

# High Level Synthesis of a trained CNN for handwritten digit recognition

Federico Serafini

`federico.serafini@studenti.unipr.it`

Embedded Systems

Università degli Studi di Parma

12/07/2022

# Outline

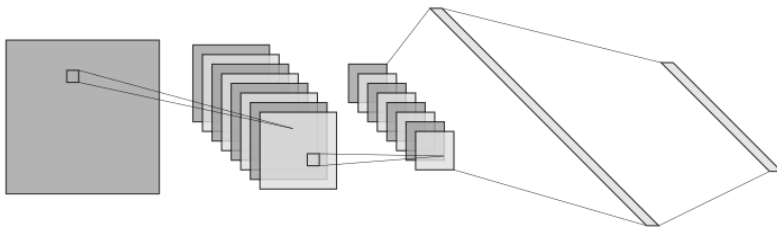
- 1 Introduction
- 2 SW Implementation
- 3 High Level Synthesis
- 4 Results and Verification
- 5 Conclusions

# Basic concepts

## Convolutional Neural Network (CNN)

Neural network with a special architecture that is able to detect spatial structures (features) of the input:

- widely used in image-recongnition problems;
- highly-parallelizable algorithm.



# Basic concepts

## A single and ambitious objective

Overtake C performances through HW parallelism!

## Workflow

- ① Python:
  - ① model definition, training and evaluation;
  - ② export of (trained) network weights and architecture.
- ② C: replication of the network.
- ③ Vitis HLS:
  - ① naive approach (high level synthesis of basic C);
  - ② stream and dataflow approach.
- ④ Verification.

# Model definition and evaluation in Python

padding_layer_input	input:	[(None, 28, 28, 1)]
InputLayer		
float32	output:	[(None, 28, 28, 1)]

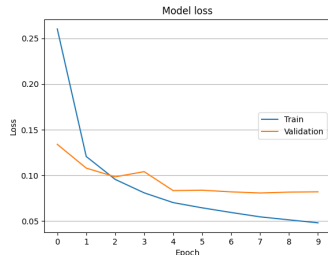
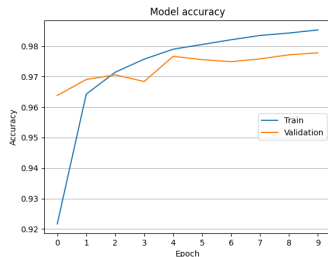
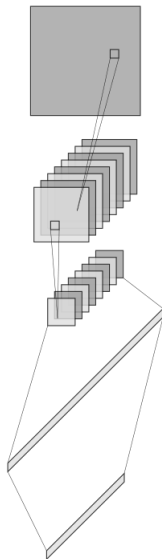
padding_layer	input:	(None, 28, 28, 1)
ZeroPadding2D		
float32	output:	(None, 30, 30, 1)

convolution_layer	input:	(None, 30, 30, 1)
Conv2D	relu	
float32	output:	(None, 28, 28, 8)

max_pooling_layer	input:	(None, 28, 28, 8)
MaxPooling2D		
float32	output:	(None, 14, 14, 8)

flatten_layer	input:	(None, 14, 14, 8)
Flatten		
float32	output:	(None, 1568)

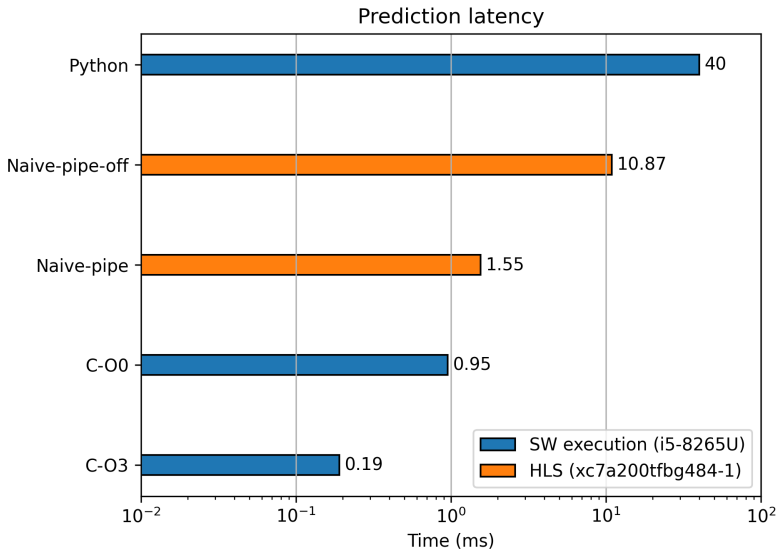
dense_layer	input:	(None, 1568)
Dense	softmax	
float32	output:	(None, 10)



# Network replication in C

```
1 void cnn
2 (
3     float img_in      [IMG_ROWS][IMG_COLS],
4     float prediction [DIGITS]
5 )
6 {
7     /***** Normalization and padding. *****/
8     float pad_img [PAD_IMG_ROWS][PAD_IMG_COLS] = { 0 };
9     normalization_and_padding(img_in, pad_img);
10
11     /***** Convolution layer. *****/
12     float features [FILTERS][IMG_ROWS][IMG_COLS] = { 0 };
13     // Convolution with relu as activation function.
14     convolutional_layer(pad_img, features);
15
16     /***** Max-pooling layer. *****/
17     float pool_features [FILTERS][POOL_IMG_ROWS][POOL_IMG_COLS] = { 0 };
18     max_pooling_layer(features, pool_features);
19
20     /***** Flatten layer. *****/
21     float flat_array [FLAT_SIZE] = { 0 };
22     flattening_layer(pool_features, flat_array);
23
24     /***** Dense layer. *****/
25     dense_layer(flat_array, prediction);
26 }
```

# Naive approach: latency estimation



# Vitis HLS Stream <sup>1</sup>

## Streaming data transfer

- A FIFO queue (*ap\_fifo* interface).
- Data samples are sent in sequential order starting from the first (no address management is required).

## Array implemented as FIFO interface

- Array must be only read or written, thus allowing a point-to-point connection.
- Program must follow a FIFO semantics (no random accesses).
- If a stream is used to transfer data between tasks, consider a dataflow region where data streams from one task to the next.

---

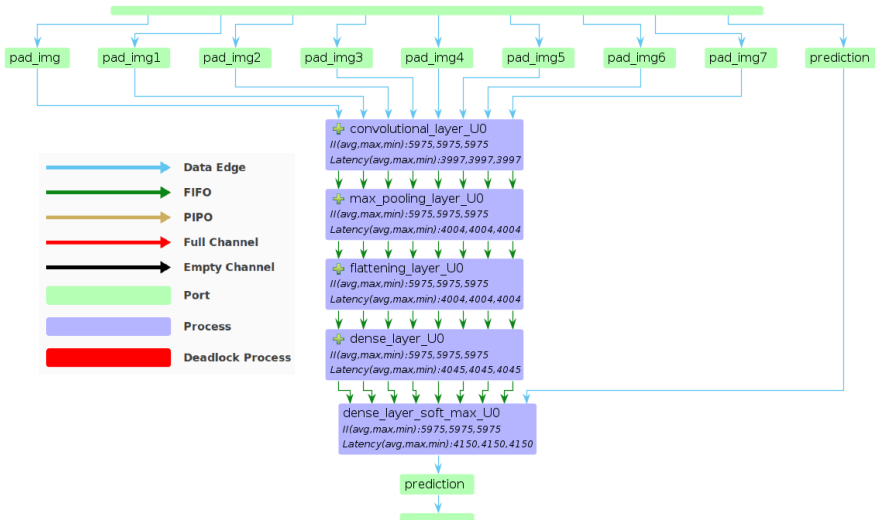
<sup>1</sup>Vitis-HLS User Guide



# Stream-dataflow approach: code structure

```
1  #define FILTERS 8
2
3  void cnn
4  (
5      float img_in      [IMG_ROWS][IMG_COLS],
6      float prediction [DIGITS]
7  )
8  {
9      /***** Pre-processing the img_in. *****/
10
11      // Normalization and padding.
12
13      /***** Clone the normalized and padded image. *****/
14
15      /*
16       * Clone the normalized and padded image in order to
17       * have an image for each parallel execution (for each filter).
18       */
19
20      /***** Parallel executions start here. *****/
21
22      /* Dataflow section with streams used to transfer data between tasks:
23       * -convolution_layer;
24       * -max_pooling_layer;
25       * -flattening_layer;
26       * -dense_layer;
27       * -dense_layer_softmax.
28       */
29  }
```

# Dataflow view



# Stream-dataflow approach: latency estimation



# Verification

## Co-simulation

<b>Total predictions</b>	10
<b>Correct predictions</b>	100%

	<b>Min</b>	<b>Avg</b>	<b>Max</b>
<b>Latency (cycles)</b>	5975	5975	5975

## Export RTL with Vivado synthesis and place and route

	<b>BRAM</b>	<b>DSP</b>	<b>FF</b>	<b>LUT</b>
<b>Vitis HLS</b>	384	143	47201	37585
<b>Vivado</b>	224	143	38791	26753

	<b>Required</b>	<b>Post-synth</b>	<b>Post-impl</b>
<b>Clock period (ns)</b>	10	8.123	9.157

# Conclusions and future work

## Future work

- Smarter SW algorithm → smarter HW accelerator.
- Fixed-point arithmetic → reduced area.
- Vitis HLS syntax constructs and libraries → better synthesis.

## Hardware or software implementation?

Further investigation is needed:

- ① apply improvements listed above;
- ② consider application domain requirements (for example the available HW and timing constraints);
- ③ consider also a co-design (HW and SW);
- ④ choose the cheapest solution satisfying the requirements.

Thank you for your attention.