

LAB06: Tiling on PULP

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Objective of the Class

Intro: Tiling

Tasks:

2D convolution in L1

2D convolution in L2

Layer Tiling

Programming Language: C

Lab duration: 3h

Assignment:

Time for delivery: 2 weeks

The class is meant to be interactive: coding together and on your own!

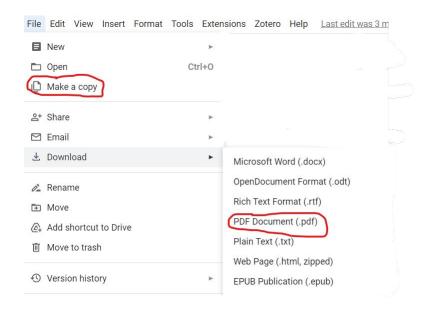
Deadline:

Dec 6th 2024

How to deliver the Assignment

You will deliver ONLY the GDOC assignment, no code

- Copy the google doc to your drive, so that you can modify it. (File -> make a copy)
- Fill the tasks on this google doc.
- Export to pdf format.
- Rename the file to: LAB<number_of_the_lesson>_APAI_<your_name>.pdf
- Use Virtuale platform to load ONLY your .pdf file





Opening the VM and VSCode

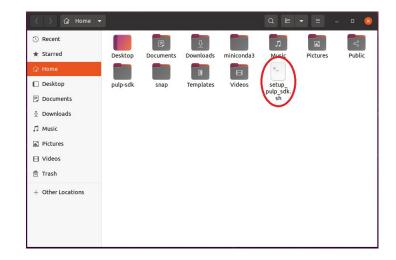
1. Open a terminal (right click – open a new terminal)

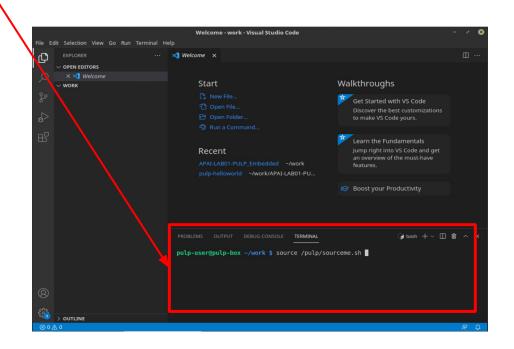
2. Open a text editor (For example "VSCode"):

Now you can use the integrated terminal (open with CTRL+J) to run your applications!

IMPORTANT: every time you open a new terminal to work on PULP, launch

\$ source setup_pulp_sdk.sh







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\$ code .

Getting Started

IMPORTANT: activate the pulp-sdk module file <u>every</u> time a new shell is open.

\$ source setup_pulp_sdk.sh

HOW TO RUN THE CODE:

```
$ git clone https://github.com/EEESlab/APAI24-LAB06-PULP-Tiling-part1
```

- \$ cd APAI24-LAB06-PULP-Tiling-part1
- \$ python parameters_generate.py --channels=1 --spatial_dimension=1
- \$ make clean all run





INTRO



TASK1: fit in L1

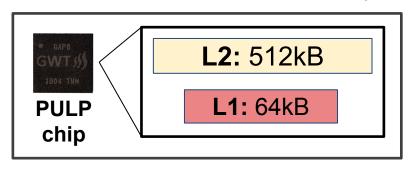
Case study: 1x1 conv2D

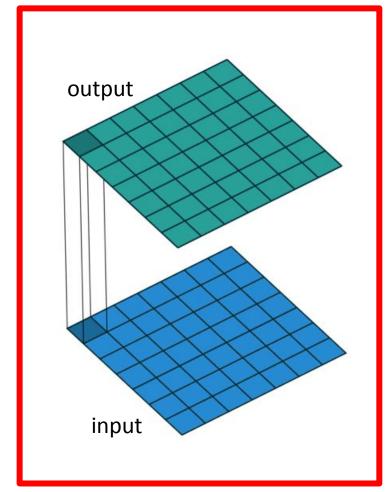
We tackle a 1x1 convolution with this sizes:

- Input = SPATIAL_DIM → defined by you
- Output = SPATIAL_DIM → defined by you
- Kernel = 1x1
- Stride = 1
- Padding = 0

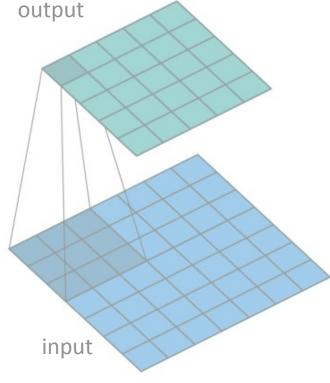
NB: with conv1x1 the spatial size between input and output does not change!

We want to fit into the L1 memory!









3x3 Convolution

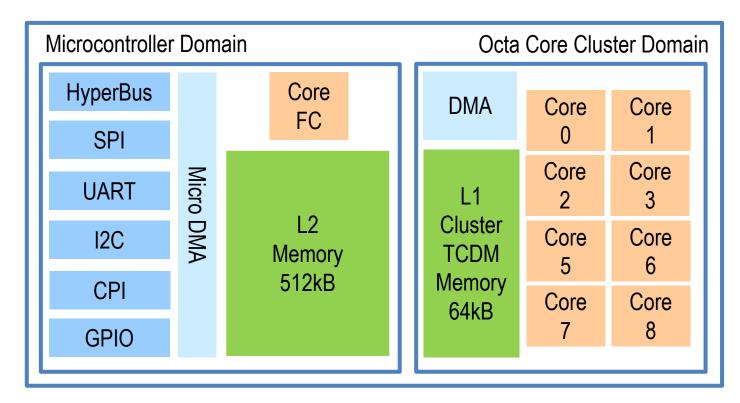
Used in lab04!



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8

PULP Platform: today we focus on the <u>8-cores cluster</u>



GitHub HW Project: https://github.com/pulp-platform/pulp

HW Documentation:

https://raw.githubusercontent.com/pulp-platform/pulp/master/doc/datasheet.pdf

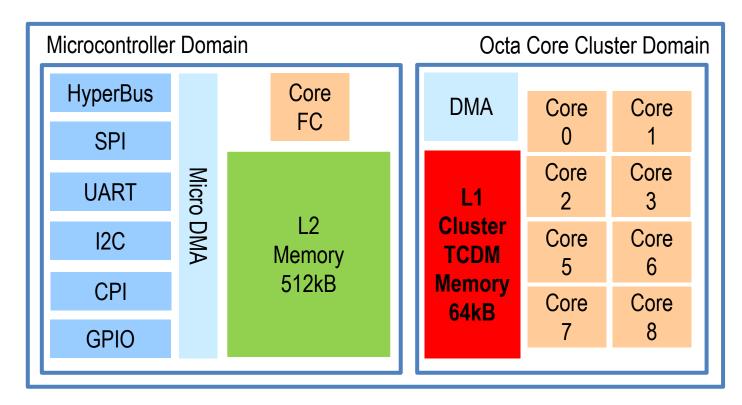
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• Cores: 1 + 8

- On-chip Memories
 - A level 2 Memory, shared among all cores
 - A level 1 Memory, shared by the 8-cores cluster
- cluster-DMA: A multi-channel 1D/2D DMA, controlling the transactions between the L2 and L1 memories
- micro-DMA: A smart, lightweight and completely autonomous DMA () capable of handling complex I/O scheme
 - **Bus+Peripherals:** HyperBus, I2S, CPI, timers, SPI, GPIOs, etc...

NB: this is the architecture you find on the nano-drone!

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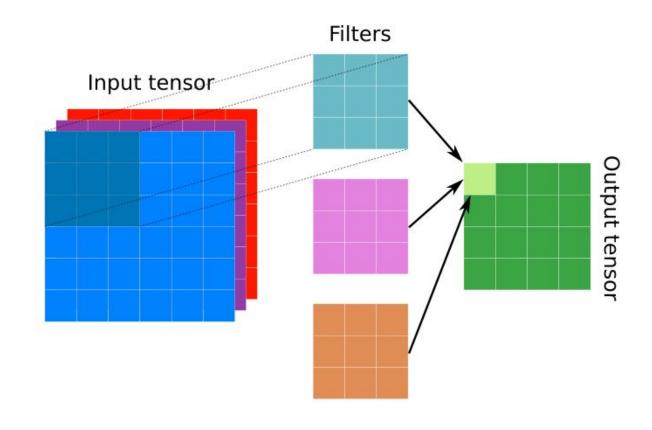
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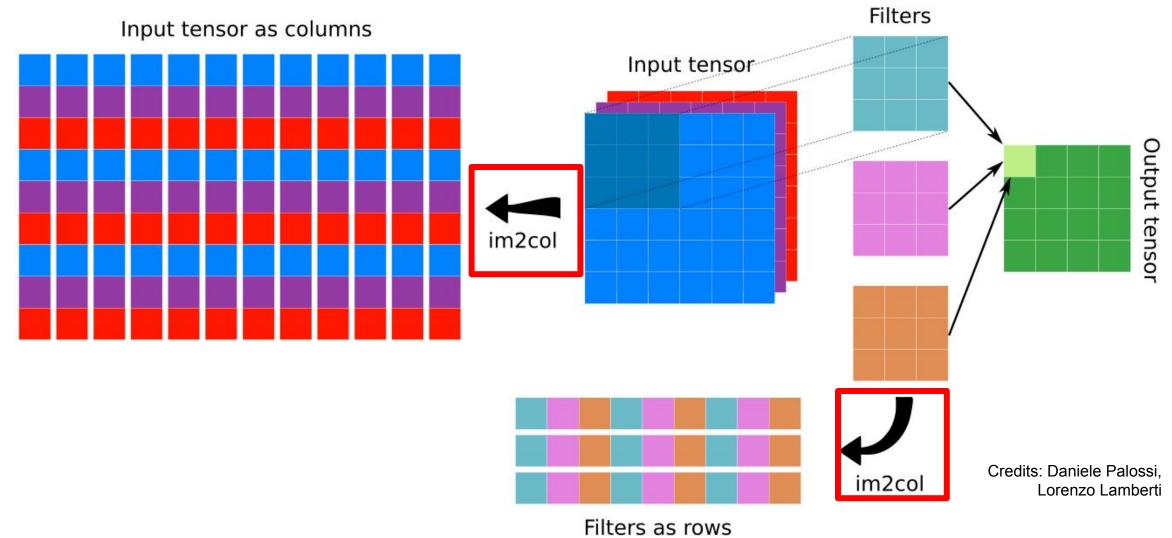
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Convolution Operation: naive

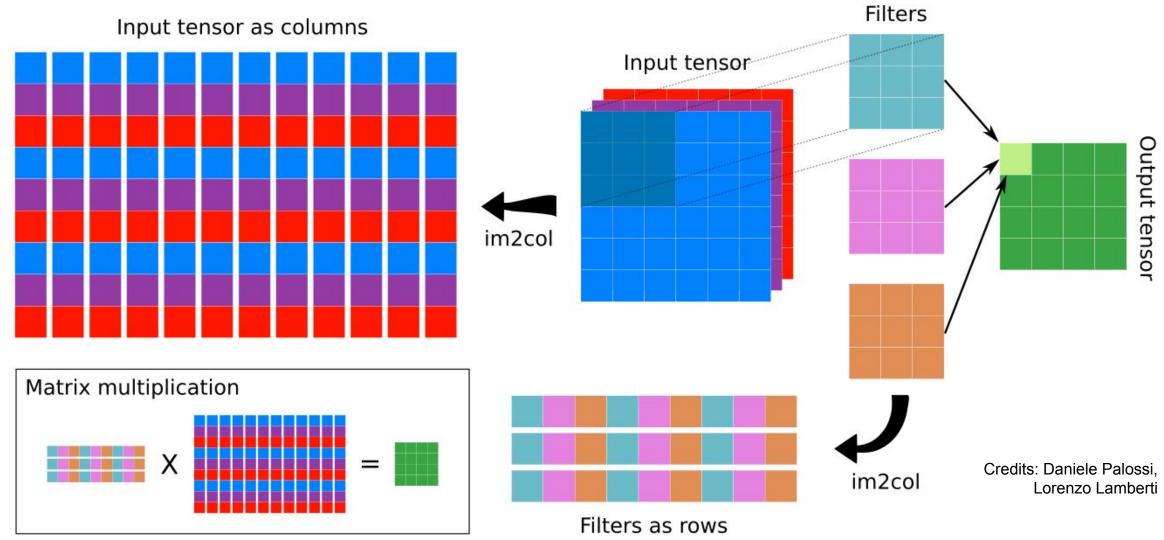


Credits: Daniele Palossi, Lorenzo Lamberti

Convolution Operation: im2col and MatMul



Convolution Operation: im2col and MatMul



EX1: find maximum dimensions of layers fitting L1 without tiling

Prerequisites:

source setup pulp sdk.sh

Run the code:

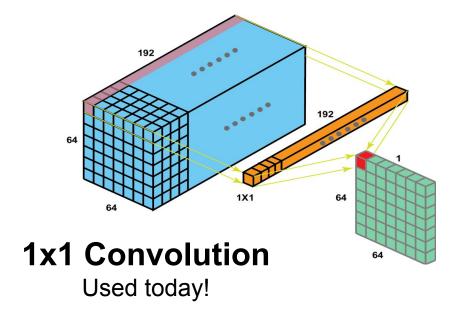
- \$ python3 parameters_generate.py --channels=<add_here> --spatial_dimension=<add_here>
- \$ make clean all run

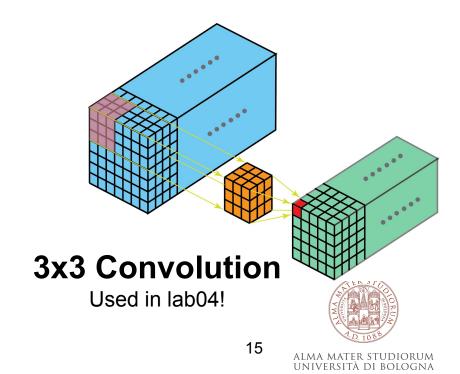
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```
#define EXERCISE1
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```







Exercise 1

L1 memory: $64kB = \frac{64000}{(consider 50KB + / - 2KB as Maximum)}$.

We must fit: input, kernel, output

Ch = 16

W, H = ?

Spatial dimension = W = H

Input size= W * H * Ch

Kernel_size= W_k * H_k * Ch_in * Ch_out = 1*1*16*16

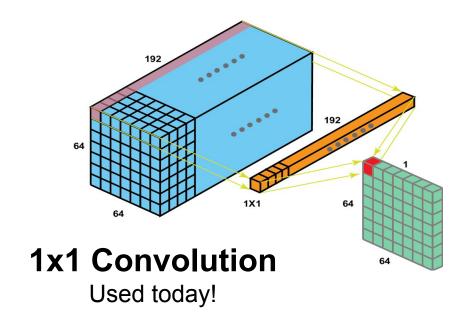
Output_size= W * H * Ch

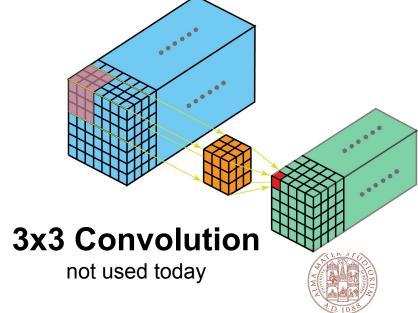
IM2COL size= 2 * 8 * W_k * H_k * Ch_in

We want to solve this: Input + kernel + output < L1

(W*H*16) + (16*16) + (W*H*16)= (W^2*16) + (16*16) + (W^2*16) < 52000

16 W² + 256 + 16 W² < 52000 32 W² < 52000 - 256







TASK2: fetch from L2

EX2: fetch data from L2

Run the code:

- \$ python3 parameters_generate.py --channels=<add_here> --spatial_dimension=<add_here>
- \$ make clean all run

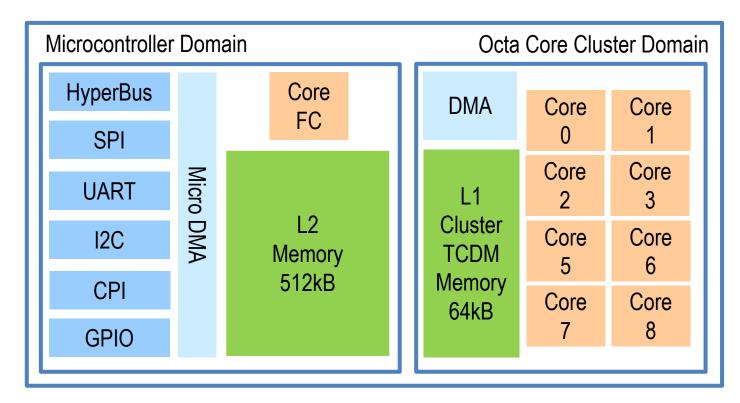
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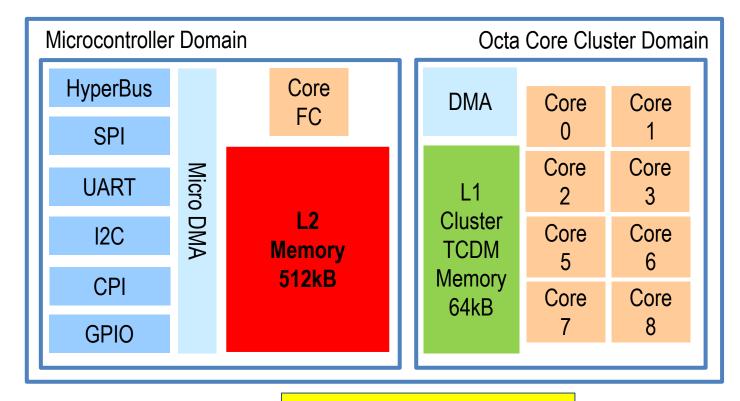
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PULP Platform: today we focus on the <u>8-cores cluster</u>



Slower access from cluster!!

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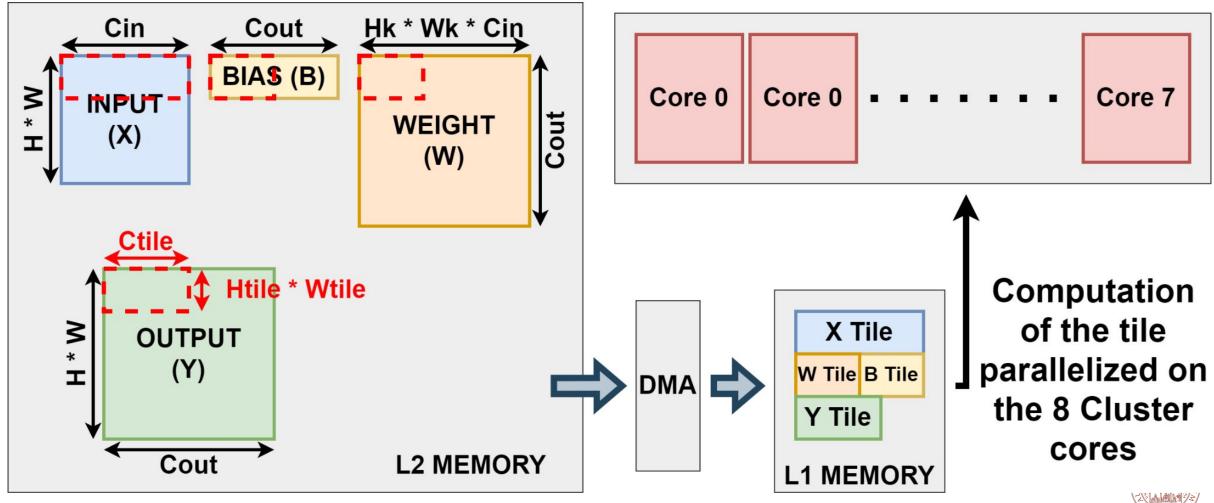
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TASK3: Tiling

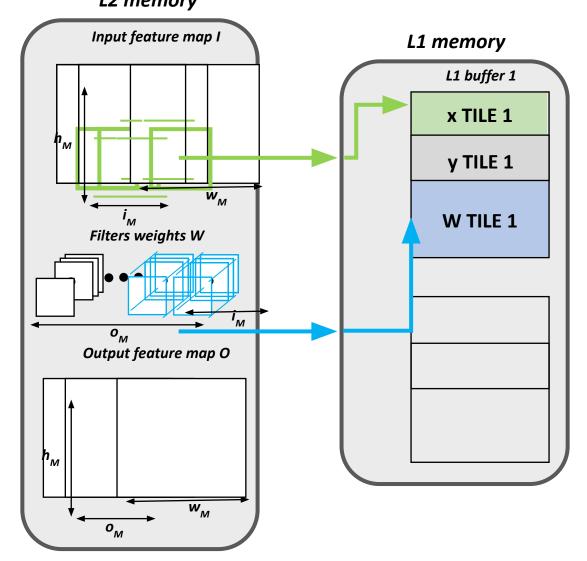


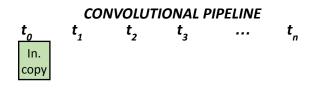
Tiling: for each output chunk (tile), bring to L1 only the portion of the input/weight tensors necessary to compute it, then move the result to L2 an go on with the next tile!





Tiling from L2 to L1

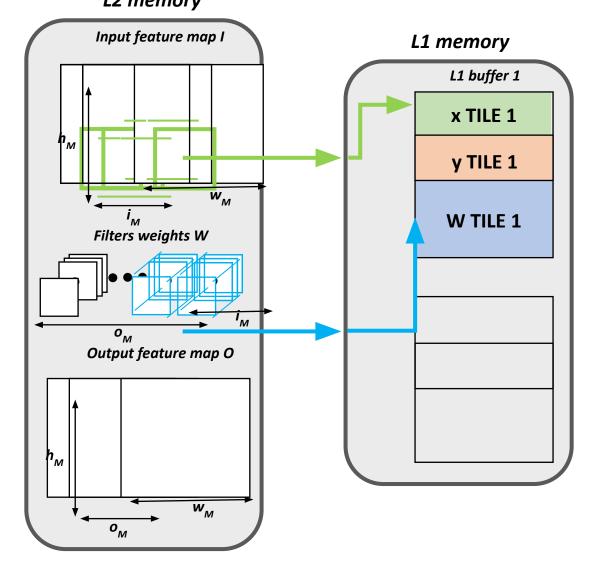


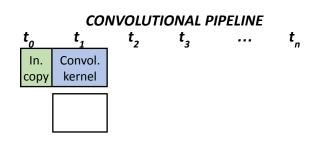






Tiling from L2 to L1



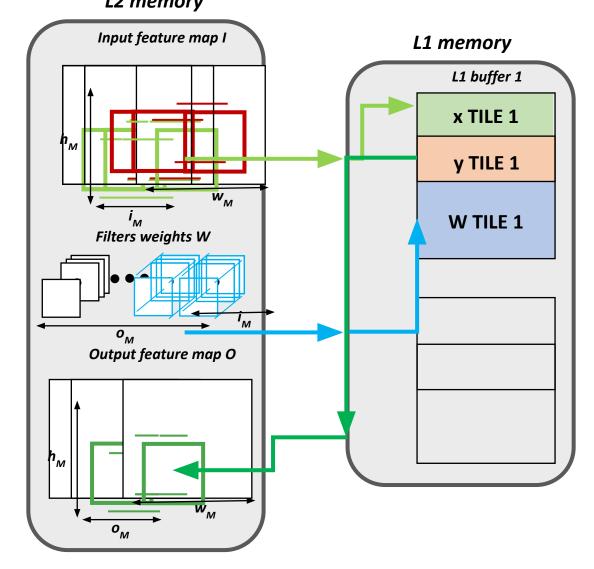


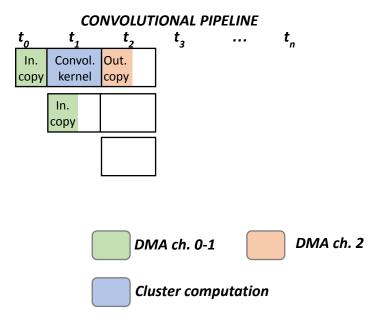






Tiling from L2 to L1







EX3: Tiling layer

Run the code:

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