

# 15: Hardware Pipelining II

ENGR 315: Hardware/Software CoDesign

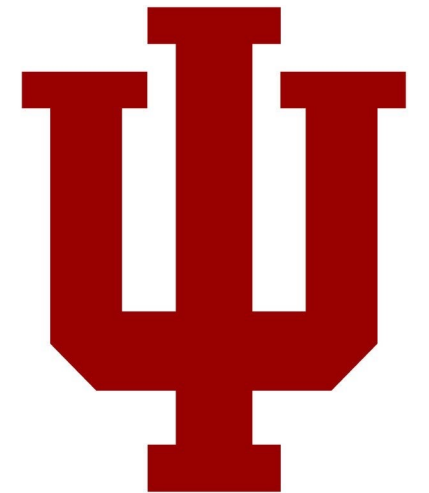
Andrew Lukefahr

Indiana University

Some material taken from:

[https://github.com/trekhleb/homemade-machine-learning/tree/master/homemade/neural\\_network](https://github.com/trekhleb/homemade-machine-learning/tree/master/homemade/neural_network)

<http://cs231n.github.io/neural-networks-1/>

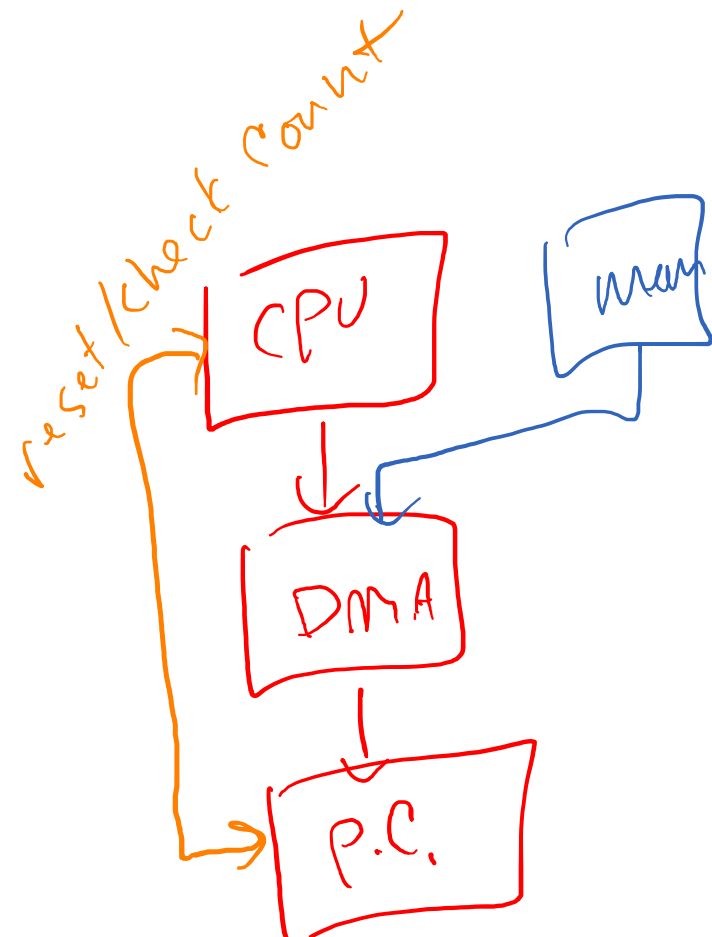


# Announcements

- P
- P6 is out ( I think)
- Exam in 3 weeks

# P5: Adds DMA + AXI-Stream to Popcount

- DMA
  - Add DMA engine to move data via AXI4-Full to AXI-Stream interface
- Popcount.sv:
  - Add AXI-Stream Interface
  - Keep AXI4-Lite Interface to read result



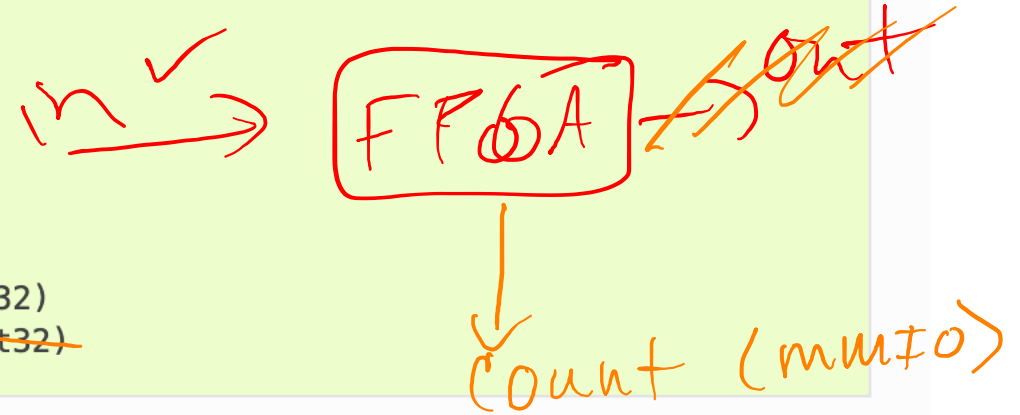
# Example DMA

[https://pynq.readthedocs.io/en/v2.6.1/pynq\\_libraries/dma.html](https://pynq.readthedocs.io/en/v2.6.1/pynq_libraries/dma.html)

```
import numpy as np
from pynq import allocate
from pynq import Overlay
```

```
overlay = Overlay('example.bit')
dma = overlay.axi_dma
```

```
input_buffer = allocate(shape=(5,), dtype=np.uint32)
output_buffer = allocate(shape=(5,), dtype=np.uint32)
```



```
for i in range(5):
    input_buffer[i] = i
```

```
dma.sendchannel.transfer(input_buffer)
dma.recvchannel.transfer(output_buffer)
dma.sendchannel.wait()
dma.recvchannel.wait()
```

Output buffer will contain: [0 1 2 3 4]

## P6 – DMA from C

1. Start the MM2S channel running by setting the run/stop bit to 1 (MM2S\_DMACR.RS = 1). The halted bit (DMASR.Halted) should deassert indicating the MM2S channel is running.

### 2. Skip

3. Write a valid source address to the MM2S\_SA register.
4. Write the number of bytes to transfer in the MM2S\_LENGTH register.  
The MM2S\_LENGTH register must be written last.

5. ~~Poll~~ MM2S\_DMASR.Idle bit for completion

Wait until  $\text{MM2S\_DMASR.Idle} = 1$

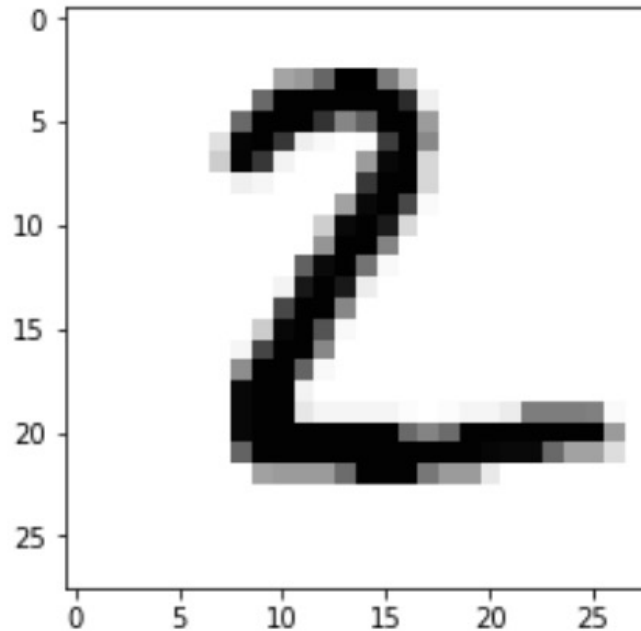
# P7+ Accelerate Machine Learning

- Goal: Accelerate reference neural network
- Harder, more open-ended projects
- Groups of 2 allowed.

# Simple Neural Network

=====  
Index: 0

Image:



→ ML Classification Result: 2 ←

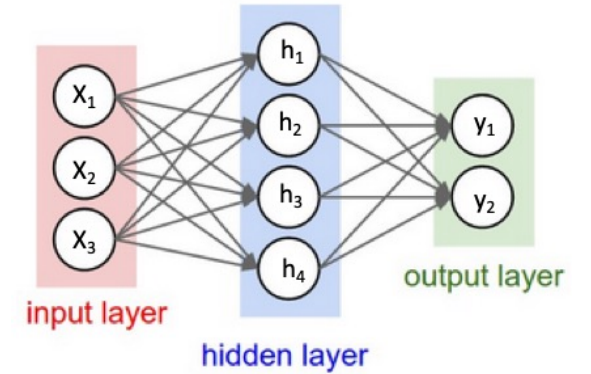
Real Value: 2

Correct Result: True

=====

- Takes in image of number
- Returns integer value
- How? artificial neural network

# Why Dot Product?



```
# forward-pass of a 3-layer neural network:  
f = lambda x: 1.0/(1.0 + np.exp(-x)) # activation function (use sigmoid)  
x = np.random.randn(3, 1) # random input vector of three numbers (3x1)  
h1 = f(np.dot(W1, x) + b1) # calculate first hidden layer activations (4x1)  
h2 = f(np.dot(W2, h1) + b2) # calculate second hidden layer activations (4x1)  
out = np.dot(W3, h2) + b3 # output neuron (1x1)
```



# Matrix Multiplication (Dot Product)

$$\begin{bmatrix} i_0 & i_1 \end{bmatrix} \times \begin{bmatrix} w_{00} & w_{10} & w_{20} \\ w_{01} & w_{11} & w_{21} \end{bmatrix} = \begin{bmatrix} o_0 & o_1 & o_2 \end{bmatrix}$$

$$o_0 = i_0 \cdot w_{00} + i_1 \cdot w_{01}$$

$$o_1 = i_0 \cdot w_{10} + i_1 \cdot w_{11}$$

$$o_2 = i_0 \cdot w_{20} + i_1 \cdot w_{21}$$

# Alternative Dot Computations

$$\begin{bmatrix} 0.1 & 0.2 \end{bmatrix} \times \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} = \begin{bmatrix} 0.9 & 1.2 & 1.5 \end{bmatrix}$$

$$0.1 \cdot 1 \quad 0.1 \cdot 2 \quad 0.1 \cdot 3 = \begin{bmatrix} 0.1 & 0.2 & 0.3 \end{bmatrix}$$

$$0.2 \cdot 4 \quad 0.2 \cdot 5 \quad 0.2 \cdot 6 = \begin{bmatrix} 0.8 & 1.0 & 1.2 \end{bmatrix}$$

1 input @ a time?

$$\begin{array}{rrr} \begin{bmatrix} 0.1 & 0.2 & 0.3 \end{bmatrix} \\ + \begin{bmatrix} 0.8 & 1.0 & 1.2 \end{bmatrix} \\ \hline 0.9 & 1.2 & 1.5 \end{array}$$

# Alternative Dot Computations

$$\begin{bmatrix} 0.1 & 0.2 \end{bmatrix} \times \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} = \begin{bmatrix} 0.9 & 1.2 & 1.5 \end{bmatrix}$$

round 1

$$\begin{bmatrix} 0.1 \cdot 1 & 0.1 \cdot 2 & 0.1 \cdot 3 \end{bmatrix} + \begin{bmatrix} 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0.1 & 0.2 & 0.3 \end{bmatrix}$$

round 2

$$\begin{bmatrix} 0.2 \cdot 4 & 0.2 \cdot 5 & 0.2 \cdot 6 \end{bmatrix} + \begin{bmatrix} 0.1 & 0.2 & 0.3 \end{bmatrix} = \begin{bmatrix} 0.9 & 1.2 & 1.5 \end{bmatrix}$$

Input		Weights		Output
[[0.1 0.2 0.3]]	.	[1. 2. 3. 4.]	=	[3.8000002 4.4
		[5. 6. 7. 8.]		5. 5.6000004]
		[ 9. 10. 11. 12.]		

# Alternative Dot

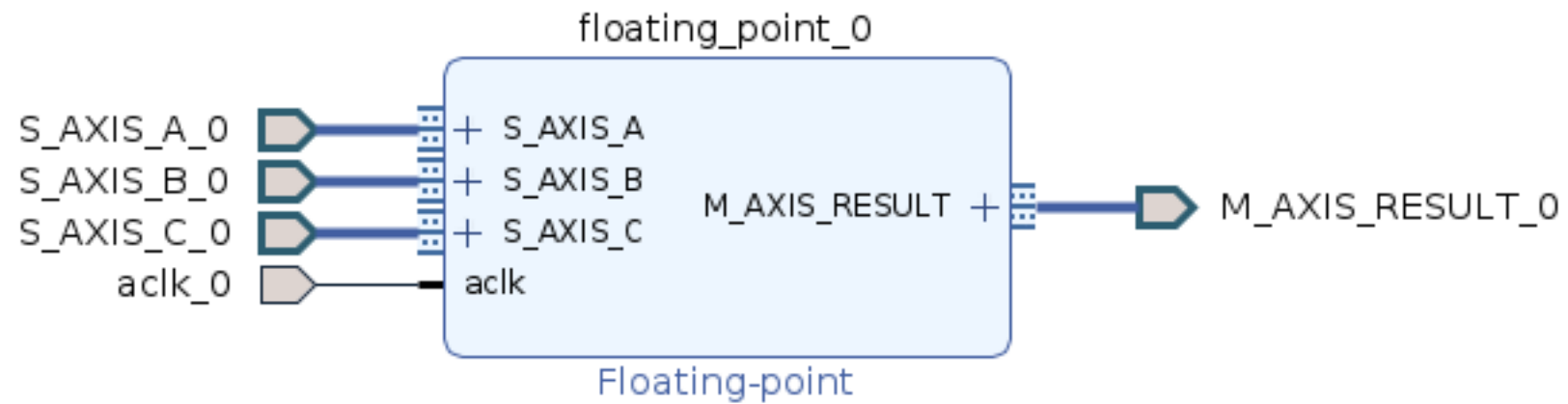
*# how its done in dot.sv*

```
def pydot(inputs, weights):
    inputs = inputs[0] # remove outer nesting
    outs = np.zeros(weights.shape[1], dtype=np.float32)
    for i in range(weights.shape[0]): # input length
        for j in range(weights.shape[1]): # output length
            outs[j] = outs[j] + weights[i][j] * inputs[i]
    return outs
```

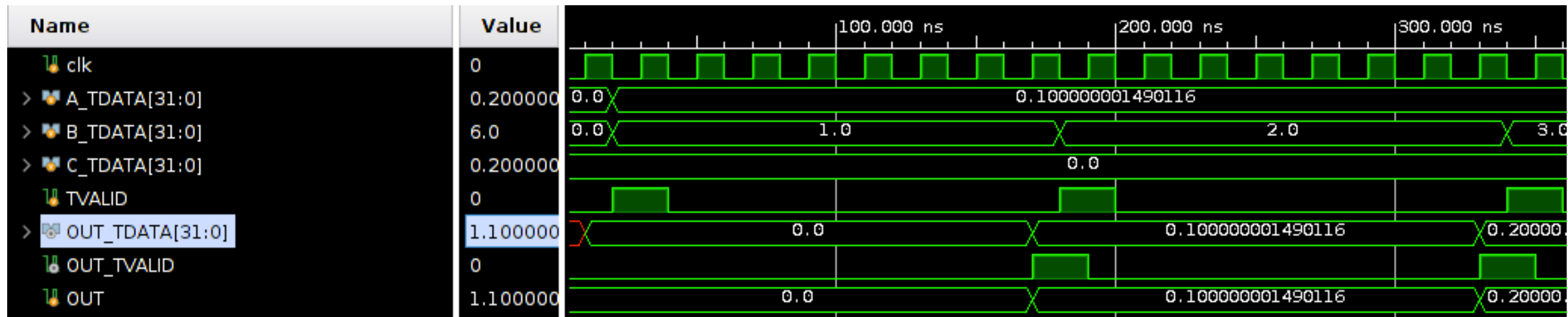
Inputs (Shape):  
(1, 3)  
Output (Shape):  
(1, 4)  
Weights (Shape):  
(3, 4)



# Hardware Dot Product



# Demo Time



# Floating-Point Multiply-Accumulate (FMAC)

- Math:  $a * b + c$   $\leftarrow$  8 cycles

# Floating-Point math takes 8 cycles.

- Floating-Point is complicated.
- How do we work around an 8 cycle latency?
- Pipelining!



# Pipelining

- FMAC takes 8 cycles for 1 value
  - But can accept a new value every cycle.
- 
- Latency: 8 cycles / value
  - Throughput: 1 value / cycle

# Latency vs. Throughput

- Latency: How long does an individual operation take?
- Throughput: How many operations can you complete in a given time?

# Pipelining

# Pipelined Dot Computations

$$\begin{bmatrix} 0.1 & 0.2 \end{bmatrix} \times \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} = \begin{bmatrix} 0.9 & 1.2 & 1.5 \end{bmatrix}$$

# Problems with Pipelined FMAC

Latency!

# Latency on Pipelined FMAC

- Solution: Stall at the end of a row.
- Drain the pipeline.

# Hardware Parallelism

- CPU: 1 Floating-Point Unit
- FPGA? 10 Floating-Point Units?  
20 ?  
100 ?

# Finding Parallelism

- Some some computation that doesn't depend on other computation's results
- Shared Inputs are OK.



Next Time: Can we use 2+ FMACs?



$$\begin{bmatrix} 0.1 & 0.2 & 0.3 \end{bmatrix} \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix} = \begin{bmatrix} 3.8 & 4.4 & 5 & 5.6 \end{bmatrix}$$

Option 1

Stopped here!

<u>Cycle</u>	fmac comp
0	$0.1 \cdot 1 + 0$
1	$0.1 \cdot 2 + 0$
2	$0.1 \cdot 3 + 0$
3	$0.1 \cdot 4 + 0$

<u>Cycle</u>	fmac 1
0	$0.1 \cdot 1 + 0$
1	$0.1 \cdot 3 + 0$

<u>fmac 2</u>
$0.1 \cdot 2 + 0$
$0.1 \cdot 3 + 0$

Option 2

→  $0.1 * 1 + 0$   
 $0.1 * 2 + 0$   
 $0.1 * 3 + 0$   
 $0.1 * 4 + 0$

$0.2 * 5 + 0$   
 $0.2 * 6 + 0$   
 $0.2 * 7 + 0$   
 $0.2 * 8 + 0$

reset pop-count in HW?  
→ reset w/ mmIO

$$\begin{bmatrix} 0.1 & 0.2 & 0.3 \end{bmatrix} \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix} = \begin{bmatrix} 3.8 & 4.4 & 5 & 5.6 \end{bmatrix}$$

$$\begin{bmatrix} 0 & 0 & 0 & 0 \end{bmatrix}$$

$$0.1 \cdot \begin{bmatrix} 1 & 2 & 3 & 4 \end{bmatrix} + \begin{bmatrix} 0 & 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0.1 & 0.2 & 0.3 & 0.4 \end{bmatrix}$$

$$0.2 \cdot \begin{bmatrix} 5 & 6 & 7 & 8 \end{bmatrix} + \begin{bmatrix} 0.1 & 0.2 & 0.3 & 0.4 \end{bmatrix} = \begin{bmatrix} 1.1 & 1.4 & 1.7 & 2.0 \end{bmatrix}$$

$$0.3 \cdot \begin{bmatrix} 9 & 10 & 11 & 12 \end{bmatrix} + \begin{bmatrix} 1.1 & 1.4 & 1.7 & 2.0 \end{bmatrix} = \begin{bmatrix} 3.8 & 4.4 & 5 & 5.6 \end{bmatrix}$$

# Parallelize Alternative Dot Computations?

$$\begin{bmatrix} 0.1 & 0.2 \end{bmatrix} \times \begin{bmatrix} 1 & 2 & 3 \\ 4 & 5 & 6 \end{bmatrix} = \begin{bmatrix} 0.9 & 1.2 & 1.5 \end{bmatrix}$$

$$\begin{bmatrix} 0 & 0 & 0 \end{bmatrix} \leftarrow \text{result}$$

$$0.1 \cdot \begin{bmatrix} 1 & 2 & 3 \end{bmatrix} + \begin{bmatrix} 0 & 0 & 0 \end{bmatrix} =$$

$$\begin{bmatrix} 0.1 & 0.2 & 0.3 \end{bmatrix} + \begin{bmatrix} 0 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0.1 & 0.2 & 0.3 \end{bmatrix} \leftarrow \text{temp result}$$

$$0.2 \cdot \begin{bmatrix} 4 & 5 & 6 \end{bmatrix} + \begin{bmatrix} 0.1 & 0.2 & 0.3 \end{bmatrix} =$$

$$\begin{bmatrix} 0.8 & 1.0 & 1.2 \end{bmatrix} + \begin{bmatrix} 0.1 & 0.2 & 0.3 \end{bmatrix} = \begin{bmatrix} 0.9 & 1.2 & 1.5 \end{bmatrix}$$

# Can we parallelize Dot?

```
# how its done in dot.sv
def pydot(inputs,weights):
    inputs = inputs[0] # remove outer nesting
    outs = np.zeros(weights.shape[1], dtype=np.float32)
    for i in range(weights.shape[0]): # input length
        for j in range(weights.shape[1]): # output length
            outs[j] = outs[j] + weights[i][j] * inputs[i]
    return outs
```

$$\begin{bmatrix} 0.1 & 0.2 & 0.3 \end{bmatrix} \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix} = \begin{bmatrix} 3.8 & 4.4 & 5 & 5.6 \end{bmatrix}$$



$$\begin{bmatrix} 0.1 & 0.2 & 0.3 \end{bmatrix} \begin{bmatrix} 1 & 2 & 3 & 4 \\ 5 & 6 & 7 & 8 \\ 9 & 10 & 11 & 12 \end{bmatrix} = \begin{bmatrix} 3.8 & 4.4 & 5 & 5.6 \end{bmatrix}$$

$$\begin{bmatrix} 0.1 & 0.3 \end{bmatrix} \begin{bmatrix} 1 & 2 & 3 & 4 \\ 9 & 10 & 11 & 12 \end{bmatrix} = \begin{bmatrix} 2.8 & 3.2 & 3.6 & 4 \end{bmatrix}$$

$$\begin{bmatrix} 0.2 \end{bmatrix} \begin{bmatrix} 5 & 6 & 7 & 8 \end{bmatrix} = \begin{bmatrix} 1 & 1.2 & 1.4 & 1.6 \end{bmatrix}$$


---



# Can we parallelize Dot?

```
# how its done in dot.sv
def pydot(inputs, weights):
    inputs = inputs[0] # remove outer nesting
    outs = np.zeros(weights.shape[1], dtype=np.float32)
    for i in range(weights.shape[0]): # input length
        for j in range(weights.shape[1]): # output length
            outs[j] = outs[j] + weights[i][j] * inputs[i]
    return outs
```

```
def par_pydot(inputs, weights):
    par_inputs = [inputs[:, ::2], inputs[:, 1::2]]
    par_weights = [weights[:, ::2, :], weights[:, 1::2, :]]

    par_outputs = [pydot(par_inputs[0], par_weights[0]),
                   pydot(par_inputs[1], par_weights[1])]

    outputs = par_outputs[0] + par_outputs[1]
    return outputs
```

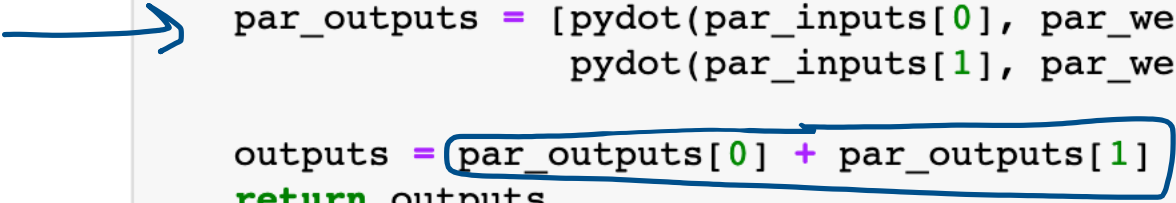
# Can we parallelize Dot?

```
# how its done in dot.sv
def pydot(inputs, weights):
    inputs = inputs[0] # remove outer nesting
    outs = np.zeros(weights.shape[1], dtype=np.float32)
    for i in range(weights.shape[0]): # input length
        for j in range(weights.shape[1]): # output length
            outs[j] = outs[j] + weights[i][j] * inputs[i]
    return outs
```

```
def par_pydot(inputs, weights):
    par_inputs = [inputs[:, ::2], inputs[:, 1::2]]
    par_weights = [weights[:, ::2, :], weights[:, 1::2, :]]

    par_outputs = [pydot(par_inputs[0], par_weights[0]),
                   pydot(par_inputs[1], par_weights[1])]

    outputs = par_outputs[0] + par_outputs[1]
    return outputs
```



# 19: Hardware Acceleration III

Engr 315: Hardware / Software Codesign  
Andrew Lukefahr  
*Indiana University*

