

SDAccel Flows

SDx 2018.2



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Objectives

> After completing this module, you will be able to:

- >> Distinguish between host application compilation and kernel compilation
- >> List three modes in which you can compile your application
- >> List application development flows

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Outline

- > Development Flows on AWS
- > SDAccel Build and Execution Methods
- > SDAccel Testing and Execution Modes
- > Project Creation and Reports
- > Summary
- > Lab Intro
- > Appendix

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AWS Developer Flows

- > **AWS provides all necessary tools in the cloud**
 - >> Run the tools on less expensive general AWS compute instances (e.g. C4/C5)
 - >> Use costlier F1 instance for hardware verification

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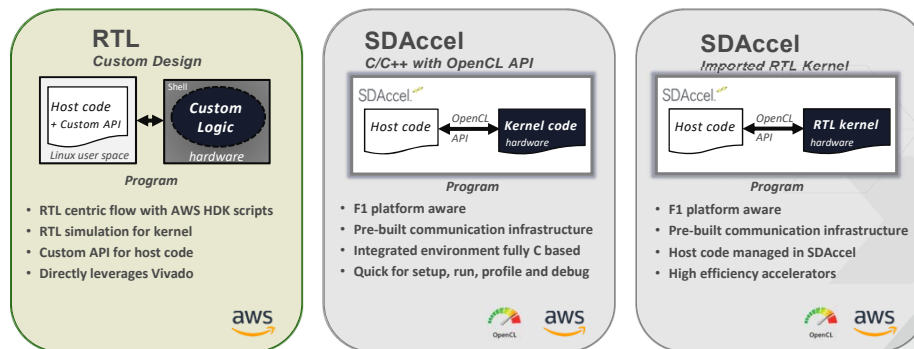
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AWS Developer Flows (2)

> F1 programs built with SDAccel (OpenCL) or from RTL/HLS kernels

>> SDAccel offers a combined host-kernel development flow



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AFI Creation Flow Overview

Kernel compilation needed to generate bitstream and AFI



Create SDAccel kernels from C/C++, OpenCL or RTL

Automatically generate the FPGA binary

Create the encrypted Amazon FPGA Image

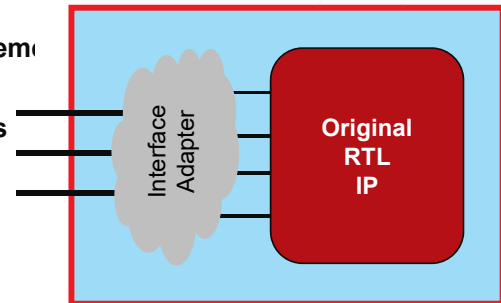
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Creating SDAccel Kernels from RTL IP (1/2)

- > Custom RTL IP must be packaged as SDAccel “Kernels”
- > Kernels must comply with SDAccel interface requirements
- > Kernels should be designed with performance goals in mind
 - >> Interface bandwidth
 - >> Memory accesses
 - >> Physical design and timing closure



RTL kernel
with SDAccel compliant interface

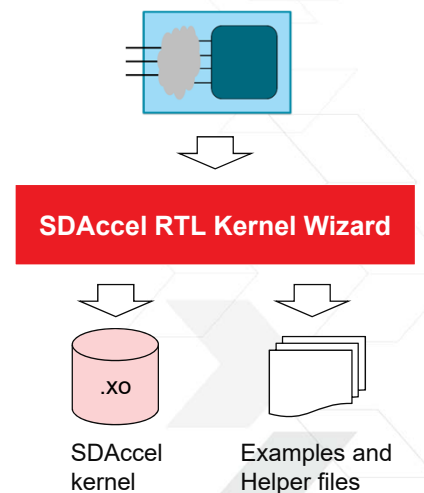
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Creating Kernels from RTL IP (2/2)

- > SDAccel RTL Kernel Wizard assists in packaging existing RTL IP as Kernels
- > Creates Kernel container file (XO file)
 - >> Kernel XML meta-data
 - >> RTL files
 - >> Vivado IP project
- > XO files are the key ‘building blocks’ used by SDAccel to assemble the final FPGA design



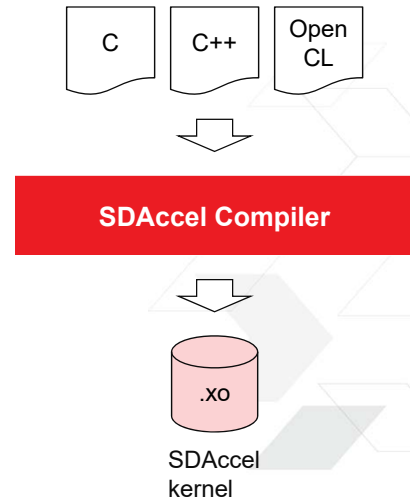
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Creating Kernels from C/C++, OpenCL (1/2)

- > Parallelizing compiler generates high-performance HW kernels from OpenCL, C, and C++
- > Advanced optimizations tuned for Xilinx FPGA devices
 - >> Memory partitioning
 - >> DSP block inferencing
 - >> Loop unrolling, loop pipelining
- > Creates HW kernel with necessary AXI interfaces
- > Automatically generates SDAccel .xo file



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Creating Kernels from C/C++, OpenCL (2/2)

- > Comprehensive language support
 - >> OpenCL 1.3 embedded profile
 - >> OpenCL 2.0 Pipes
 - >> OpenCL 2.0 Image Objects
- > N-dimensional kernel ranges
- > SIMD with vector types
- > Math library functions
- > Rich set of examples on [Github](#)

```

__kernel__ __attribute__((reqd_work_group_size(16,16,1)))
void mult(__global int* a,
          __global int* b,
          __global int* output)
{
    int r = get_local_id(0);
    int c = get_local_id(1);
    int rank = get_local_size(0);
    int running = 0;

    for(int index = 0; index < 16; index++){
        int aIndex = r*rank + index;
        int bIndex = index*rank + c;
        running += a[aIndex] * b[bIndex];
    }
    output[r*rank + c] = running;
    return;
}
  
```

OpenCL matrix multiplication example

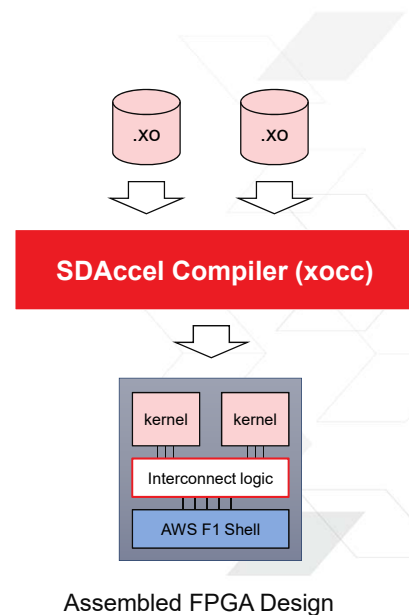
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Compiling the Platform (1/2)

- > The SDAccel compiler assembles the FPGA design
- > Automatically instantiates the kernels and F1 shell
- > Automatically generates DDR interfaces and interconnect logic
- > Makes all the necessary connections



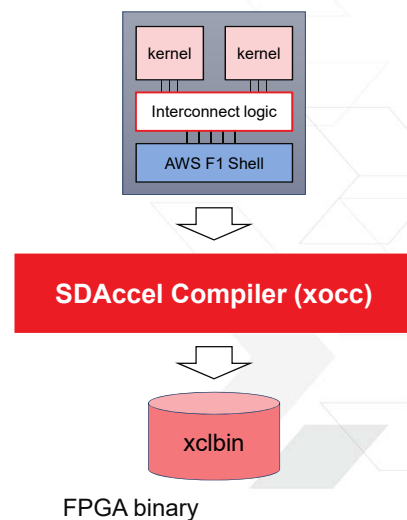
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Compiling the Platform (2/2)

- > SDAccel runs synthesis and place & route on assembled FPGA design
- > Generates FPGA binary (.xclbin)
- > Multiple iterations might be required to meet timing goals
- > For best results, Kernels should be designed with recommendations from the *UltraFast Design Methodology Guide for the Vivado Design Suite*



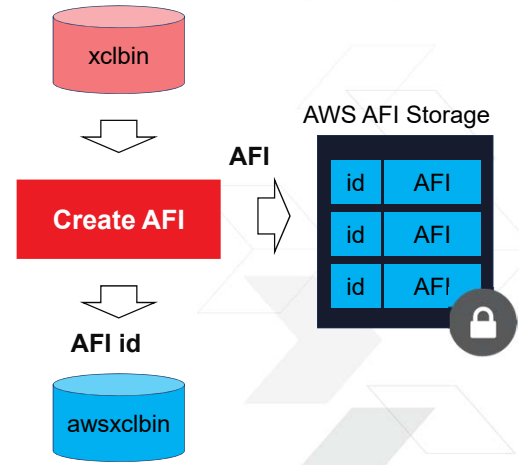
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Creating an Amazon FPGA Image

- > Xclbin is converted to an encrypted Amazon FPGA Image (AFI)
- > AFIs are created and securely stored by an AWS backend service
- > Distributable awsxclbin only contains the AFI id
- > AFI id is used at runtime to download the AFI from the Vault into the FPGA
- > Application developers have no access to acceleration RTL IP

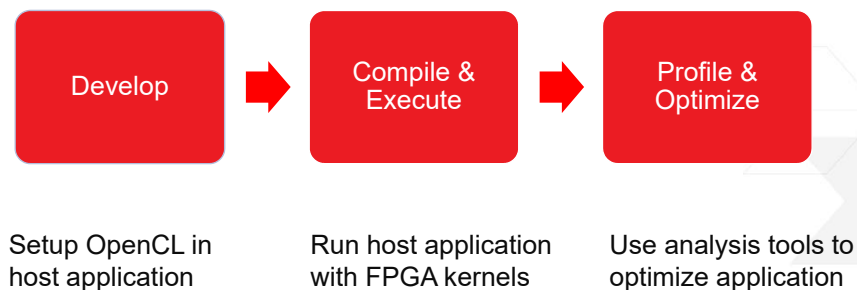


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Host Application Development Flow Overview



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Developing Application Code

- > Application written in C/C++, compiled with GCC
- > OpenCL API used to communicate with FPGA
- > OpenCL runtime and AWS drivers enable the communication with the FPGA hardware
- > Host Application can take many forms
 - >> Standalone executable
 - >> Plugin, shared lib, etc...
 - >> Server for client-server system

User Application Code

```

010101010111010101010
FPGA Setup
010101010101110101010
101000111100101001111
Kernel Execution
101010100100100101010
110001100010101110001
101010100011010101110
101101111100011110000
Kernel Execution
001000000101010101110
010001001001010001100
Kernel Execution
101010110101010101010
FPGA Release
0101010010101010101
  
```



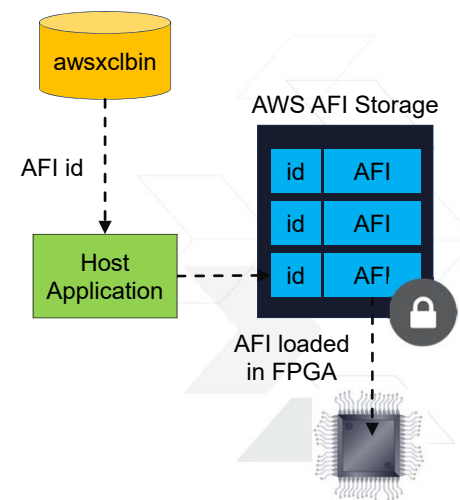
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Executing with the Amazon FPGA Image

- > Host application loads the AFI-id from the awsxcclbin metadata
- > Host application contacts the AWS storage with the AFI-id
- > Backend service downloads the AFI into the FPGA
- > Host application can dynamically swap and replace AFIs during runtime



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SDAccel Build and Execution Methods



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Build and Execution Methods and Modes

- > **SDAccel supports two methods to build and execute applications**
 - >> Makefile flow
 - >> GUI flow
- > **Both methods require some environments setup**
- > **Both methods go through fundamental steps of compilation**
- > **SDAccel supports application compilation, testing, and execution in three modes**
 - >> SW Emulation
 - >> HW Emulation
 - >> System

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Environment Setup

> AWS

```
source /opt/xilinx/rte/setup.sh
source /opt/Xilinx/SDx/2018.2.op2258646/settings64.sh
```

> To get the list of locally supported DSAs

```
>> xocc -list xdevices
```

> AWS

```
xilinx:aws-vu9p-f1-04261818-dynamic_5_0
```

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Compilation

> Two parts

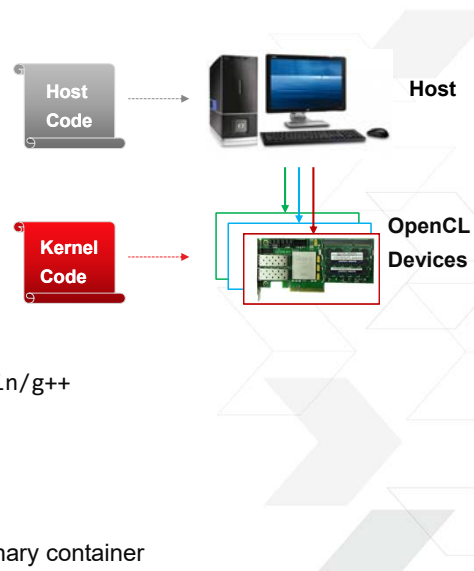
- >> **Host:** g++ / gcc compiler
xcpp (2018.2)
- >> **Kernel:** xocc - Xilinx specific

> g++/gcc compiler: v 4.8.5

- >> Delivered with SDAccel
- <SDx_install_dir>/Vivado_HLS/lnx64/tools/gcc/bin/g++
- >> To get complete version : g++ --version
- >> Automatically used by SDAccel setup

> xocc compiler

- >> Goal: to compile Kernels and store them in **XCLBIN** binary container



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SDAccel Testing and Execution Modes



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SDAccel Testing and Execution Modes

CPU Emulation	Hardware Emulation	Hardware Execution
Host application runs with a C/C++ or OpenCL model of the Kernels	Host application runs with a simulated RTL model of the Kernels	Host application runs with actual FPGA implementation of the Kernels
Confirm functional correctness of the system	Test the host / kernel integration, get performance estimates	Confirm system runs correctly and with desired performance
Fastest turnaround time	Best debug capabilities	Accurate performance results

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Project Creation and Reports



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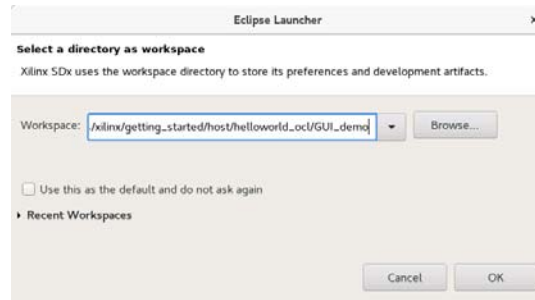
Project Creation Flow

- > Identify workspace
- > Select platform
- > Create a project using predefined template, or empty project and importing source files
- > Run software and hardware emulations, and eventually full system build

Invoke SDAccel and Identify Workspace

> Invoke SDAccel in GUI mode by typing `sdx` at the terminal prompt

- >> The workspace selection dialog box will appear
- >> Browse to desired directory and click Select
- >> Clicking OK will create a directory



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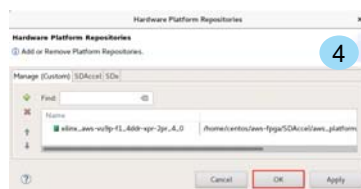
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Select Custom Platform

> Click on the Add Custom Platform link

- 1 The *Hardware Platform Repositories* form will be displayed
- 2 Click on the **Plus** sign
- 3 Browse to SDAccel/aws-platform/Xilinx-aws-vu9p-f1-04261818_dynamic_5_0 and click **OK**
- 4 Click **Apply** and **OK** again



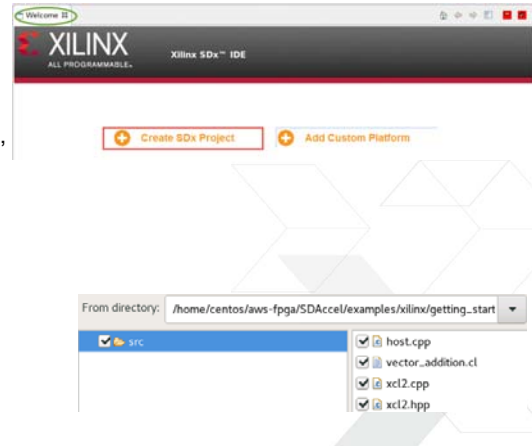
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Create a Project and Import Source Files

- > **Click on the Create SDx Project link**
 - >> Enter a project name in the *Project name* field and click **Next**
 - >> Observe the selected hardware platform, click **Next**
 - >> Observe System configuration and Runtime language, click **Next**
 - >> Select *Empty Application* and click **Finish**
 - You can add the source file after the project is created
- > **Right-click on *src* in the project explorer and select import**
 - >> Select **General > Filesystem** and then click on **Next**
 - >> Browse to the source file directory and click **OK**
 - >> Select the necessary files
 - >> Click **Finish**
 - The files will be imported under the *src* folder



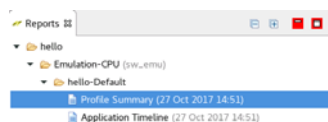
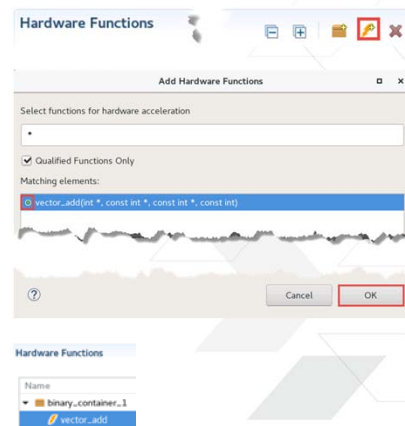
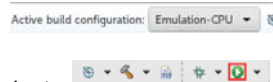
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Software Emulation

- > **Select function(s) to be accelerated**
 - >> Click on the button to see functions defined in the design
 - Notice in this example *vector_add* is the only function selected
 - Click **OK**
 - Notice that the function is added for acceleration
- > **Notice that by default Emulation-SW (software) is selected**
- > **Click on the *Run* button**
 - >> This will build (compile) the project and run it
- > **A new tab, Reports, will be created**



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Hardware Emulation Run Reports – Profile Summary

Top Operations

Kernels & Compute Units

Data Transfers

OpenCL APIs

▼ Top Data Transfer: Kernels and Global Memory

Device	Compute Unit	Number Of Transfers	Average Bytes per Transfer	Transfer Efficiency (%)	Total Data Transfer (MB)	Total Write (MB)	Total Read (MB)	Total Transfer Rate (MB/s)
xilinx_aws-vu9p-f1-04261818_dynamic_5_0-0	All	1536	64.000	1.563	0.098	0.033	0.066	1945.61

▼ Top Kernel Execution

Kernel Instance Address	Kernel	Context ID	Command Queue ID	Device	Start Time (ms)	Duration (ms)	Global Work Size	Local Work Size
0x2345b10	krnl_vadd	0	0	xilinx_aws-vu9p-f1-04261818_dynamic_5_0-0	1.28E-4	0.051	1:1:1	1:1:1

▼ Top Memory Writes: Host and Device Global Memory

Buffer Address	Context ID	Command Queue ID	Start Time (ms)	Duration (ms)	Buffer Size (KB)	Writing Rate (MB/s)
0x0	0	0	887.346	N/A	32.768	N/A

▼ Top Memory Reads: Host and Device Global Memory

Buffer Address	Context ID	Command Queue ID	Start Time (ms)	Duration (ms)	Buffer Size (KB)	Reading Rate (MB/s)
0x8000	0	0	15578.300	N/A	16.384	N/A

Top Operations

Kernels & Compute Units

Data Transfers

OpenCL APIs

▼ Kernel Execution (includes estimated device times)

Kernel	Number Of Enqueues	Total Time (ms)	Minimum Time (ms)	Average Time (ms)	Maximum Time (ms)
krnl_vadd	1	0.051	0.051	0.051	0.051

▼ Compute Unit Utilization (includes estimated device times)

Device	Compute Unit	Kernel	Global Work Size	Local Work Size	Number Of Calls	Total Time (ms)	Minimum Time (ms)	Average Time (ms)	Maximum Time (ms)
xilinx_aws-vu9p-f1-04261818_dynamic_5_0-0	krnl_vadd_1	krnl_vadd	1:1:1	1:1:1	1	0.051	0.051	0.051	0.051

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Hardware Emulation Run Reports – Profile Summary (2)

Top Operations

Kernels & Compute Units

Data Transfers

OpenCL APIs

▼ Data Transfer: Host and Global Memory

Context: Number of Devices	Transfer Type	Number Of Transfers	Transfer Rate (MB/s)	Average Bandwidth Utilization (%)	Average Size (KB)	Total Time (ms)	Average Time (ms)
context0:1	READ	1	N/A	N/A	16.384	N/A	N/A
context0:1	WRITE	1	N/A	N/A	32.768	N/A	N/A

▼ Data Transfer: Kernels and Global Memory

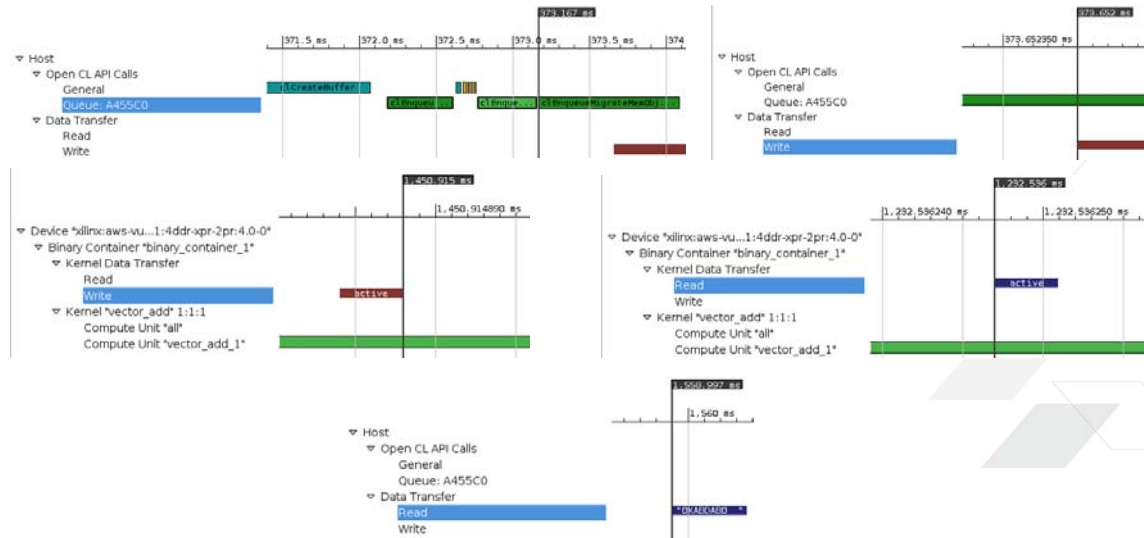
Device	Compute Unit/Port Name	Kernel Arguments	DDR Bank	Transfer Type	Number Of Transfers	Transfer Rate (MB/s)	Average Bandwidth Utilization (%)	Average Size (KB)
xilinx_aws-vu9p-f1-04261818_dynamic_5_0-0	All	All	0	READ	1024	1297.070	11.259	0.064
xilinx_aws-vu9p-f1-04261818_dynamic_5_0-0	All	All	0	WRITE	512	648.537	5.630	0.064

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Hardware Emulation Run Reports – Application Timeline



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Hardware (System) Build

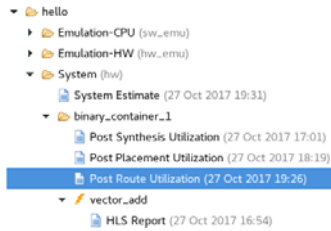
- > Select the System mode by clicking on the drop-down button
- > Right-click on the project folder and select Clean Project
- > Click on the **Run** button
- > When run is completed, click through various reports (next slide)
- > Select File > Exit to close the GUI
- > Next create an AFI image
- > Run the application

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Hardware (System) Build Reports



Report name: Utilization
Project name: hello
Created: 27 Oct 2017 19:26

Name	LUT	LUTMem	REG	BRAM	URAM	DSP
Platform	290598	39795	378071	545	0	12
▼ User Budget	891170	552045	1985465	1615	960	6828
Used Resources	3529	1538	3484	2	0	0
Unused Resources	887641	550507	1981981	1613	960	6828
▼ vector_add (1)	3529	1538	3484	2	0	0
vector_add_1	3529	1538	3484	2	0	0

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Report name: System Estimate
Project name: hello
Created: 27 Oct 2017 19:31

```

1-----
2Version:      xocc v2017.1.sdx (64-bit)
3Build:        SW Build 1933108 on Fri Jul 14 11:54:19 MDT 2017
4Copyright:    Copyright 1986-2017 Xilinx, Inc. All Rights Reserved.
5Created:      Fri Oct 27 19:31:31 2017
6-----
7
8-----
9Design Name:      binary_container_1
10Target Device:    xilinx:aws-vu9p-fl14ddr-xpr-2pr:4.0
11Target Clock:     250MHz
12Total number of kernels: 1
13-----
14
15Kernel Summary
16Kernel Name  Type  Target      OpenCL Library  Compute Units
17-----
18vector_add_1  clc   fpga0:OCL_REGION_0  binary_container_1  1
19-----
20
21OpenCL Binary:    binary_container_1
22Kernels mapped to: clc_region
23-----
24
25Timing Information (MHz)
26Compute Unit  Kernel Name  Module Name  Target Frequency  Estimated Frequency
27-----
28vector_add_1  vector_add  vector_add   250               342.465759
29-----
30
31Latency Information (clock cycles)
32Compute Unit  Kernel Name  Module Name  Start Interval  Best Case  Avg Case  Worst Case
33-----
34vector_add_1  vector_add  vector_add   undef          undef      undef      undef
35-----
36
37Area Information
38Compute Unit  Kernel Name  Module Name  FF  LUT  DSP  BRAM
39-----
40vector_add_1  vector_add  vector_add   2317 3895 0 4
41-----
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```

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Summary

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Summary

- > Host application compilation is done through Gcc compiler generating .exe file that runs on a host (x86) CPU
- > Kernels are compiled using xocc compiler, and Vivado place and route is used to generate xclbin file
- > Emulation-SW, Emulation-HW, and System are the three modes in which you can compile your application
- > SDAccel supports both Makefile and GUI development methods

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Lab Intro



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Lab Intro

- > In this lab you will use one of the application templates available in SDAccel to create a project using the GUI flow. You will use one function as a target kernel and build the design. You will go through all three build modes to test the functionality
- > You will review HLS report for the generated kernel and the system estimate report for the entire system
- > You will perform profile and timing analysis for both Emulation-HW and System builds

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Appendix



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Host Compilation

> Host compilation is required to generate executable file

```
CXX = xcpp
# HOST Sources and Host Executable files
HOST_EXE = host.exe
HOST_SRC_CPP = ../src/host_1.cpp      ../src/common_help_functions.cpp
HOST_SRC_H = ../src/host_kernel_def.h ../src/common_help_functions.h
# Runtime Libraries
OPENCL_INC = $(XILINX_SDX)/runtime/include/1_2
OPENCL_LIB = $(XILINX_SDX)/runtime/lib/x86_64
# Compilation
.PHONY: all
all: compile
compile: $(HOST_EXE)
$(HOST_EXE): $(HOST_SRC_CPP) $(HOST_SRC_H)
    $(CXX) -lOpenCL -I$(OPENCL_INC) -L$(OPENCL_LIB) -o $@ $(HOST_SRC_CPP)
```

Compilation
against ICD* file

\$ make -f ../make_files/make_file_compile.mk all ➔ host.exe

ICD* = Installable Client Driver

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ICD File

> ICD – Installable Client Driver

- >> Enables Host code to work with platforms from Multiple Vendors
- >> xilinx.icd file – should be located in /etc/OpenCL/vendors
 - Should contain this line
libxilinxopencl.so
- >> Automatically created by running **install.sh** generated by **xbinst**
- >> You may create it manually using **sudo** mode

Note: if xilinx.icd file does not exist and you do not have permission to create it (ex: Xilinx machines) replace **-lOpenCL** by **-lxilinxopencl** in Makefile

> **Note: SDx GUI does not use ICD yet.**

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Kernel Compilation

> Two Modes:

>> Build mode

- Single xocc command generates XCLBIN file
- Convenient to use when all kernels are located in a single file

>> Compilation / Link mode

- Two Commands used to generate XCLBIN
 - `xocc --compile`
 - `xocc --link`
- Convenient to use when working
 - With multiple Kernel files
 - Need to compile only a subset of kernels
- SDx GUI uses this mode

> Kernel compilation needed to generate bitstream and AFI

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Kernel Compilation – SW Emulation

```
XOCC = xocc
DEVICE = xilinx:xil-accel-rd-ku115:4ddr-xpr:4.0
TARGET = sw_emu
```

```
# Kernel Source and XCLBIN files
XCLBIN = kernels.${TARGET}.xclbin
KERNEL_SRC_CL = ../src/K_ALL.cl
```

```
# Compilation
```

```
.PHONY: all
all: compile
```

```
compile: $(XCLBIN)
```

```
$(XCLBIN): $(KERNEL_SRC_CL)
```

```
$(XOCC) -t $(TARGET) --platform $(DEVICE) -o $@ $(KERNEL_SRC_CL)
```

Build mode

Tip: naming convention helps to store XCLBINs for all targets

-t : defines compile target
 sw_emu: SW emulation
 hw_emu: Hardware emulation
 hw: Hardware

```
$ make -f ../make_files/make_file_compile.mk all ➔ kernels.sw_emu.xclbin
```

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