vitis/2023.2/gnu/armr5/lin/gcc-arm-none-eabi/bin:/tools/Xilinx/Vitis/2023.2/tps/lnx64/cmake-3.3.2/bin:/tools/Xilinx/Vitis/2023.2/aie/tools/bin:/tools/Xilinx/Vitis/2023.2/gnu/riscv/lin/riscv64-unknown-elf/bin:/tools/Xilinx/Vivado/2023.2/bin:/tools/Xilinx/DocNav:/tools/Xilinx/Vitis_HLS/2023.2/bin:/tools/Xilinx/Model_Composer/2023.2/bin:/tools/Xilinx/Vitis/2023.2/bin:/tools/Xilinx/Vitis/2023.2/gnu/microblaze/lin/bin:/tools/Xilinx/Vitis/2023.2/gnu/microblaze/linux_toolchain/lin64_le/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch32/lin/gcc-arm-linux-gnueabi/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch32/lin/gcc-arm-none-eabi/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch64/lin/aarch64-linux/bin:/tools/Xilinx/Vitis/2023.2/gnu/aarch64/lin/aarch64-none/bin:/tools/Xilinx/Vitis/2023.2/gnu/armr5/lin/gcc-arm-none-eabi/bin:/tools/Xilinx/Vitis/2023.2/tps/lnx64/cmake-3.3.2/bin:/tools/Xilinx/Vitis/2023.2/aie/tools/bin:/tools/Xilinx/Vitis/2023.2/gnu/riscv/lin/riscv64-unknown-elf/bin:/tools/Xilinx/Vivado/2023.2/bin:/tools/Xilinx/DocNav:/usr/lib/xpra:/usr/local/sbin:/usr/local/bin:/usr/sbin:/usr/bin:/sbin:/bin:/usr/games:/usr/local/games:/snap/bin:/home/mirko/.go/bin:/home/mirko/Workarea/Scripts:/usr/local/go/bin  
LD_LIBRARY_PATH : /opt/xilinx/xrt/lib:/opt/xilinx/xrt/lib  
PYTHONPATH : /opt/xilinx/xrt/python:/opt/xilinx/xrt/python  
[ Command >  
make  
[ Output >  
g++ -o circuit /home/mirko/Tests/Vitis_Accel_Examples/common/includes/xcl2/xcl2.cpp circuit.c -I/opt/xilinx/xrt/include -I/tools/Xilinx/Vivado/2023.2/include -Wall -O0 -g -std=c++14 -I/home/mirko/Tests/Vitis_Accel_Examples/common/includes/xcl2 -fmessage-length=0 -L/opt/xilinx/xrt/lib -pthread -lOpenCL -lrt -lstdc++
```

FPGA Quantum Teleportation

```
CL -lrt -lstdc++
[ Command >
./circuit
[ Output >
Found Platform
Platform Name: Xilinx
INFO: Reading firmware.xclbin
Loading: 'firmware.xclbin'
Device[0]: program successful!
1.000000 0.000000 0.000000 0.000000 0.000000 0.000000 0.000000 0.000000
0.5
0
0
0
0
0.5
0
0
0
0
0.5
0
0
0
0
0
```

Misc

Analysis and evaluation

4 Quantum Computing

QC with the BondMachine
Validation

5 Misc

Uses
Project timeline
Supported boards
References

6 Conclusions

The Ecosystem

1 Introduction

The Challenge

2 The BondMachine project

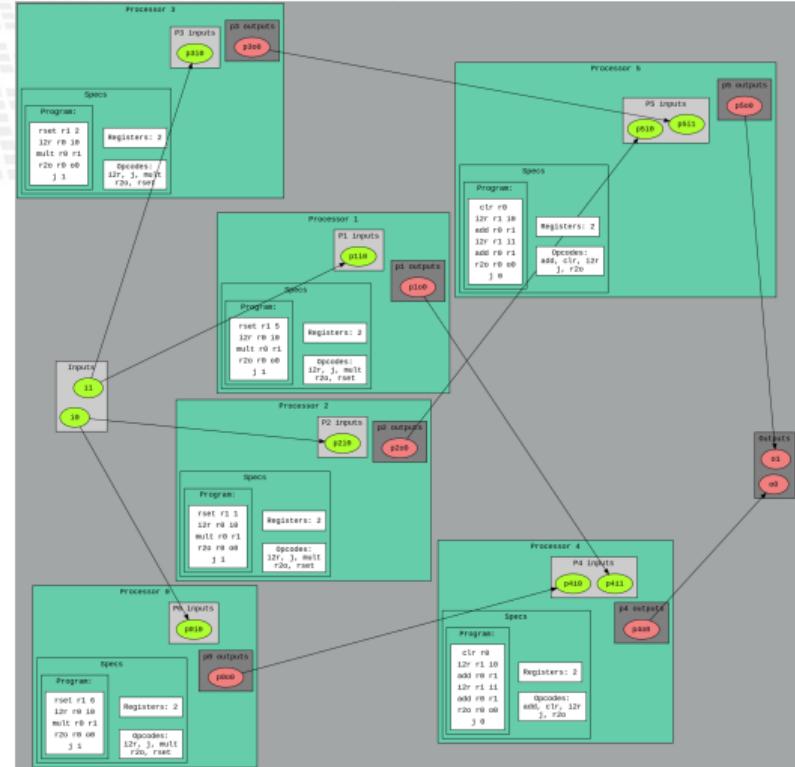
Architectures handling
An example
Architectures molding
Bondgo
Basm

3 Machine Learning

ML with the BondMachine
CP as Neurons

Uses of the architectures

- The BondMachine is a software ecosystem for the dynamical generation (from several HL types of origin) of computer architectures that can be synthesized of FPGA and
 - used as standalone devices,
 - as clustered devices,
 - and as firmware for computing accelerators.



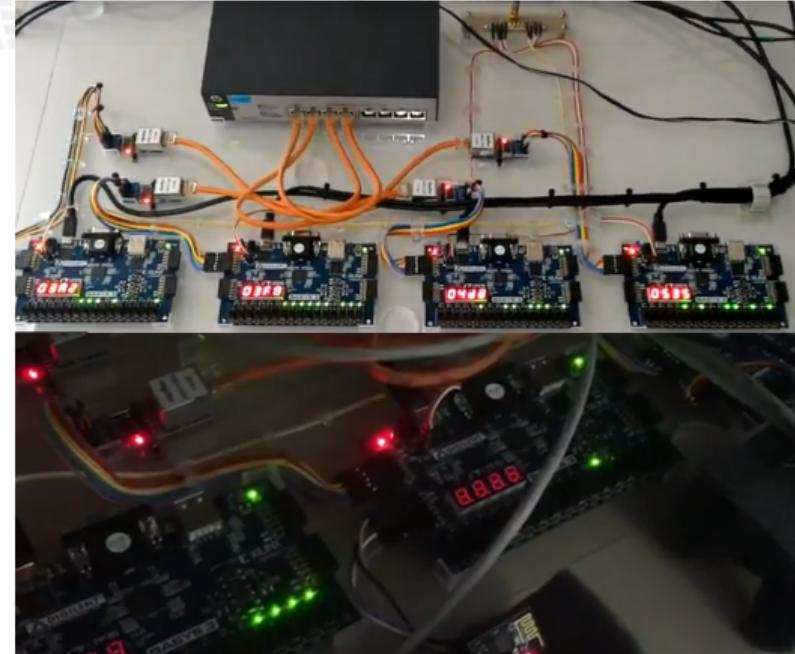
Uses of the architectures

- The BondMachine is a software ecosystem for the dynamical generation (from several HL types of origin) of computer architectures that can be synthesized of FPGA and
- used as standalone devices,
- as clustered devices,
- and as firmware for computing accelerators.



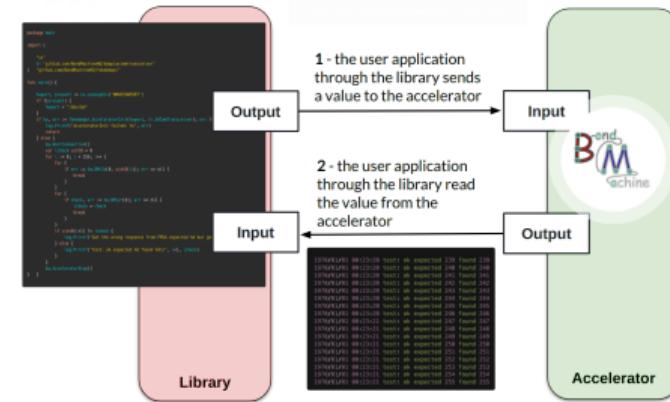
Uses of the architectures

- The BondMachine is a software ecosystem for the dynamical generation (from several HL types of origin) of computer architectures that can be synthesized of FPGA and
- used as standalone devices,
- as clustered devices,
- and as firmware for computing accelerators.



Uses of the architectures

- The BondMachine is a software ecosystem for the dynamical generation (from several HL types of origin) of computer architectures that can be synthesized of FPGA and
- used as standalone devices,
- as clustered devices,
- and as firmware for computing accelerators.



Project timeline

- CCR 2015 First ideas, 2016 Poster, 2017 2022
2023 Talk

InnovateFPGA 2018 Iron Award, Grand Final at Intel Campus (CA) USA

Invited lectures: "Advanced Workshop on Modern FPGA Based Technology for Scientific Computing", ICTP 2019 and 2022

- Invited lectures: "NiPS Summer School 2019"

- Golab 2018 talk

- Several other talks and posters, ISGC 2019, SOSC 2022, 2023, INFN ML Hackathon 2022

- Article published on Parallel Computing, Elsevier 2022

The BondMachine, a mouldable computer architecture
Mirko Mariotti¹, Daniel Magalotti^{1,2}

¹Department of Physics and Geology
University of Perugia
²Istituto Nazionale di Fisica Nucleare
Sezione di Perugia
INFN

Introduction

The BondMachine BM is a new computer architecture where many Connecting Processors (CPs) with different association (or Architectural) are connected together and share resources to form a heterogeneous architecture perfectly fitted on a specific computational problem. These cores are implemented with the characteristics to be as minimal as possible and as simple as possible, and the capacity of solving problems rely mainly in how they are interconnected.

The BondMachine is a general purpose architecture, but it can be easily modified to be a high specialized device. In order to satisfy and improve the power processing, the BondMachine is implemented by using the Field Programmable Gate Array (FPGA) chips, that are today's most powerful implementations of reprogrammable hardware. However, the regular memory abstraction has been kept in order to let many well known tools and languages work on the BondMachine.

This architecture can be used as general purpose computer architecture or as high specialized device perfectly suited to specific problems and flexible enough to be used in innovative Internet of Things, Intel® Cyber Physical Systems (CPS) and High Performance Computing (HPC).

The BondMachine architecture

The BondMachine architecture consists of two groups: Connecting Processors and Shared Objects (SOs) build to implement a dedicated tasks. The main features of this kind of architecture is the possibility to configure:
- the number of processor cores and their types;
- the number of shared objects and their types;
- the interconnection between processors;
- the number and the type of SOs used by each processor.

Connecting Processor

The CP is the computing core of the BondMachine. Several CPs can be configured in different ways, such as the number of cores and the type of cores within the BondMachine. They are the basic building blocks of the BM improving the high-speed communication between them. Each core has its own memory, instruction set, registers and its own clock frequency with respect to the other cores.

Shared Object

Any kind of component that can be shared among CPs. Shared Objects increase the processing power of the BondMachine by allowing the parallel execution of the same task on different cores. This improves the communication between tasks running on separate CPs.

A complete example of the BondMachine architecture. It consists of two inputs and two outputs connected to the two groups of the processors. Shared objects, such as memory, Channel and timer, are connected among the processors.

Software Tools

The complexity of programming the BondMachine architecture is managed by the BondMachine compiler. It is a tool that allows the user to build a specific architecture as function of the task, modify the created architecture, generate assembly code and finally to check the functionality with the aim to generate the Register Transfer Level (RTL) code for FPGA devices.

Processor Builder selects the CP specifics, assembles and disassembles, saves on disk as JSON, emulates and creates the RTL code.

Secondary Compiler takes the CPs and SOs together to generate bootloaders, and saves on disk as JSON, the results of the compilation.

Arch-compiler compiles the C language to generate the CP assembly code and to create the optimized architecture finding the best code.

Hardware implementation

The RTL code automatically generated by the builder is synthesized for the target FPGA. The BondMachine evaluation board can test the performances of the architecture, logic resources, power consumption and maximum clock frequency rate.

The architecture consists of a channel shared by two CPs. This basic element has been replicated by varying the number of cores and the number of shared objects. The logic resources used by each architecture increase linearly with the number of cores and the number of shared objects.

The FPGA can run up to 120 MHz with a clock frequency of 120 MHz and a power consumption of 0.3 W.

The BondMachine architecture has been compared with the Go chip. A Go chip was used to test the architecture to run a specific task.

The different performances of the architecture show the great potential of the BondMachine. This is due to the fact that the number of emulated CPs that can be connected together is not limited. The BondMachine can be scaled up to 1000 cores, while the Go chip has a limitation of 16 cores.

The BondMachine has been compared with the Go chip. A Go chip was used to test the architecture to run a specific task.

Evolutionary BondMachine

Some particular problem may need a complex network of CPs and Shared Objects to be solved especially regarding the internal interconnections and the need to have processor of different types.

The BondMachine is a general purpose architecture, but it can be easily modified to be a high specialized device. In order to do this, the BondMachine Language, an Evolutionary Computing framework to explore the possibility of evolving the architectures to solve a specific problem.

Conclusion

The BondMachine is a new kind of computing device made possible in practice only by the emerging of new re-programmable hardware technologies such as FPGAs. The BondMachine is a general purpose architecture, but it can be easily modified to be a high specialized device. In order to do this, the BondMachine Language, an Evolutionary Computing framework to explore the possibility of evolving the architectures to solve a specific problem.

Workshop di CCR - La Melba, 18-20 Maggio 2018 - Contact person: Mirko.Mariotti@unipg.it

Project timeline

- CCR 2015 First ideas, 2016 Poster, 2017 2022
2023 Talk
- InnovateFPGA 2018 Iron Award, Grand Final at
Intel Campus (CA) USA
- Invited lectures: "Advanced Workshop on
Modern FPGA Based Technology for Scientific
Computing", ICTP 2019 and 2022
- Invited lectures: "NiPS Summer School 2019"
- Golab 2018 talk
- Several other talks and posters, ISGC 2019,
SOSC 2022, 2023, INFN ML Hackathon 2022
- Article published on Parallel Computing,
Elsevier 2022



Project timeline

- CCR 2015 First ideas, 2016 Poster, 2017 2022
2023 Talk
- InnovateFPGA 2018 Iron Award, Grand Final at
Intel Campus (CA) USA
- Invited lectures: "Advanced Workshop on
Modern FPGA Based Technology for Scientific
Computing", ICTP 2019 and 2022
- Invited lectures: "NiPS Summer School 2019"
- Golab 2018 talk
- Several other talks and posters, ISGC 2019,
SOSC 2022, 2023, INFN ML Hackathon 2022
- Article published on Parallel Computing,
Elsevier 2022



Project timeline

- CCR 2015 First ideas, 2016 Poster, 2017 2022
2023 Talk
- InnovateFPGA 2018 Iron Award, Grand Final at
Intel Campus (CA) USA
- Invited lectures: "Advanced Workshop on
Modern FPGA Based Technology for Scientific
Computing", ICTP 2019 and 2022
- Invited lectures: "NiPS Summer School 2019"
- Golab 2018 talk
- Several other talks and posters, ISGC 2019,
SOSC 2022, 2023, INFN ML Hackathon 2022
- Article published on Parallel Computing,
Elsevier 2022

The BondMachine Toolkit
Enabling Machine Learning on FPGA

Mirko Mariotti

Department of Physics and Geology - University of Perugia
INFN Perugia

NiPS Summer School 2019
Architectures and Algorithms for Energy-Efficient IoT and HPC
Applications
3-6 September 2019 - Perugia



Project timeline

- CCR 2015 First ideas, 2016 Poster, 2017 2022
2023 Talk
- InnovateFPGA 2018 Iron Award, Grand Final at
Intel Campus (CA) USA
- Invited lectures: "Advanced Workshop on
Modern FPGA Based Technology for Scientific
Computing", ICTP 2019 and 2022
- Invited lectures: "NiPS Summer School 2019"
- Golab 2018 talk
- Several other talks and posters, ISGC 2019,
SOSC 2022, 2023, INFN ML Hackathon 2022
- Article published on Parallel Computing,
Elsevier 2022



Project timeline

- CCR 2015 First ideas, 2016 Poster, 2017 2022
2023 Talk
- InnovateFPGA 2018 Iron Award, Grand Final at
Intel Campus (CA) USA
- Invited lectures: "Advanced Workshop on
Modern FPGA Based Technology for Scientific
Computing", ICTP 2019 and 2022
- Invited lectures: "NiPS Summer School 2019"
- Golab 2018 talk
- Several other talks and posters, ISGC 2019,
SOSC 2022, 2023, INFN ML Hackathon 2022
- Article published on Parallel Computing,
Elsevier 2022



Parallel Computing
Volume 109, March 2022, 102873



The BondMachine, a moldable computer architecture

Mirko Mariotti ^{a, b, ✉, ●}, Daniel Magalotti ^b, Daniele Spiga ^b, Loriano Storchi ^{c, b, ✉, ●}

Show more ▾

+ Add to Mendeley Share Cite

<https://doi.org/10.1016/j.parco.2021.102873>

Get rights and content

Highlights

- Co-design HW/SW of domain specific architectures via the modern GO language.
- Design of essential processors where only needed components are implemented.
- Creation of heterogeneous processor systems distributed over multiple fabrics.

Project timeline

- CCR 2015 First ideas, 2016 Poster, 2017 2022
2023 Talk
- InnovateFPGA 2018 Iron Award, Grand Final at
Intel Campus (CA) USA
- Invited lectures: "Advanced Workshop on
Modern FPGA Based Technology for Scientific
Computing", ICTP 2019 and 2022
- Invited lectures: "NiPS Summer School 2019"
- Golab 2018 talk
- Several other talks and posters, ISGC 2019,
SOSC 2022, 2023, INFN ML Hackathon 2022
- Article published on Parallel Computing,
Elsevier 2022

Fabrics

The HDL code for the BondMachine has been tested on these devices/system:

- Digilent Basys3 - Xilinx Artix-7 - Vivado
- Kintex7 Evaluation Board - Vivado
- Digilent Zedboard and ebaz4205- Xilinx Zynq 7020 - Vivado
- ZC702 - Xilinx Zynq 7020 - Vivado
- Alveo boards - Xilinx - Vivado/Vitis
- Linux - Iverilog
- ice40lp1k icefun icebreaker icesugarnano - Lattice - Icestorm
- Terasic De10nano - Intel Cyclone V - Quartus
- Arrow Max1000 - Intel Max10 - Quartus

Within the project other firmware have been written or tested:

- Microchip ENC28J60 Ethernet interface controller.
- Microchip ENC424J600 10/100 Base-T Ethernet interface controller.
- ESP8266 Wi-Fi chip.

Accelerators

Accelerators tests were done using the **Zedboard** and **Alveo** devices, in the near future we will use facilities of the **National supercomputing center (ICSC)** also with other vendors devices, and to explore clustering capabilities.



Xilinx Zynq-7000 SoC
53.2K LUTs



Alveo U55C
1304K LUTs



FPGA cluster ICSC
Xilinx and Intel FPGAs

National supercomputing center (ICSC)



References

Website

Main - <https://bondmachine.fisgeo.unipg.it>

GitHub

Organization - <https://github.com/BondMachineHQ>

Main repo - <https://github.com/BondMachineHQ/BondMachine>

Examples - <https://github.com/BondMachineHQ/bmexamples>

Papers

Parallel Computing - <https://doi.org/10.1016/j.parco.2021.102873>

Conclusions

1 Introduction

The Challenge

2 The BondMachine project

Architectures handling

An example

Architectures molding

Bondgo

Basm

3 Machine Learning

ML with the BondMachine

CP as Neurons

Analysis and evaluation

4 Quantum Computing

QC with the BondMachine

Validation

5 Misc

Uses

Project timeline

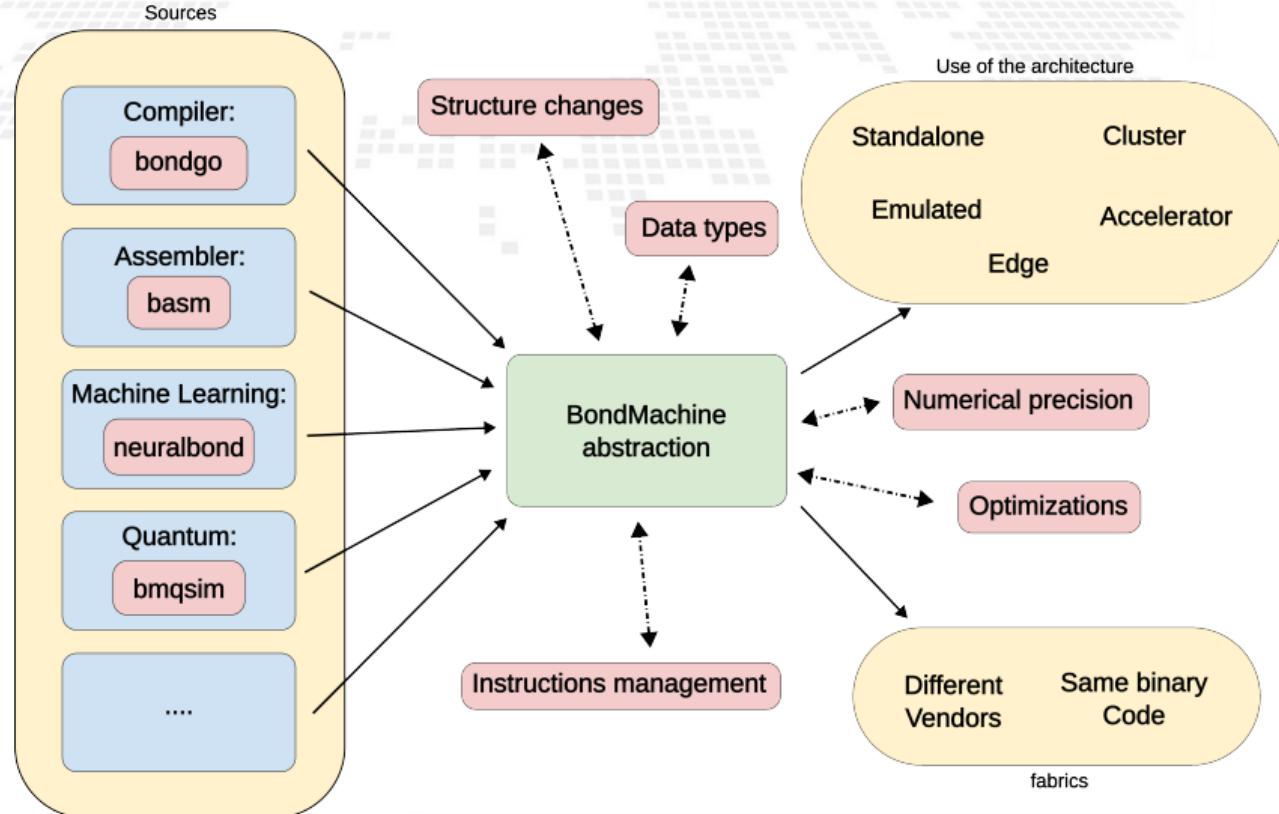
Supported boards

References

6 Conclusions

The Ecosystem

The Ecosystem in a nutshell



Conclusions

The BondMachine is a new kind of computing device made possible in practice only by the emerging of new re-programmable hardware technologies such as FPGA.

The result of this process is the construction of a computer architecture that is not anymore a static constraint where computing occurs but its creation becomes a part of the computing process, gaining computing power and flexibility.

Over this abstraction is it possible to create a full computing Ecosystem, ranging from small interconnected IoT devices to Machine Learning accelerators.



Acknowledgements:

website: <http://bondmachine.fisica.unipg.it>
code: <https://github.com/BondMachineHQ>
parallel computing paper: link
contact email: mirko.mariotti@unipg.it



Centro Nazionale di Ricerca in HPC,
Big Data and Quantum Computing

This work is partially supported by ICSC – Spoke 2 - Centro Nazionale di Ricerca in High Performance Computing, Big Data and Quantum Computing, funded by European Union – NextGenerationEU

- Terasic and Intel (InnovateFPGA)
- AMD/Xilinx (University Program)