

The Reconfigurable Future of Accelerators (or Wishful Thinking?)

**Tulika Mitra
National University of Singapore**



Keynote at 35th International Conference on Field-Programmable Logic and Applications (FPL) 2025



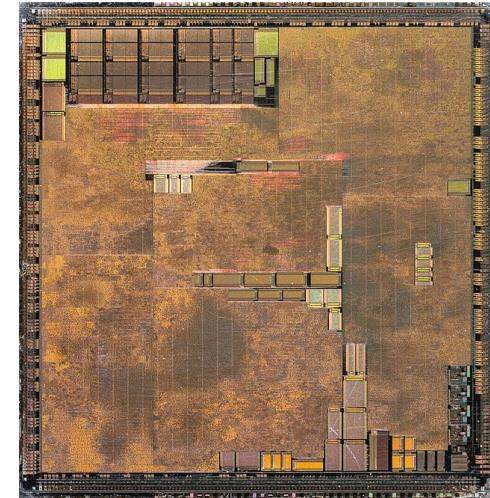
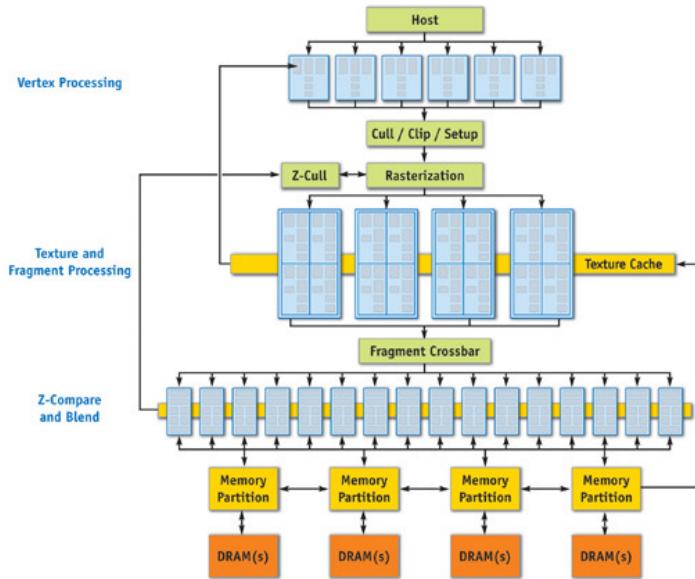
GeForceTM 256

32 MB

- Powered with GeForce256™ GPU
- 4x4 engine with Transform and Lighting integrated
- Smart Doctor™ technologies provide the best safety for your valuable system

NVIDIA
ATI
ASUS DVD software player

World's First GPU Accelerator (1999)



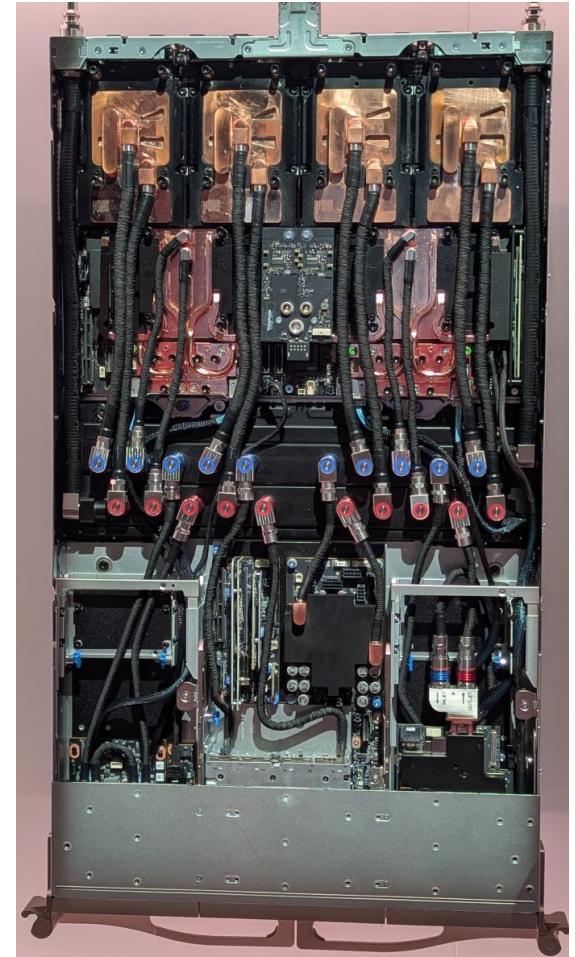
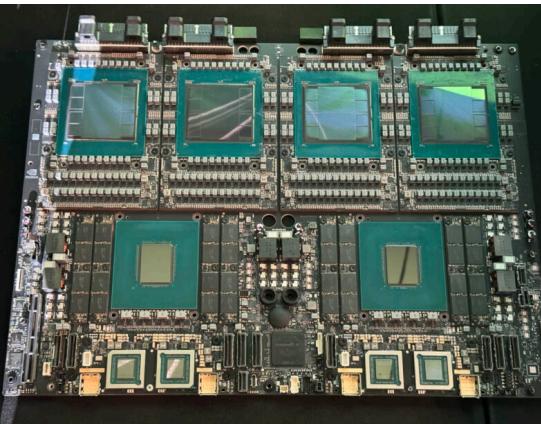
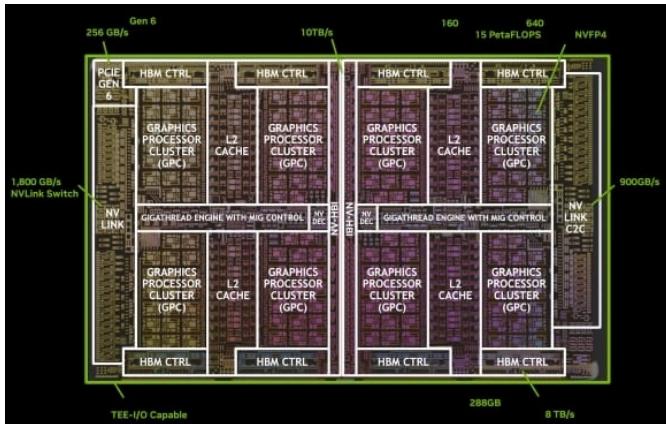
Dynamic 3D Graphics Workload Characterization and the Architectural Implications

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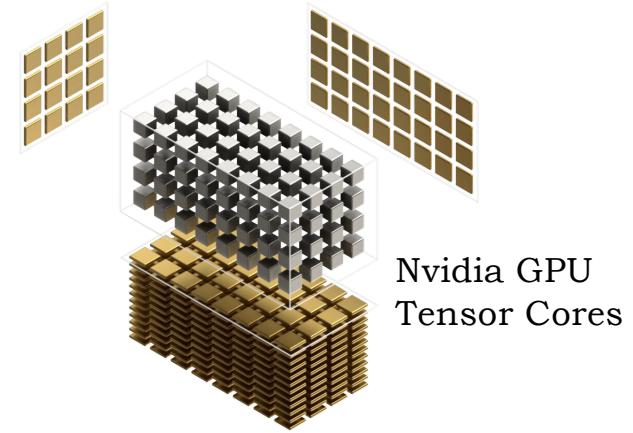
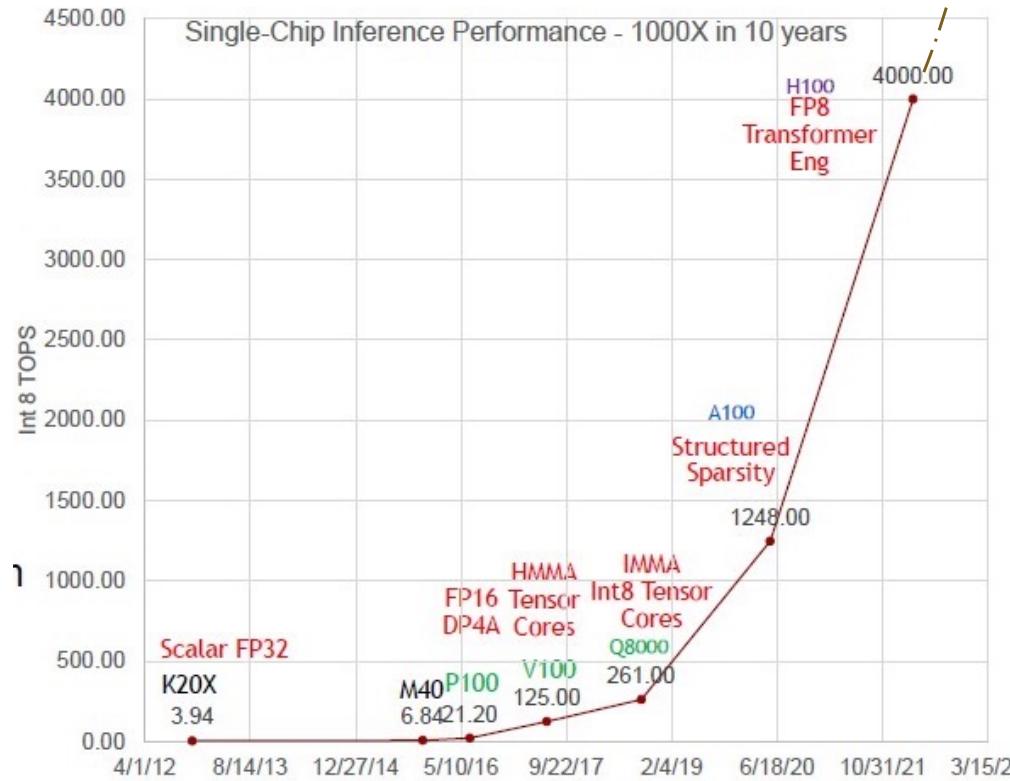
TSMC 220 nm
17 million transistors
32-64 MB memory
4.8 GB/s memory bandwidth
13 W power

GPU in 2025: Blackwell Ultra B300 AI Accelerator



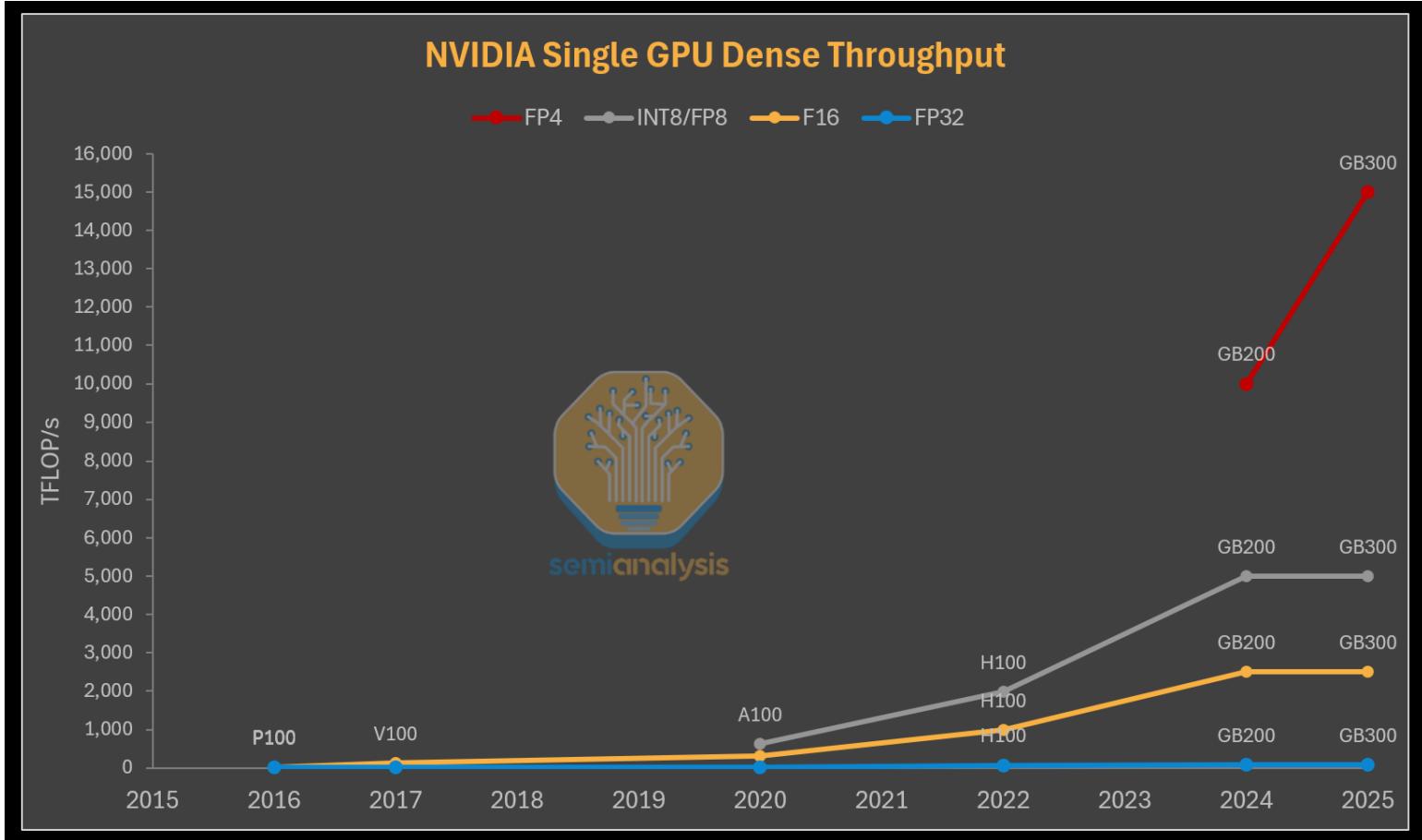
	1999	2025
Technology Node	TSMC 220nm	TSMC Custom 4NP (5nm)
Transistors	17 million	208 billion
Memory per GPU	32-64 MB	288 GB
Memory BW	4.8 GB/s	8 TB/s
Power per GPU	13 W	1400 W

GPU Architectural Advances



Blackwell gains w.r.t. K20X

- Number Representation (~32x)
FP32, FP16, Int8, FP4
- Complex Instructions (~12.5×)
DP4, HMMA, IMMA
- Technology node (~3x)
28m, 16nm, 7nm, 5nm, 4nm
- Die Size 2x



The Hardware Lottery

Sara Hooker

Google Brain
shooker@google.com

Transformer Architecture is ideally matched with GPUs

Hardware, systems and algorithms research communities have historically had different incentive structures and fluctuating motivation to engage with each other explicitly. This historical treatment is odd given that hardware and software have frequently determined which research ideas succeed (and fail). This essay introduces the term hardware lottery to describe when a research idea wins because it is suited to the available software and hardware and *not* because the idea is superior to alternative research directions. Examples from early computer science history illustrate how hardware lotteries can delay research progress by casting successful ideas as failures. These lessons are particularly salient given the advent of domain specialized hardware which makes it increasingly costly to stray off of the beaten path of research ideas. This essay posits that the gains from progress in computing are likely to become even more uneven, with certain research directions moving into the fast-lane while progress on others is further obstructed.

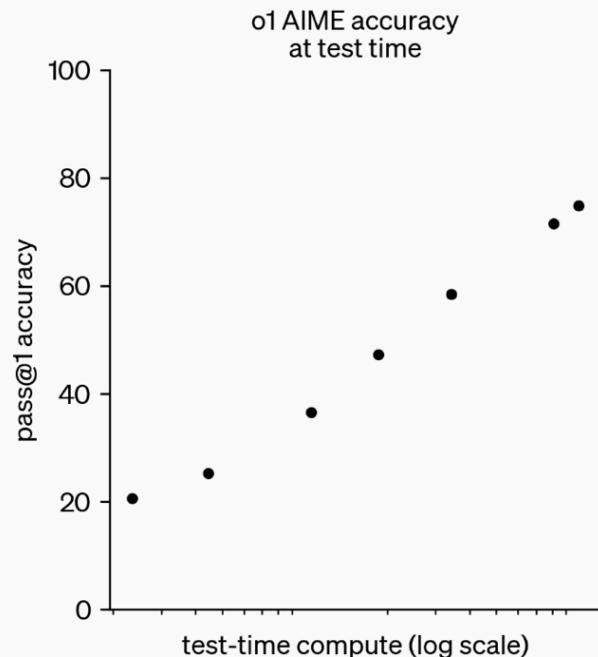
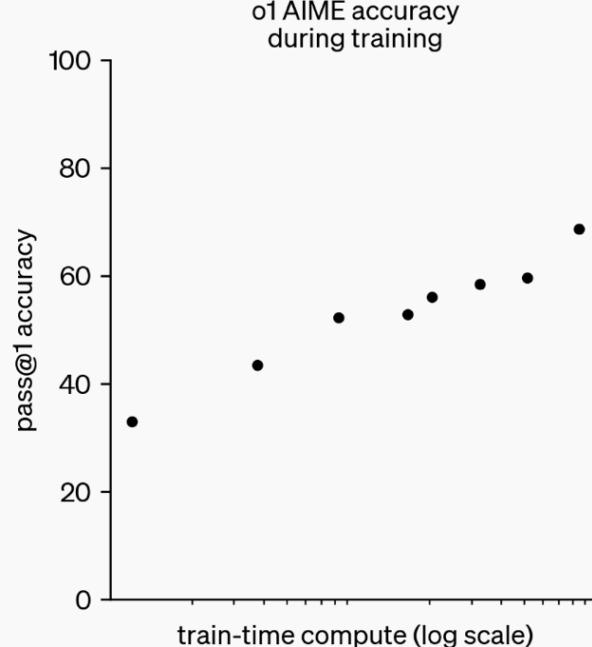
GPU dominance among AI data center accelerators

- In AI data center chips, GPUs dominate by revenue (>80%)
- In broader data-center accelerator market (all workloads, not just AI), GPU's share is less but still significant
- AI is the dominant workload today and likely in the future
- Reconfigurable future of accelerators seems wishful thinking
- But....

Inference has become the key workload

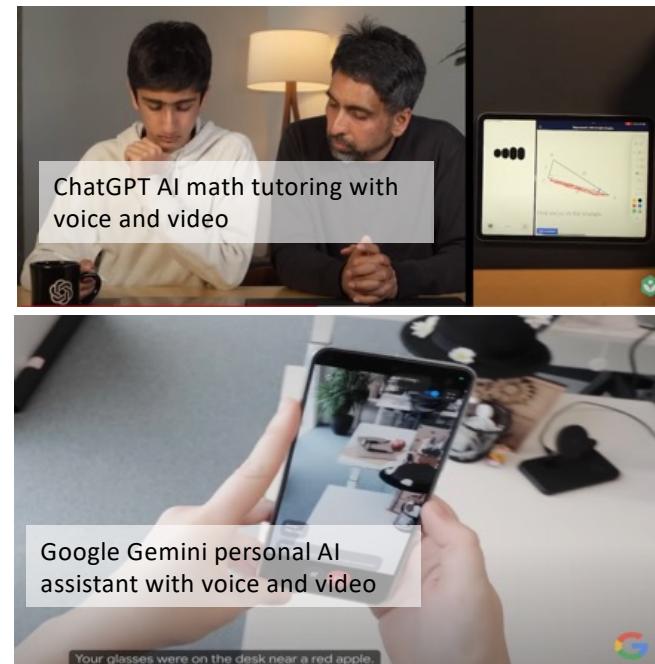
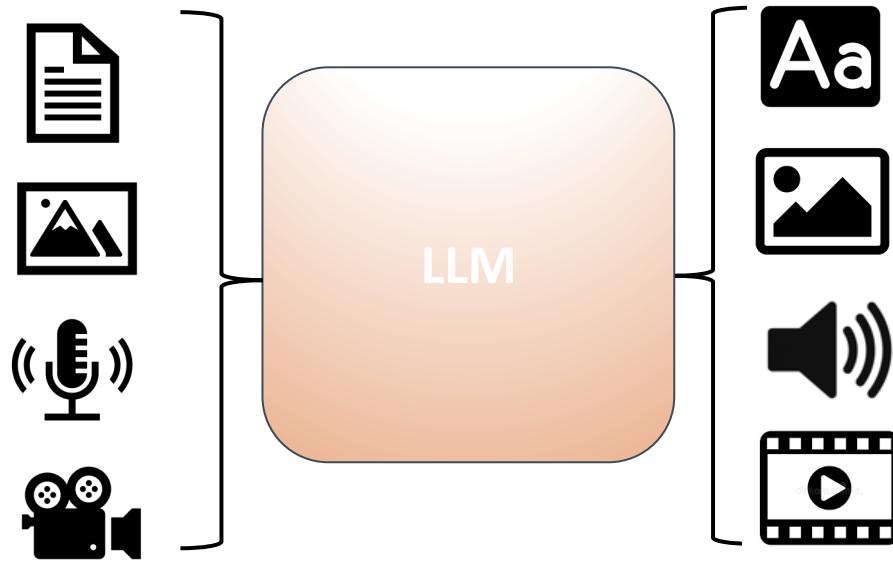
Test-time compute scaling: “Reasoning” LLM

Test-time compute allows the model to engage in extensive chain-of-thought reasoning during inference, enhancing accuracy



Emergence of Native Multimodal LLMs

AI inference is moving to the edge



- Seamless interaction with physical world via integration of multimodal data
- Perfect foundation for embodied intelligence

AI Compute Challenge



Need faster, more energy-efficient, and cheaper AI inference accelerators

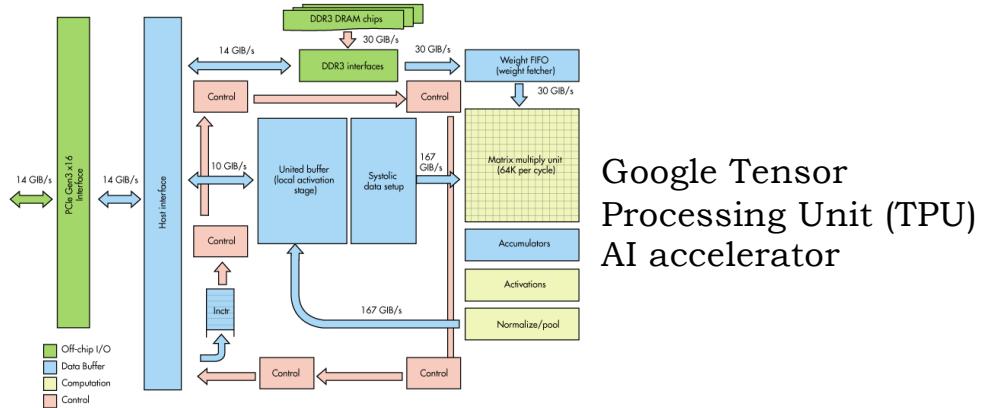
Era of AI Inference Accelerators

DOI:10.1145/3361682
DSAs gain efficiency from specialization and performance from parallelism.
BY WILLIAM J. DALLY, YATISH TURAKHIA, AND SONG HAN

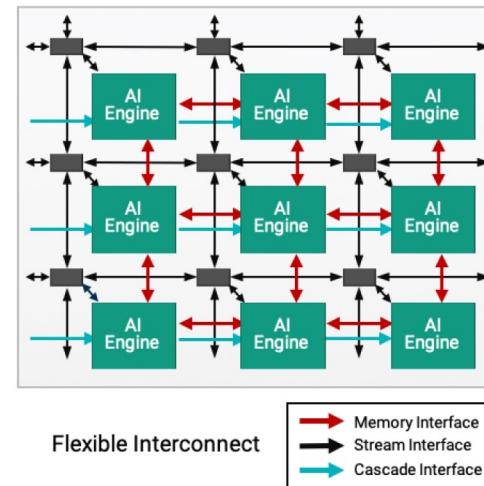
Domain-Specific Hardware Accelerators

Specialization:

- Designed for a domain
- High performance due to massive parallelism
- Low power due to design simplicity
- Low programmability



Google Tensor Processing Unit (TPU)
AI accelerator



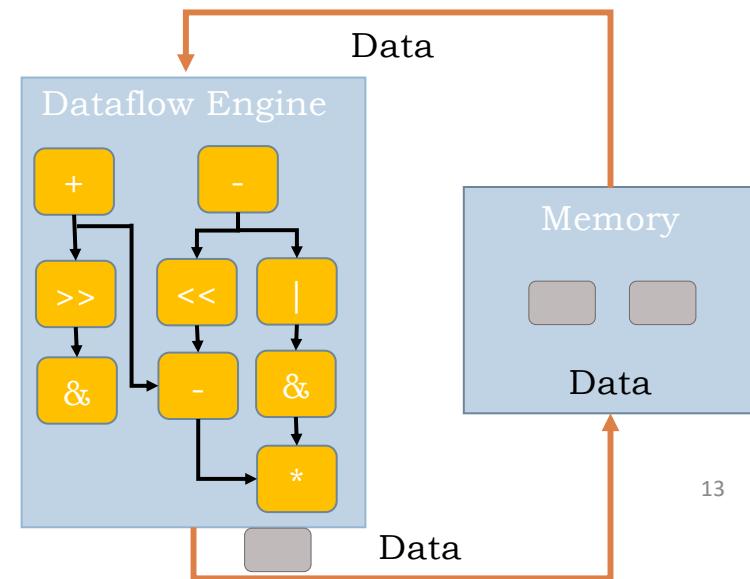
AMD AI Engine

Dataflow Processor

A Preliminary Architecture for a Basic Data-Flow Processor^{*}

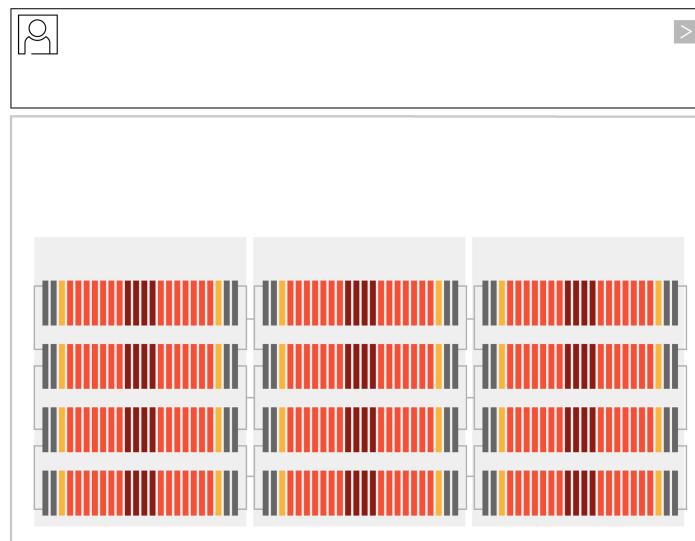
Jack B. Dennis and David P. Misunas
Project MAC
Massachusetts Institute of Technology
ISCA 1975

- Expose instruction-level parallelism in dataflow graph at compile time
- Dataflow graph is directly mapped onto hardware
- Operation is triggered when input data is ready

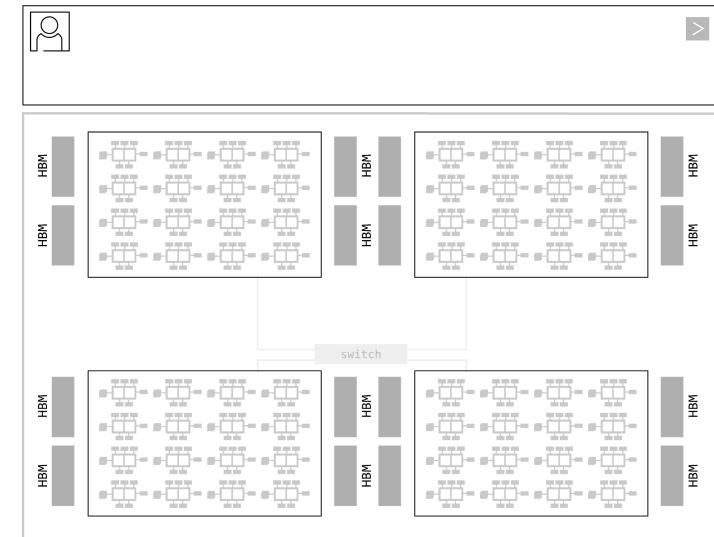


Groq Language Processing Unit (LPU)

- Fully software controlled
- Programmable Assembly Line Architecture
- Deterministic Compute and Networking
- Limited on-chip Memory (230MB)

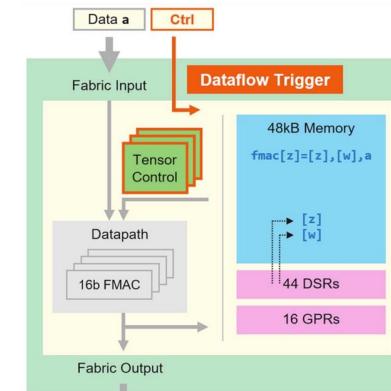
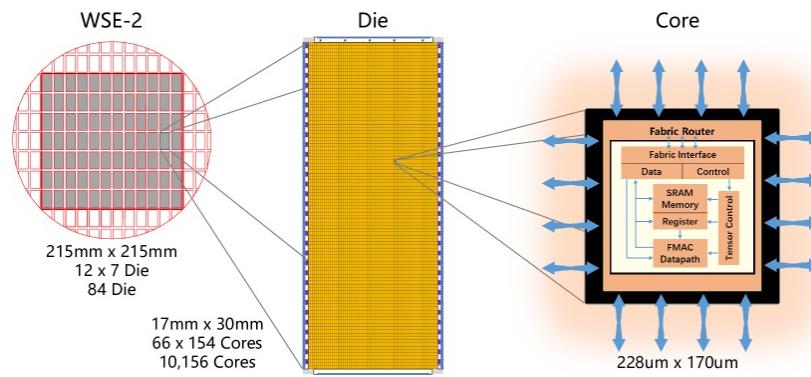
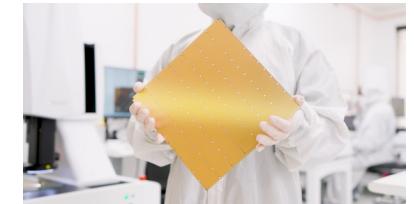


Groq LPU LLM Execution



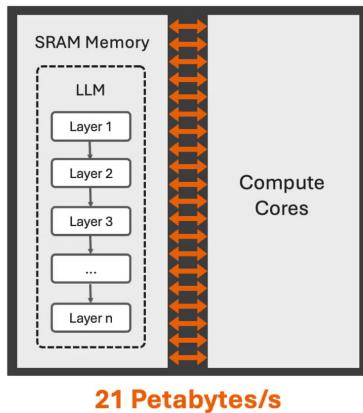
GPU LLM Execution

Cerebras Wafer Scale Engine 3 (WSE-3): Massive on-chip SRAM (44GB)

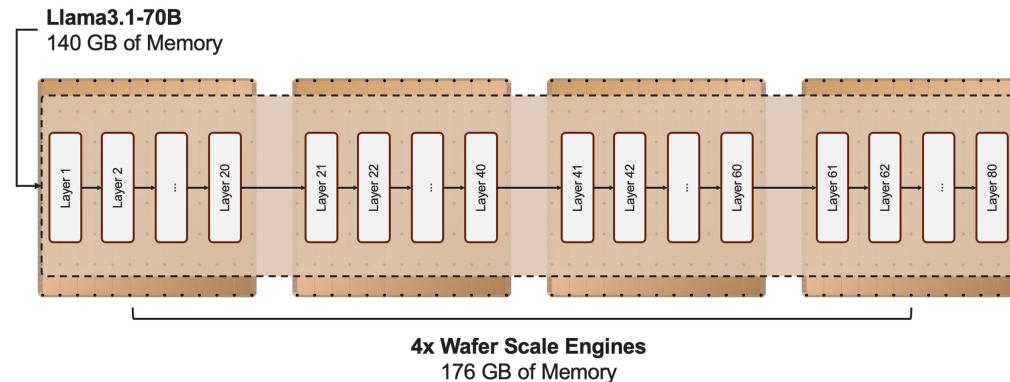


Transistors	4 trillion
Square millimeters of silicon	46,225
AI cores	900,000
AI compute	125 petaflops
On chip memory	44 gigabytes
Memory bandwidth	21 petabytes
Network fabric bandwidth	214 petabits

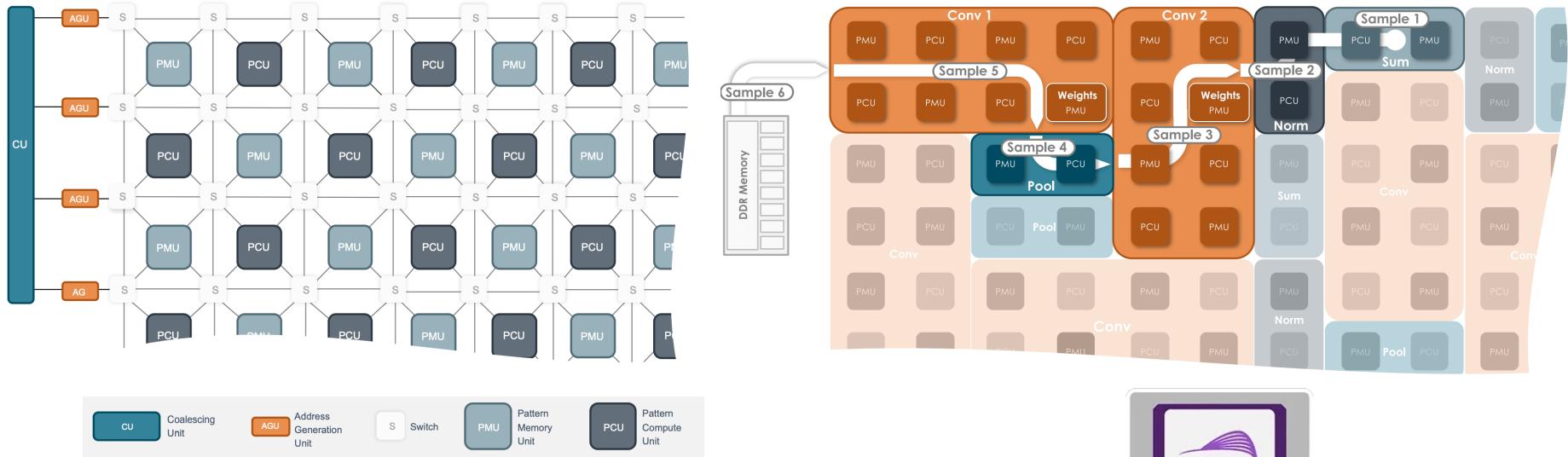
Cerebras Wafer Scale Engine 3



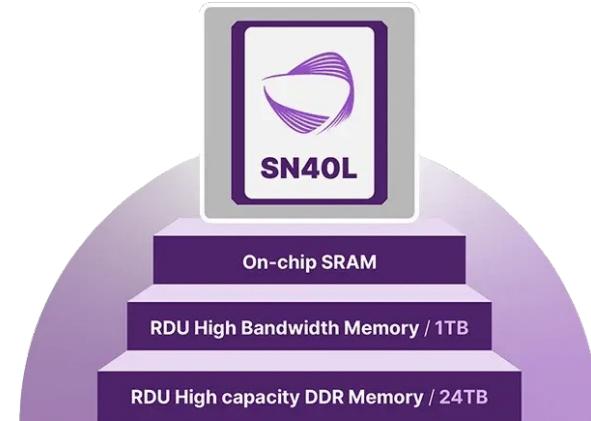
Large models easily scale across multiple Wafer Scale Engines



SambaNova Reconfigurable Dataflow Unit (RDU)



Links between tiles can be reconfigured on the fly to facilitate quick data movement



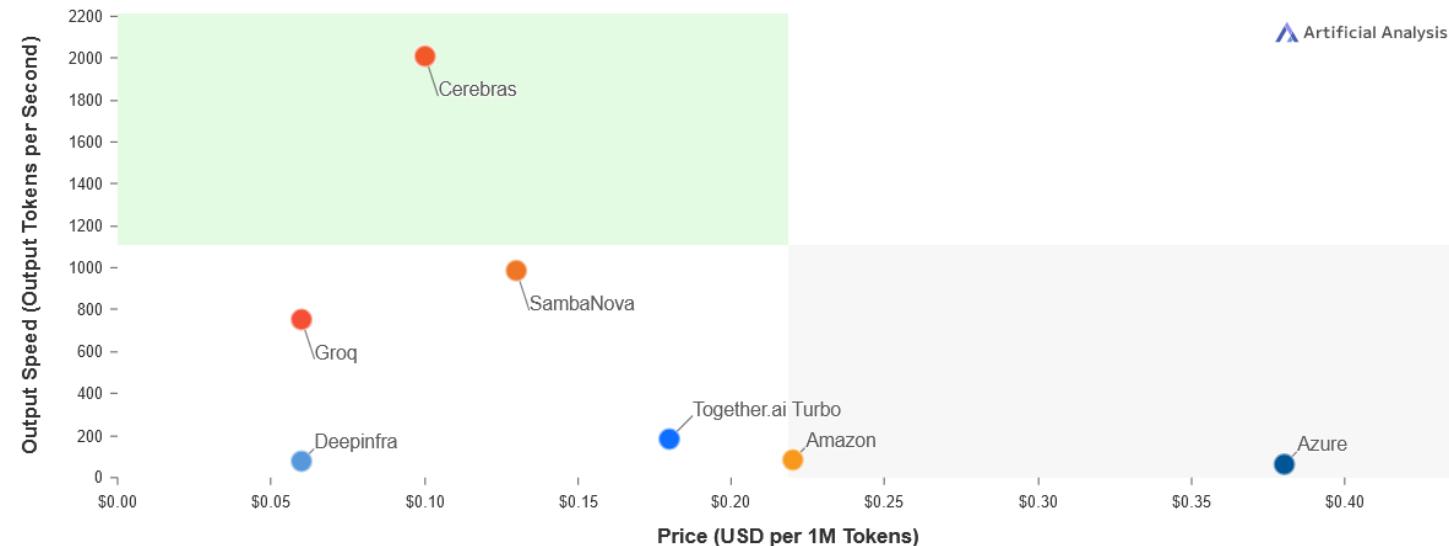
AI accelerators offer faster inference for smaller models

Output Speed vs. Price

Output Speed: Output Tokens per Second; Price: USD per 1M Tokens

Most attractive quadrant

Cerebras Amazon Azure Deepinfra Groq SambaNova Together.ai Turbo



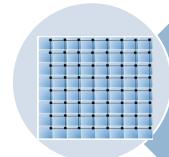
Domain-Specific AI Accelerators Tradeoffs

- Application characteristics to benefit from specialization:
 - **Parallelism:** Substantial numbers of calculations can be parallelized
 - **Regularity:** Computations are stable and arrive at regular intervals
 - **Locality:** Relatively few memory accesses are needed per computation
- Drawbacks of specialization:
 - Can only run a limited range of applications
 - Designing and creating specialized hardware can be expensive
 - Specialized design cost must be amortized over number of units sold
 - AI models/optimizations that do not match the specialization suffer

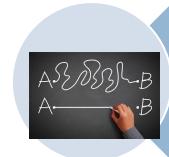
Dream Reconfigurable Accelerator: General yet Special

- Software (compiler) instantiates the dataflow corresponding to different applications onto the same hardware
- Should appear as easily programmable to software engineers
- Performance, energy-efficiency closer to domain-specific accelerators

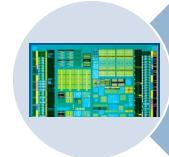
CGRA: A promising realization of the dream reconfigurable accelerator



Embrace Parallelism



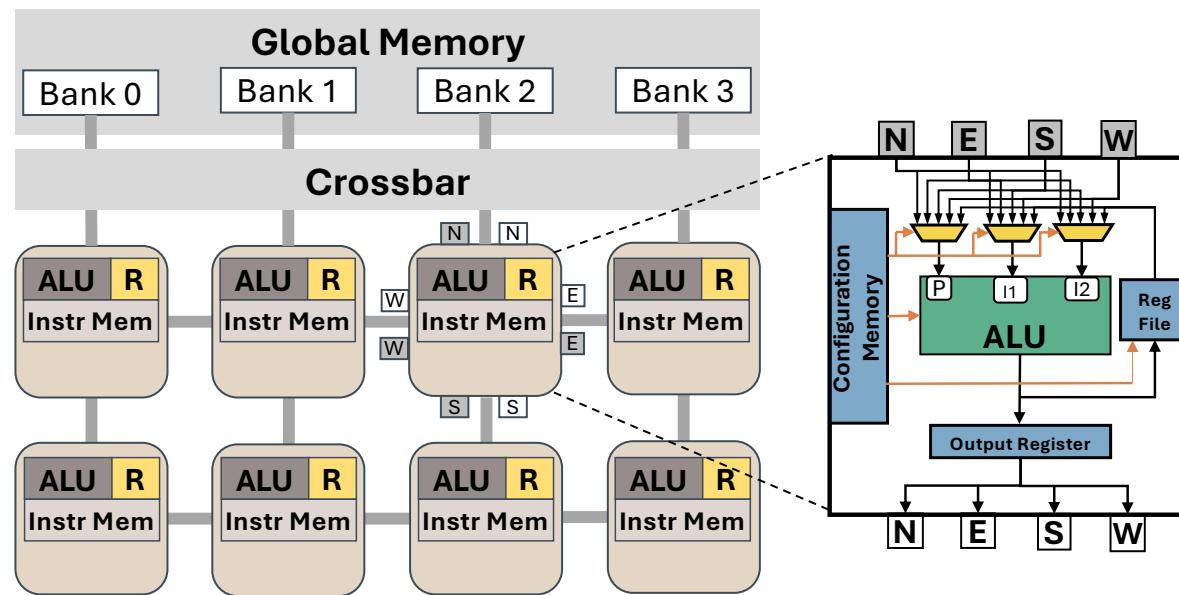
Keep Hardware Simple



Expose to Software

CGRA: Efficiency with Programmability

- Parallelism: Array of simple processing elements (PE)
- PE operations and routing can be configured per cycle
- Exposed to software: Compiler sets the configuration according to dataflow
- Simple hardware and hence low power: During execution, PE array and switches simply follow the pre-defined configurations



Dataflow synthesis on CGRA

- Target: An application-level loop kernel
- Mapping the dataflow graph (DFG) of loop body on to CGRA
 - Placement: assigning DFG operations to ALUs
 - Routing: mapping data signals using wires and registers

```
static void
main()
{
    const int N = 10;
    const int M = 10;
    const int K = 10;
    const int L = 10;
    const int R = 10;
    const int S = 10;
    const int T = 10;
    const int U = 10;
    const int V = 10;
    const int W = 10;
    const int X = 10;
    const int Y = 10;
    const int Z = 10;

    int i, j, k, l, m, n, o, p, q, r, s, t, u, v, w, x, y, z;
    int a[N][M];
    int b[K][L];
    int c[R][S];
    int d[T][U];
    int e[V][W];
    int f[X][Y];
    int g[Z][Z];
    int h[N][M];
    int i[N][M];
    int j[N][M];
    int k[N][M];
    int l[N][M];
    int m[N][M];
    int n[N][M];
    int o[N][M];
    int p[N][M];
    int q[N][M];
    int r[N][M];
    int s[N][M];
    int t[N][M];
    int u[N][M];
    int v[N][M];
    int w[N][M];
    int x[N][M];
    int y[N][M];
    int z[N][M];

    for (i = 0; i < N; i++)
        for (j = 0; j < M; j++)
            a[i][j] = i * j;

    for (k = 0; k < K; k++)
        for (l = 0; l < L; l++)
            b[k][l] = k * l;

    for (m = 0; m < R; m++)
        for (n = 0; n < S; n++)
            c[m][n] = m * n;

    for (o = 0; o < T; o++)
        for (p = 0; p < U; p++)
            d[o][p] = o * p;

    for (q = 0; q < V; q++)
        for (r = 0; r < W; r++)
            e[q][r] = q * r;

    for (s = 0; s < X; s++)
        for (t = 0; t < Y; t++)
            f[s][t] = s * t;

    for (u = 0; u < Z; u++)
        for (v = 0; v < Z; v++)
            g[u][v] = u * v;

    for (w = 0; w < N; w++)
        for (x = 0; x < M; x++)
            h[w][x] = a[w][x];

    for (y = 0; y < N; y++)
        for (z = 0; z < M; z++)
            i[y][z] = h[y][z];

    for (i = 0; i < N; i++)
        for (j = 0; j < M; j++)
            j[i][j] = i * j;

    for (k = 0; k < N; k++)
        for (l = 0; l < M; l++)
            l[k][l] = k * l;

    for (m = 0; m < N; m++)
        for (n = 0; n < M; n++)
            n[m][n] = m * n;

    for (o = 0; o < N; o++)
        for (p = 0; p < M; p++)
            o[o][p] = o * p;

    for (q = 0; q < N; q++)
        for (r = 0; r < M; r++)
            r[q][r] = q * r;

    for (s = 0; s < N; s++)
        for (t = 0; t < M; t++)
            s[s][t] = s * t;

    for (u = 0; u < N; u++)
        for (v = 0; v < M; v++)
            v[u][v] = u * v;

    for (w = 0; w < N; w++)
        for (x = 0; x < M; x++)
            x[w][x] = w * x;

    for (y = 0; y < N; y++)
        for (z = 0; z < M; z++)
            z[y][z] = y * z;

    for (i = 0; i < N; i++)
        for (j = 0; j < M; j++)
            cout << a[i][j] << " ";
    cout << endl;

    for (k = 0; k < K; k++)
        for (l = 0; l < L; l++)
            cout << b[k][l] << " ";
    cout << endl;

    for (m = 0; m < R; m++)
        for (n = 0; n < S; n++)
            cout << c[m][n] << " ";
    cout << endl;

    for (o = 0; o < T; o++)
        for (p = 0; p < U; p++)
            cout << d[o][p] << " ";
    cout << endl;

    for (q = 0; q < V; q++)
        for (r = 0; r < W; r++)
            cout << e[q][r] << " ";
    cout << endl;

    for (s = 0; s < X; s++)
        for (t = 0; t < Y; t++)
            cout << f[s][t] << " ";
    cout << endl;

    for (u = 0; u < Z; u++)
        for (v = 0; v < Z; v++)
            cout << g[u][v] << " ";
    cout << endl;

    for (w = 0; w < N; w++)
        for (x = 0; x < M; x++)
            cout << h[w][x] << " ";
    cout << endl;

    for (y = 0; y < N; y++)
        for (z = 0; z < M; z++)
            cout << i[y][z] << " ";
    cout << endl;

    for (i = 0; i < N; i++)
        for (j = 0; j < M; j++)
            cout << j[i][j] << " ";
    cout << endl;

    for (k = 0; k < N; k++)
        for (l = 0; l < M; l++)
            cout << l[k][l] << " ";
    cout << endl;

    for (m = 0; m < N; m++)
        for (n = 0; n < M; n++)
            cout << n[m][n] << " ";
    cout << endl;

    for (o = 0; o < N; o++)
        for (p = 0; p < M; p)
            cout << o[o][p] << " ";
    cout << endl;

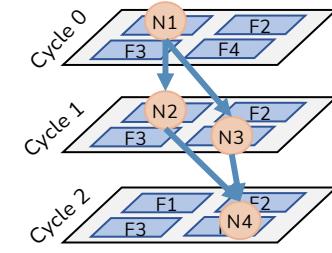
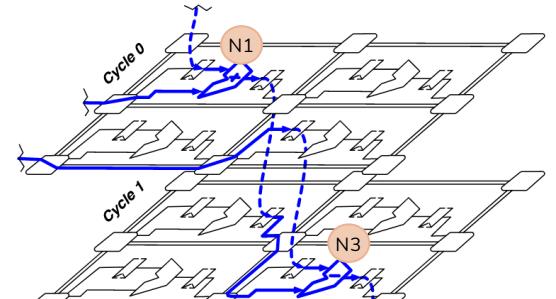
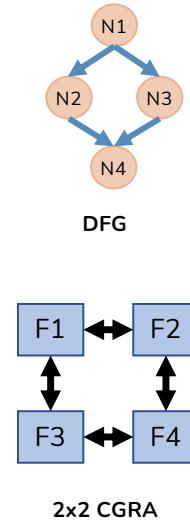
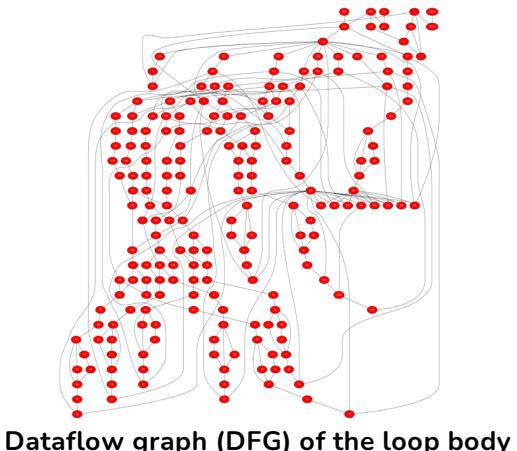
    for (q = 0; q < N; q++)
        for (r = 0; r < M; r)
            cout << r[q][r] << " ";
    cout << endl;

    for (s = 0; s < N; s++)
        for (t = 0; t < M; t)
            cout << s[s][t] << " ";
    cout << endl;

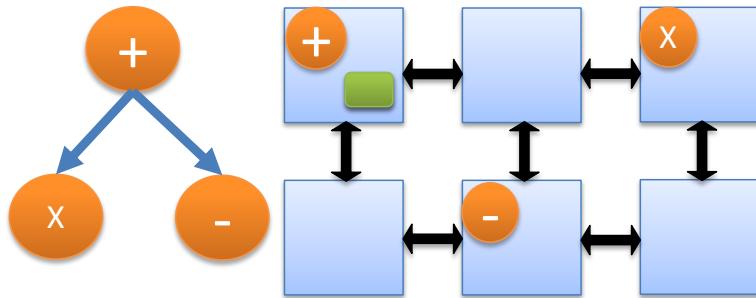
    for (u = 0; u < N; u++)
        for (v = 0; v < M; v)
            cout << v[u][v] << " ";
    cout << endl;

    for (w = 0; w < N; w++)
        for (x = 0; x < M; x)
            cout << x[w][x] << " ";
    cout << endl;

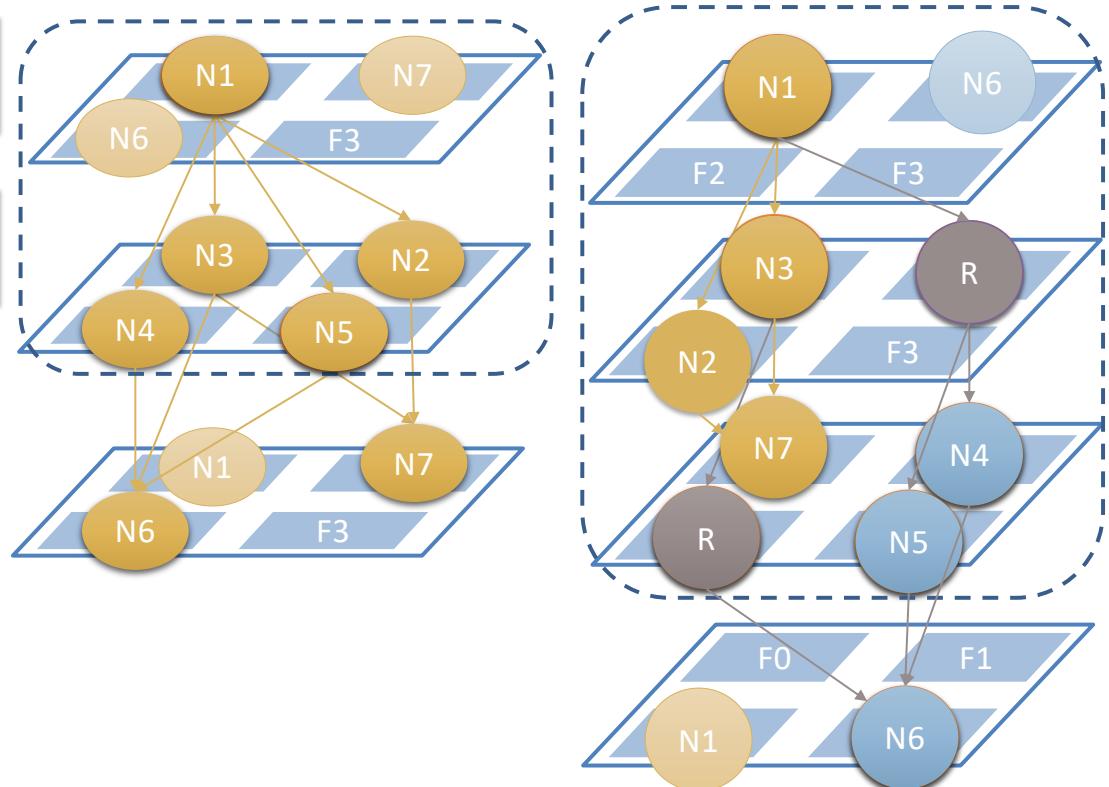
    for (y = 0; y < N; y++)
        for (z = 0; z < M; z)
            cout << z[y][z] << " ";
    cout << endl;
}
```



HyCUBE CGRA @ NUS

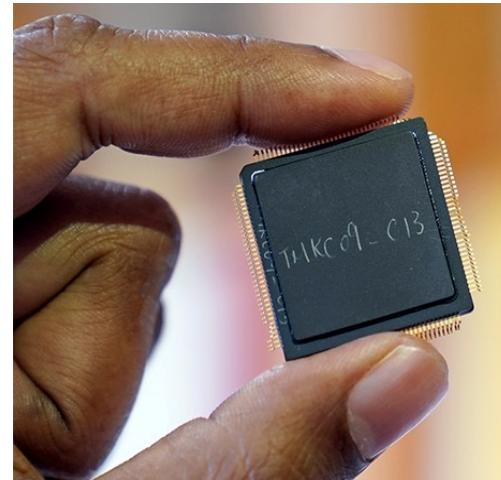
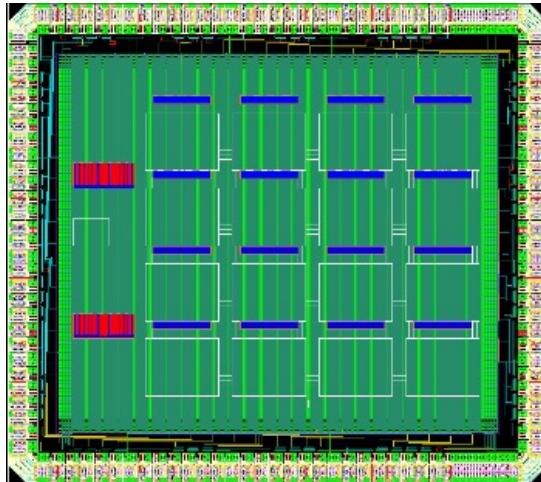


- Reconfigurable single-cycle multi-hop interconnect
- Creates large dynamic neighborhood reachable within single-cycle through asynchronous bypassing of intermediate PEs



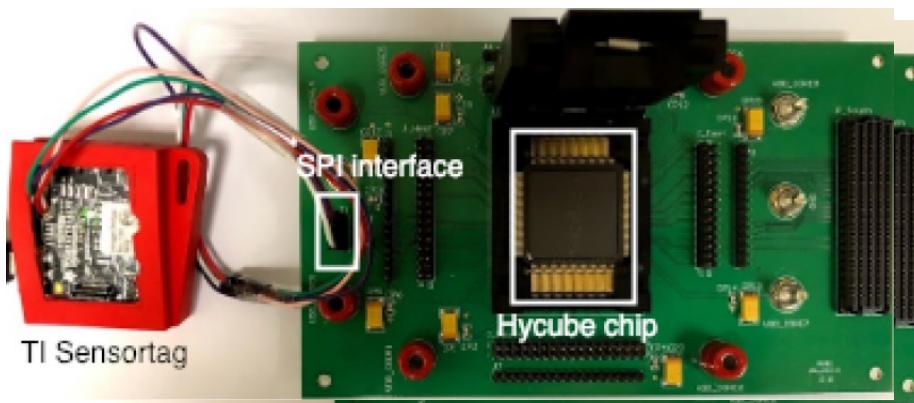
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HyCUBE CGRA @ NUS 2019

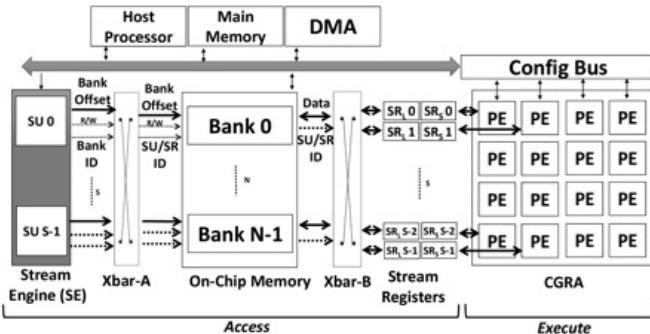
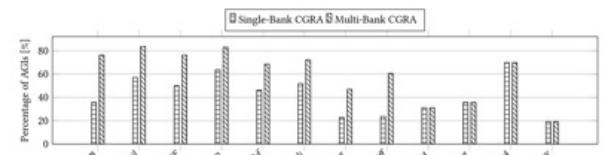


4x4 CGRA, TSMC 40nm

NUS HyCUBE: 90 MOPS/mW
Samsung SRP: 22 MOPS/mW
ARM CPU: 2.6 MOPS/mW
Xilinx FPGA: 25 MOPS/mW



CGRA Architectural Innovations



CASCADE
Decoupled Access-Execute CGRA
3x speedup, 2.2x performance/watt over iso-area CGRA

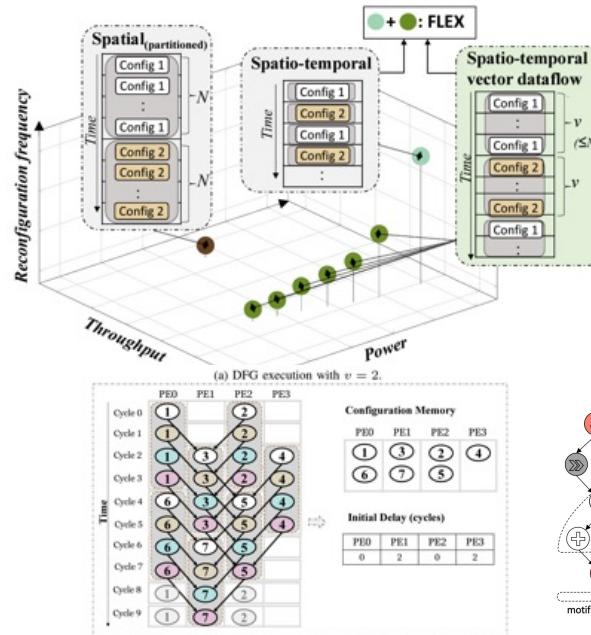


CASCADE: High Throughput Data Streaming via Decoupled Access/Execute CGRA. CASES 2019

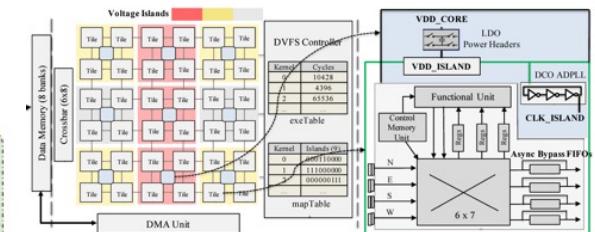
FLEX : Introducing FLEXible Execution on CGRA with Spatio-Temporal Vector Dataflow. ICCAD 2023

ICED: An Integrated CGRA Framework Enabling DVFS-Aware Acceleration. MICRO 2024

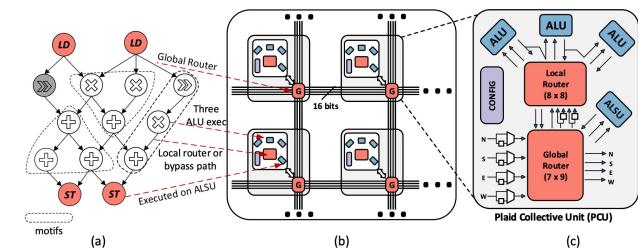
Plaid: Enhancing CGRA Efficiency Through Aligned Compute and Communication Provisioning. ASPLOS 2025



FLEX:
Spatio-temporal vector dataflow
45% less energy. 1.9x power efficiency at same performance over CGRA



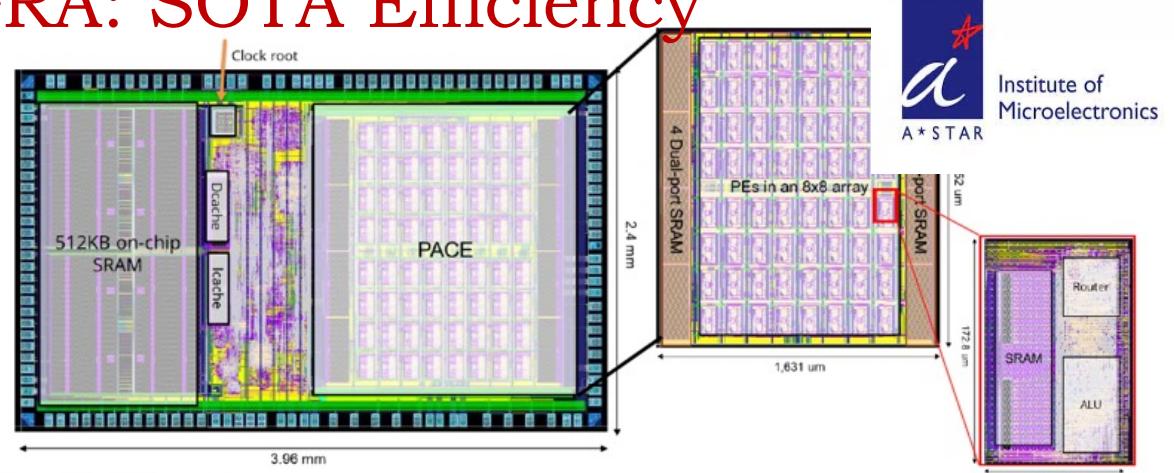
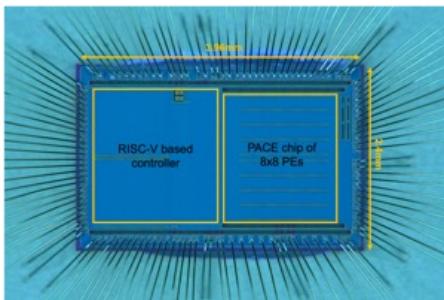
ICED:
DVFS-aware CGRA
1.32x energy-efficiency over CGRA at same performance



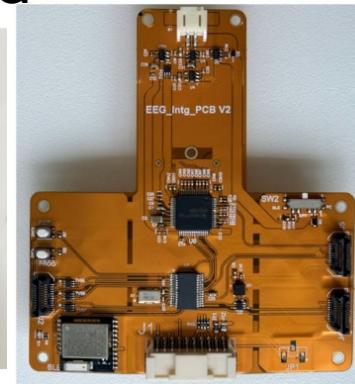
Plaid:
Reduced routing provision
43% less power
46% less area

NUS-IME PACE CGRA: SOTA Efficiency

8x8 CGRA: 1.1 mW at 10MHz
582 GOPS/W at 0.45V, 40nm ULP
Estimated 1 TOPS/W at 22nm



Wearable EEG



HOT
C H I P S



PACE: A Scalable and Energy Efficient CGRA in a RISC-V SoC for Edge Computing Applications. Hot Chips 2024 25

CGRA Comparison

PACE has highest power efficiency even at 40nm

	Academic						Commercial		
	Post synthesis simulation/Post P&R				Silicon		Post synthesis simulation/Post P&R	Silicon	
CGRA	UE_CGRA HPCA'21	SNAFU ISCA'21	TRANSPIRE DATE'20	RIPTIDE MICRO'22	AMBER VLSI'22	PACE	ULP-SRP FPT'12	Renesas DRP VLSI'18	Cardinal SN10 (Improved version of Plasticine for ML training) ISSCC'22
PE array	8x8	6x6		6x6	384 PEs	8x8	3x3	96 PEs	640 PMU 640 PCU
Node	28nm TSMC	Intel 22FFL	28nm FDSOI	Intel 22FFL	16nm FINFET	40nm UMC	40nm TSMC	28 nm	7nm TSMC
Voltage (V)	-	-	0.6	-	1.29	0.45	1.1	-	-
Frequency (MHz)	750	50	50	50	955	10	100	333 MHz	-
Area (mm ²)	0.25 ¹	0.27 ¹	0.27	0.25 ¹	20.1	3.94	-	-	-
Performance (MOPS)	625	71	-	62	367000	640	467 ²	960 gigaflops	2.6 petaflops
Power (mW)	14	0.54	-	0.24	682	1.1	11.3	-	-
Power efficiency (GOPs/W)	45	134	224	254	538	582	23	143 ³	-



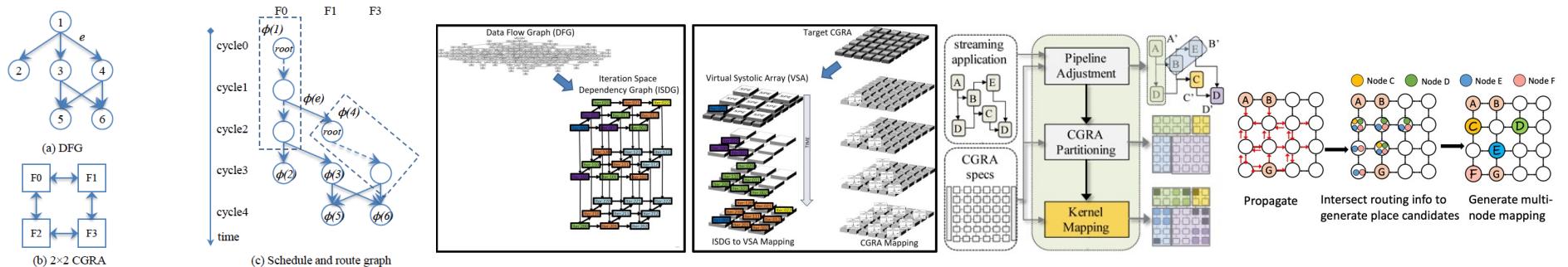
¹ Only the PE array included

² Estimated from published 467 MIPS

³ Estimated value from experiments

Dataflow Synthesis on CGRA

- A fertile ground for research
- Graph Minor (2012): Theoretically optimal based on graph minor modeling
- ChordMap (2020): Streaming dataflow application synthesis
- HiMap (2021), Panorama (2022): Scalable mapping through hierarchical abstractions
- LISA (2022): Automated compiler synthesis using GNN



Graph Minor Approach for Application Mapping on CGRAs. **Best paper award** FPT 2012 [TRETS 2014](#)

ChordMap: Automated Mapping of Streaming Applications onto CGRA. [TCAD 2021](#)

HiMap: Fast and Scalable High-Quality Mapping on CGRA via Hierarchical Abstraction. [DATE 2021](#) [TCAD 2022](#)

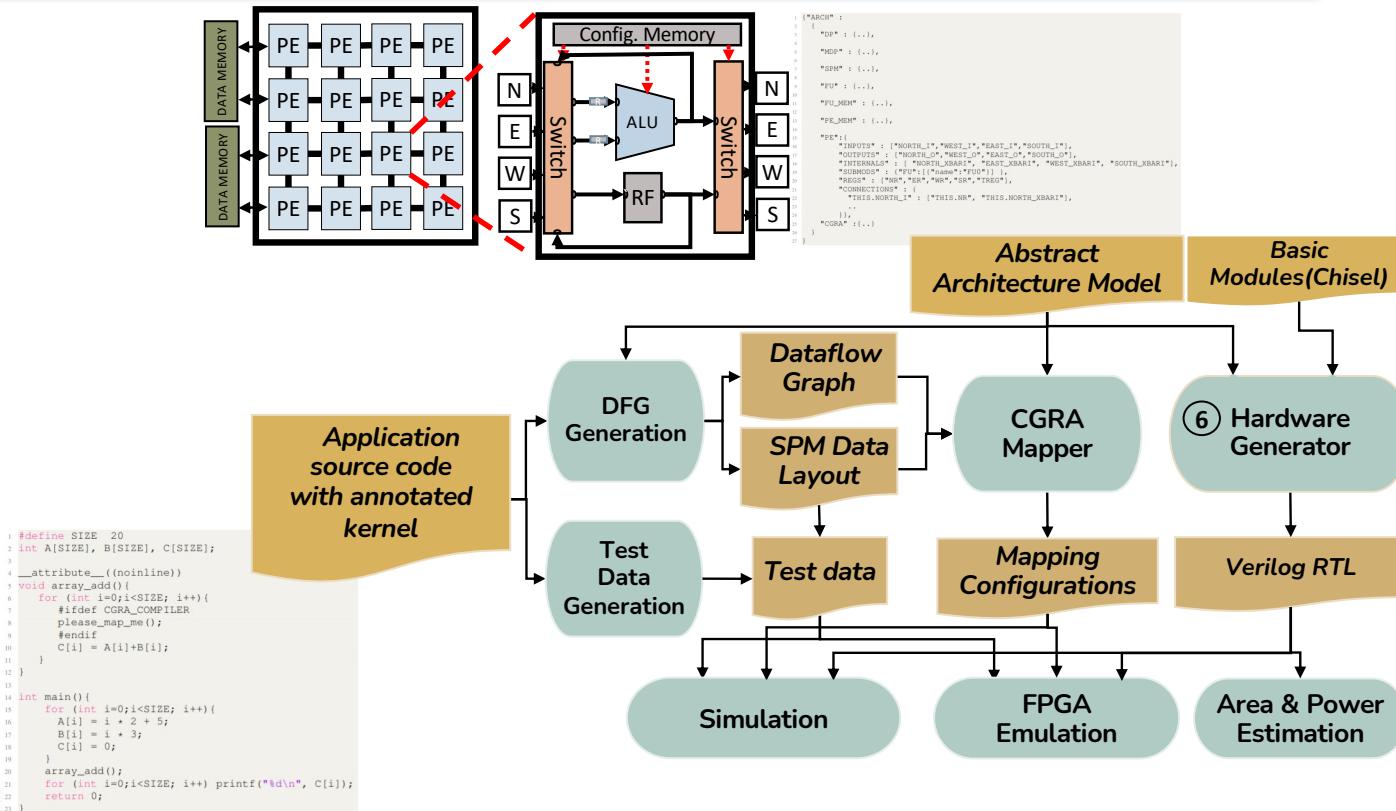
Panorama: Divide-and-Conquer Approach for Mapping Complex Loop Kernels on CGRA. [DAC 2022](#)

LISA: Graph Neural Network based Portable Mapping on Spatial Accelerators. [HPCA 2022](#)

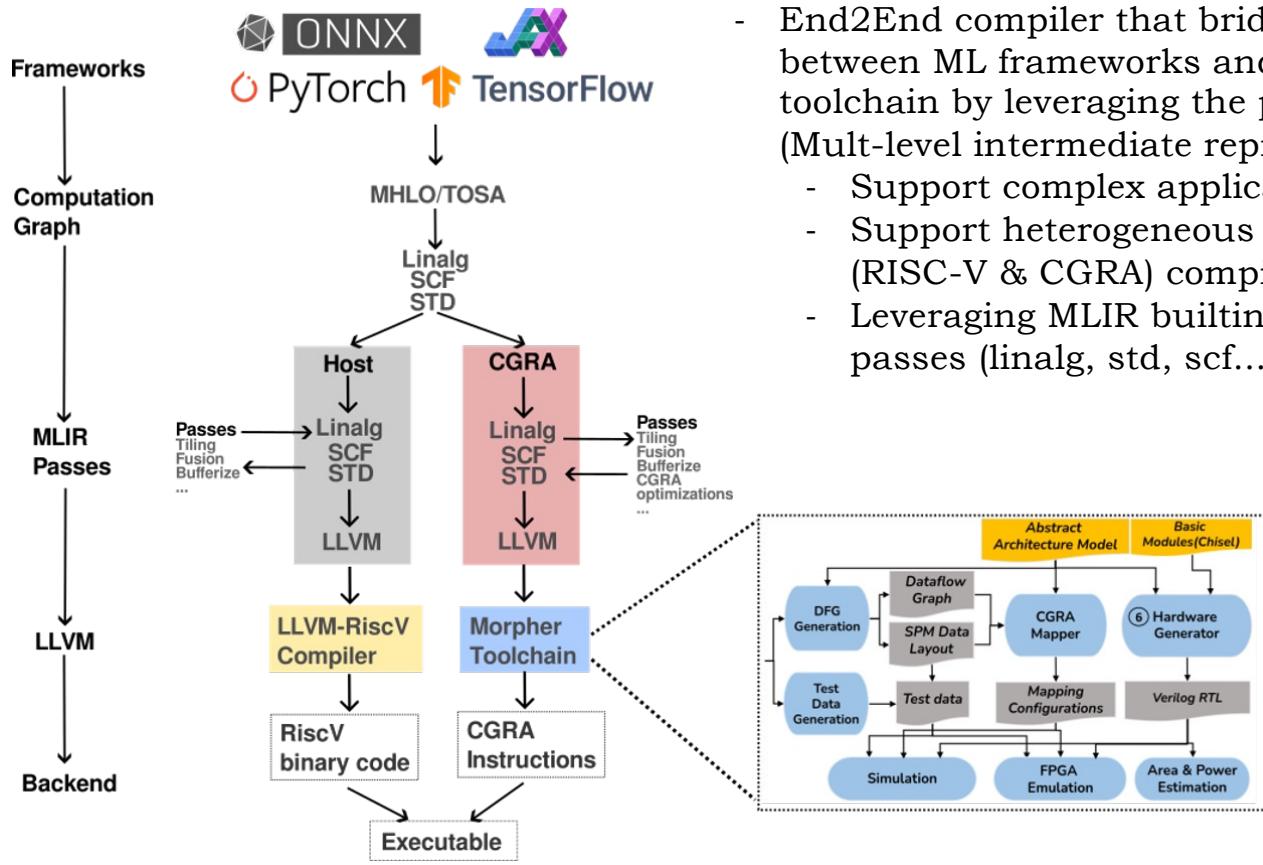
Rewire: Advancing CGRA Mapping Through a Consolidated Routing Paradigm. [DAC 2025](#)

NUS Morpher Open-Source CGRA Toolchain

Our position paper at ICCAD 2025:
Building an Open CGRA Ecosystem for Agile Innovation



NUS MLIR-Based End-to-End Compiler



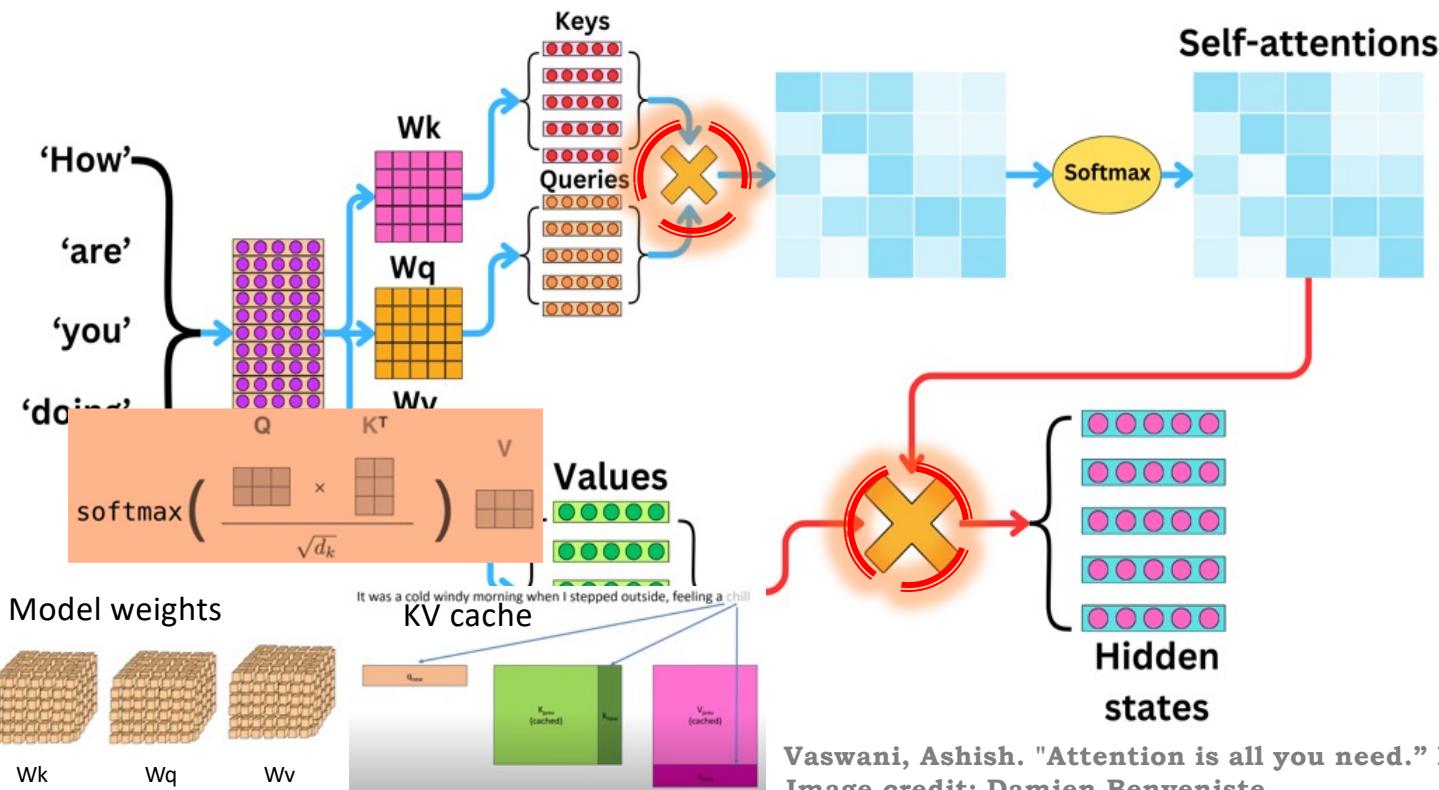
- End2End compiler that bridges the gap between ML frameworks and the Morpher toolchain by leveraging the power of MLIR (Mult-level intermediate representation).
 - Support complex applications
 - Support heterogeneous system (RISC-V & CGRA) compilation
 - Leveraging MLIR builtin dialects and passes (linalg, std, scf...)

**What happens when workload is
not dense and regular anymore?**

**Programmability is solved;
Bottleneck moves to data**

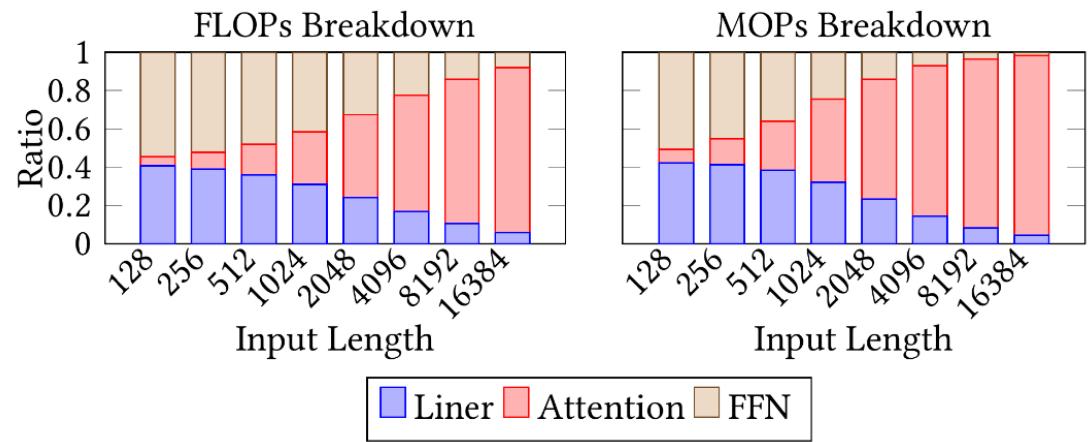
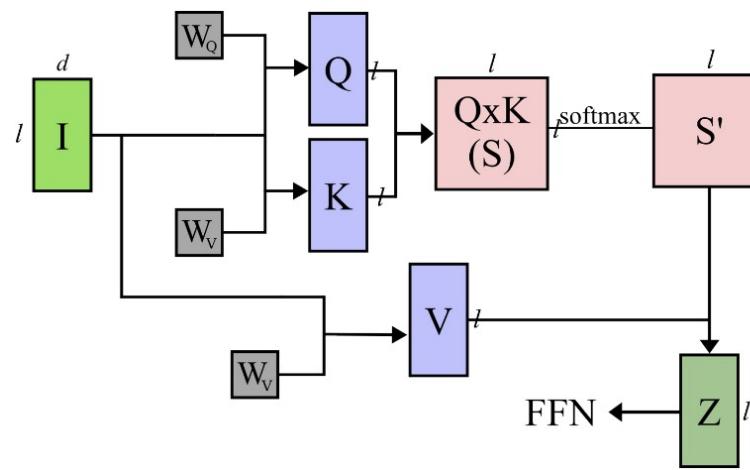
Attention is all you need

Attention is the cornerstone of LLMs enabling them to intelligently focus on the most relevant parts of any input



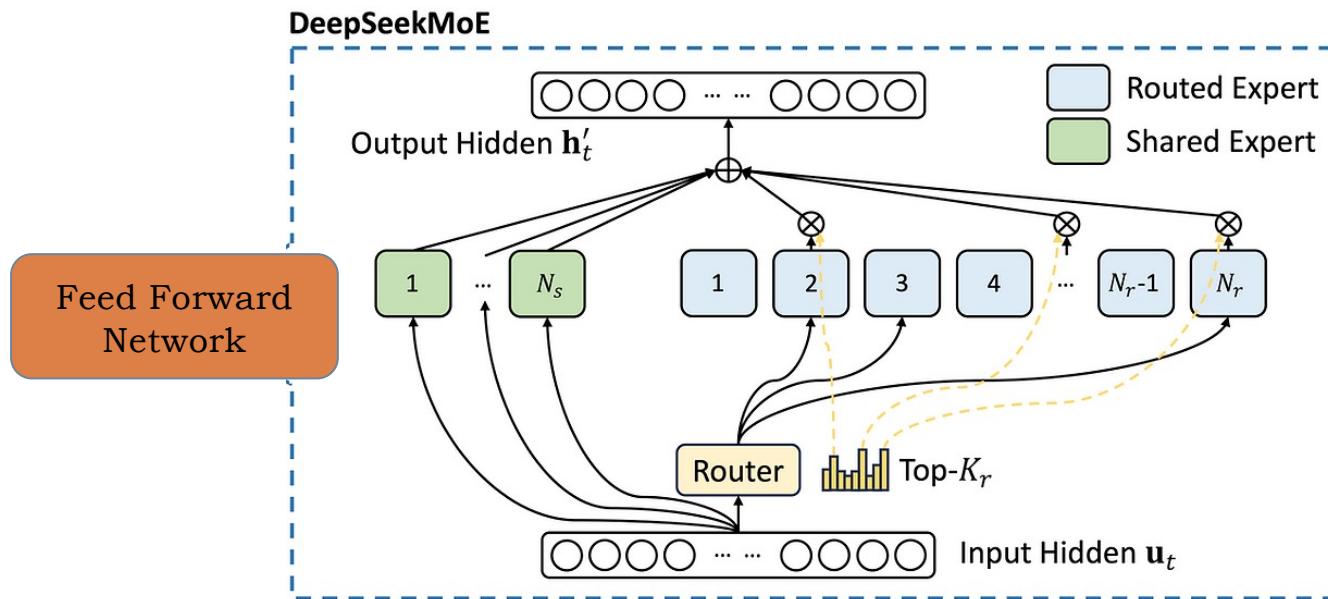
Self-Attention: Poor Scalability with Context Length

Attention scales poorly with context length, requiring quadratic operations and memory for n tokens



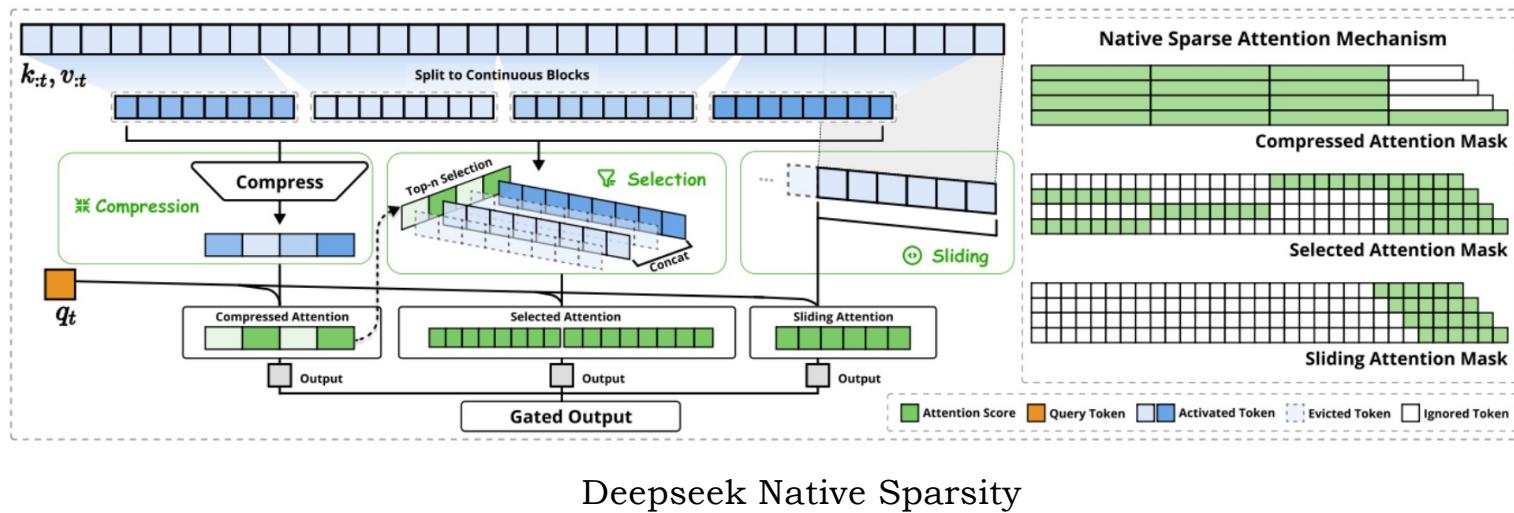
Sparsity in LLM Workloads

- **Mixture of Experts (MoE):** Only a subset of expert modules are activated per token: ~5.5% active parameters in Deepseek-v3 671B



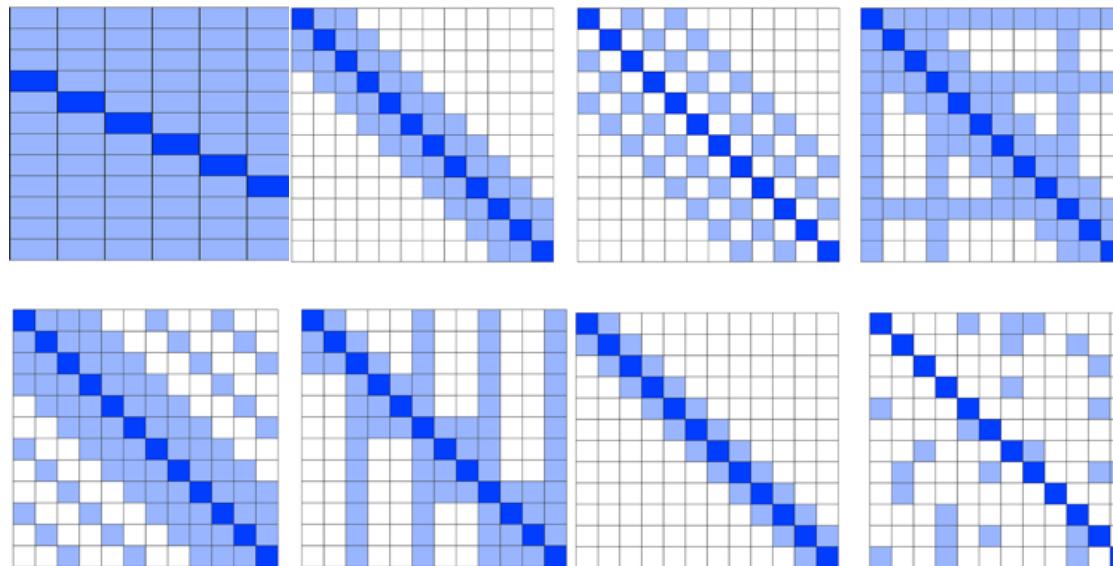
Sparsity in LLM Workloads

- **Mixture of Experts (MoE):** Only a subset of expert modules are activated per token: ~5.5% active parameters in Deepseek-v3 671B
- **Structured sparsity in attention:** Sparse attention patterns (e.g., Mistral's sliding window, DeepSeek native sparse attention)



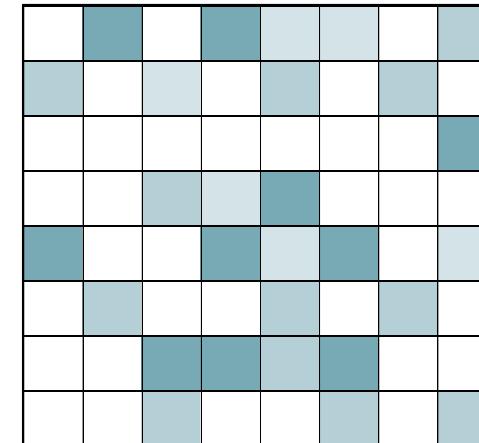
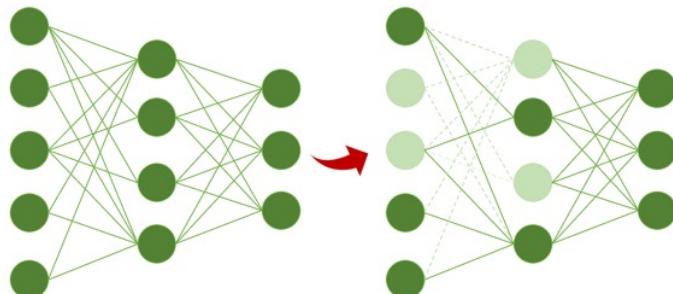
Structured Sparsity in Attentions

- Advanced attention mechanisms leverage diverse **sparse matrix computations** with specialized patterns for enhanced efficiency
- Each type of attention mechanism requires **unique dataflow**



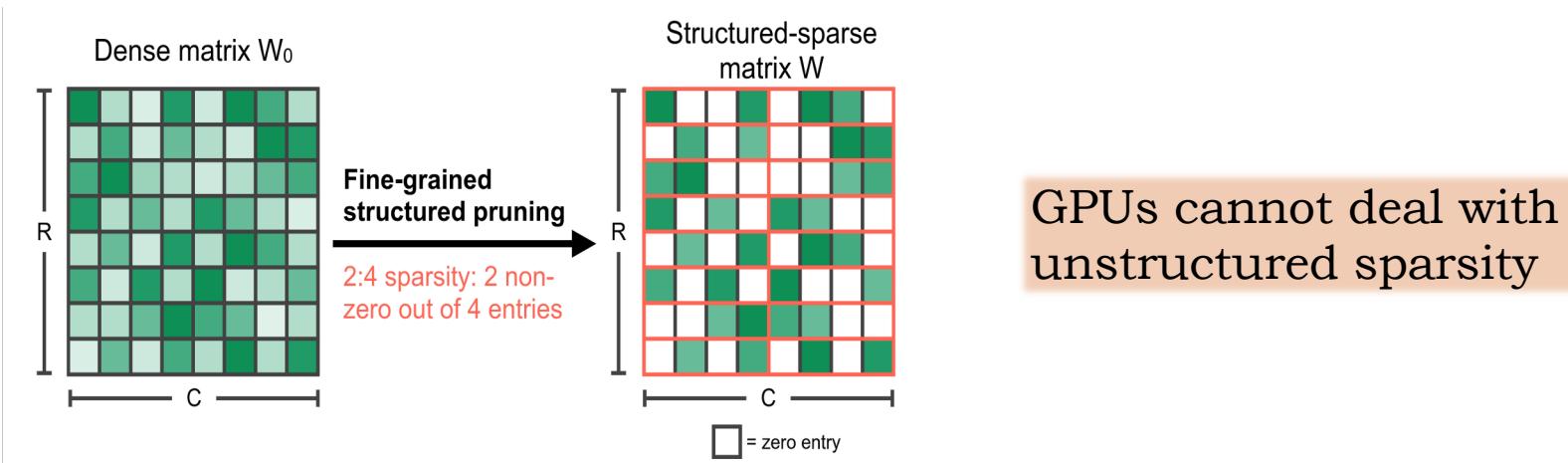
Sparsity in LLM Workloads

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- **Structured sparsity in attention:** Sparse attention patterns (e.g., Mistral's sliding window, DeepSeek native sparse attention)
- **Unstructured Sparsity:** Individual parameters becoming zero via pruning, activation, or training-time sparsity constraints



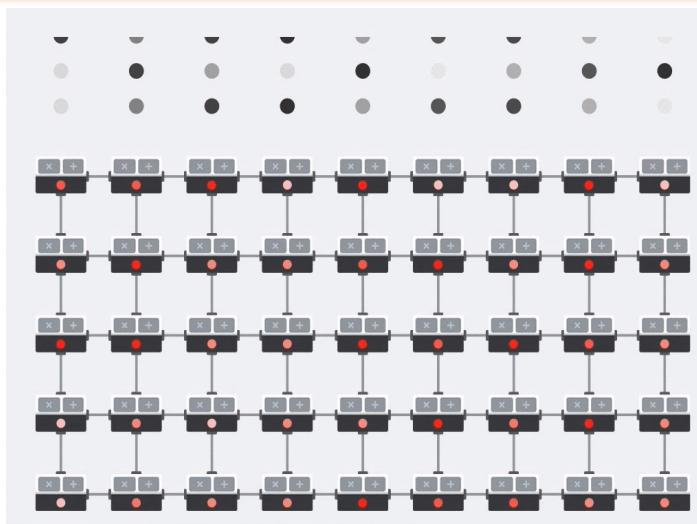
**We need sparsity for efficiency...
But is the hardware ready?**

GPUs Adopted Restricted Structured Sparsity

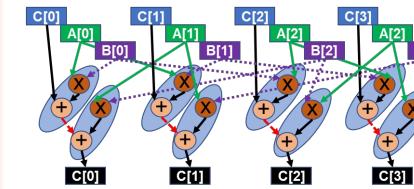


Hardware-Algorithm Gap on TPU and CGRA

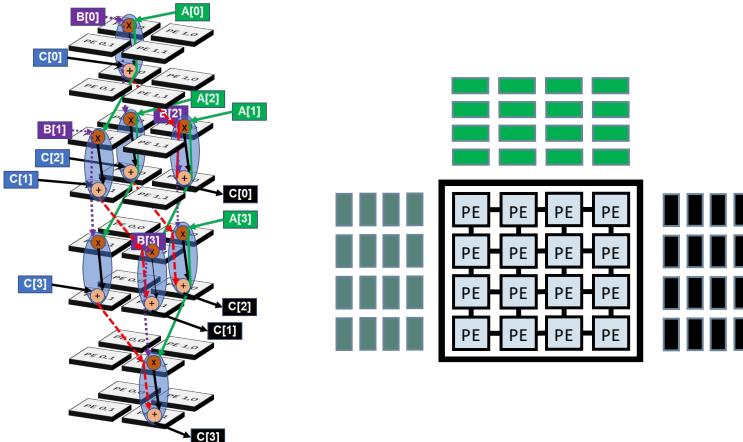
- Hardware needs structured dataflow, but AI creates unstructured sparsity
- Scattered non-zeros cannot match fixed hardware dataflow



Google TPU Matrix Multiply Unit (MXU) Dataflow

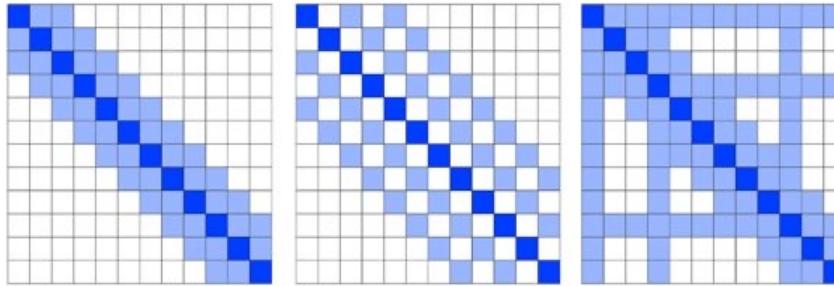


GEMM DFG



HiMap GEMM Schedule & Dataflow on CGRA

SWAT: Architecture following Algorithm



- Handcrafted dataflow engine on FPGA for sliding-window attention in LLM
- Each token attend to fixed number of predecessors/successor tokens
 - Reduces the complexity from quadratic to linear
- Used in many models: Mistral-7B, DeepSeek MLA, Swin (Vision)
- But....efficient implementation on hardware is hard
- Naïve GPU implementation is worse than dense due to masking overhead

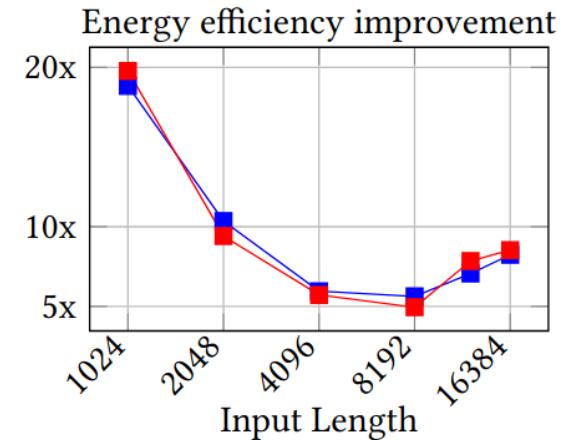
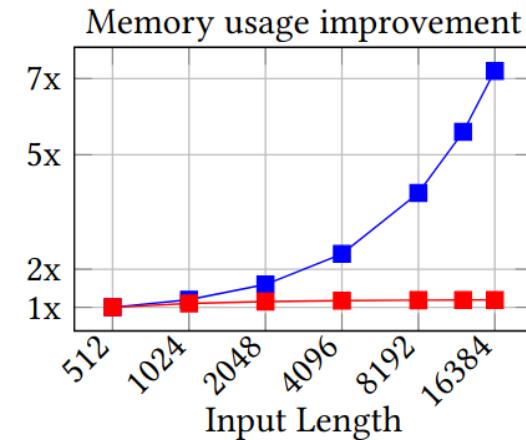
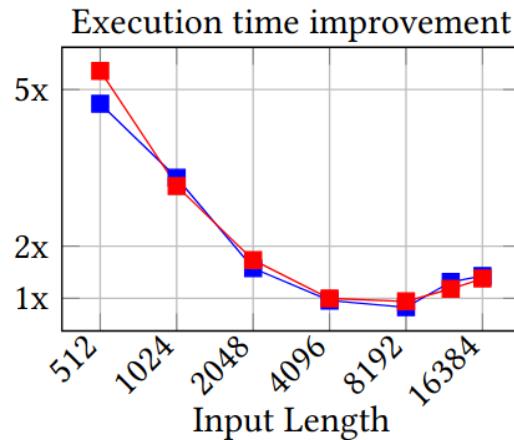
SWAT vs. GPU implementations

Single-batch:

Xilinx U55C (16nm) vs. Nvidia A100 (7nm)

SWAT FPGA Sliding-Window
Attention achieves 15x energy-
efficiency over GPU

- Improved execution time on worse technology node
- High energy efficiency gain



—■— SWAT vs. A100 Dense (both FP32) —■— SWAT vs. A100 Sliding Chunks (both FP32)

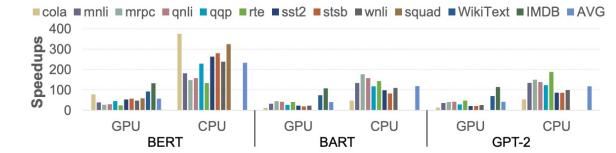
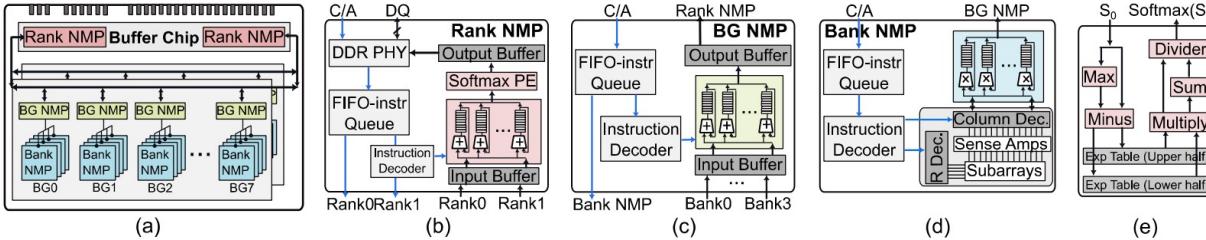


Fig. 8. The speedup improvement of SADIMM over GPU and CPU on BERT, BART, and GPT-2 benchmarks

SADIMM: Sparse Attention Accelerator with DIMM-based Near-memory Processing

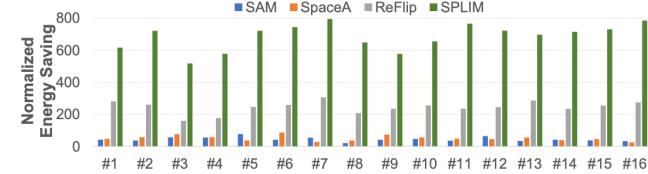
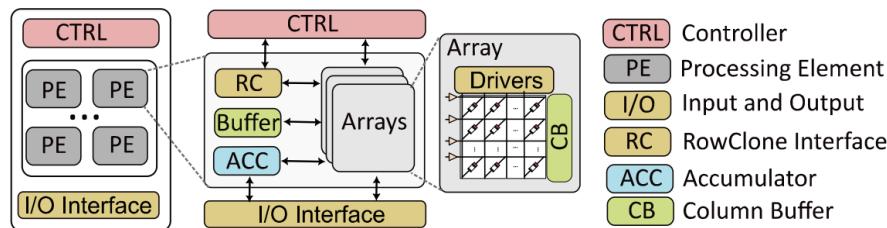
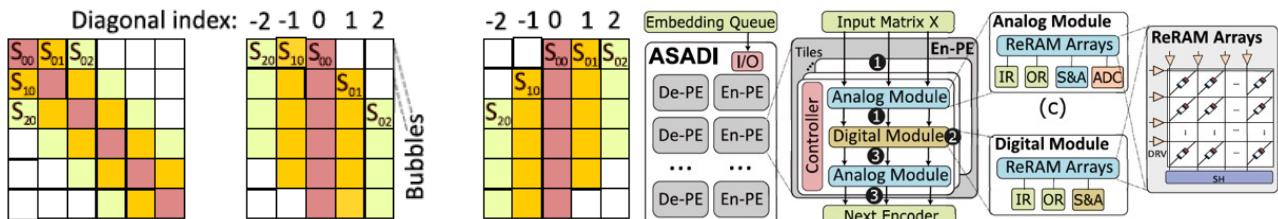


Fig. 15. Energy saving comparison between GPU baseline, SAM, SpaceA, ReFlip, and SPLIM (normalized to GPU)

SPLIM: Unstructured sparse matrix operations on structured in-situ computing

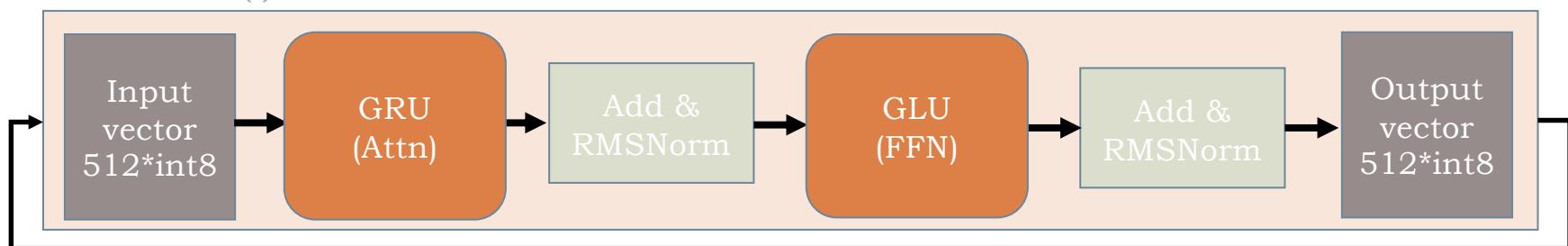
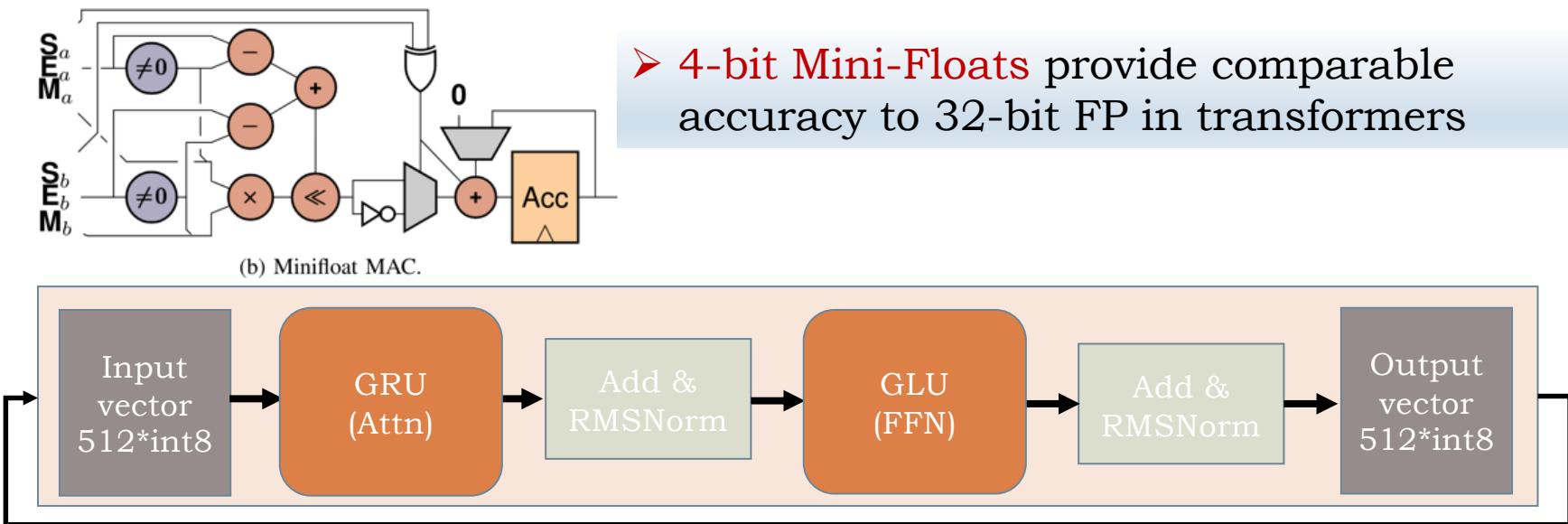


ASADI: In-memory computing for sparse attention



SADIMM: Accelerating Sparse Attention using DIMM-based Near-memory Processing. IEEE Transactions on Computers 2025
 SPLIM: Bridging the Gap Between Unstructured SpGEMM and Structured In-situ Computing. IEEE TCAD 2025
 ASADI: Accelerating Sparse Attention using Diagonal-based In-situ Computing. HPCA 2024

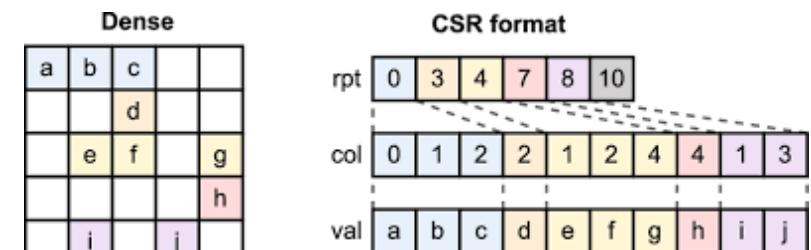
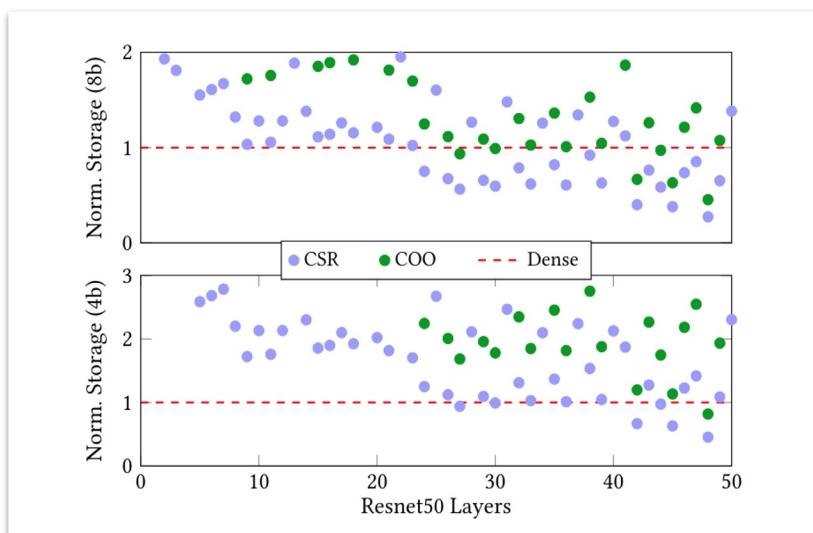
Quantized Attention: Reconfigurability Wins



Complete on-chip storage (BRAM + URAM) of weights on U280 FPGA
MatMult-Free Ternary LLM (1.58bits):
370M parameters: ~5K tokens/sec @ 21W vs. ~100 tokens/sec @ 200W

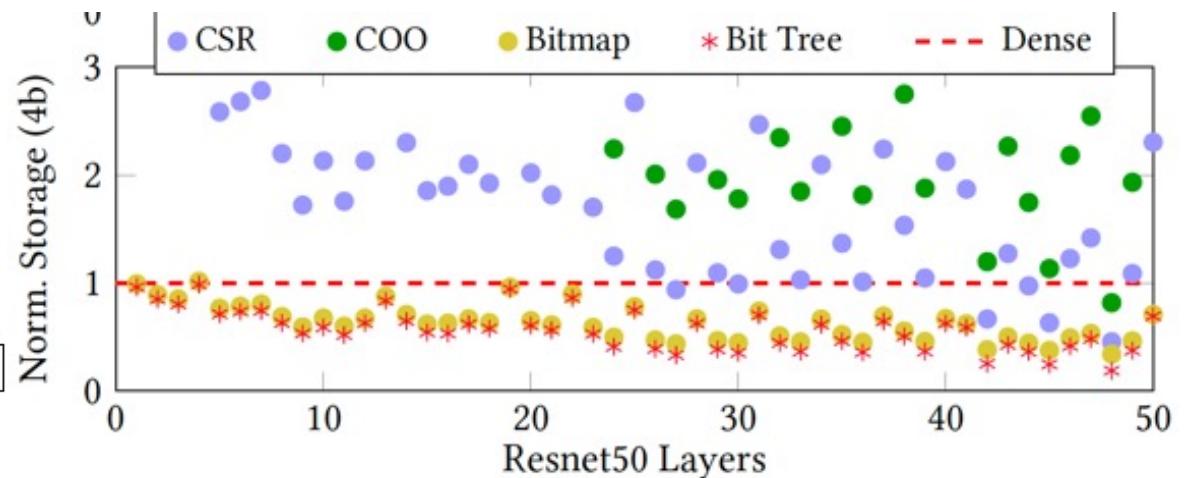
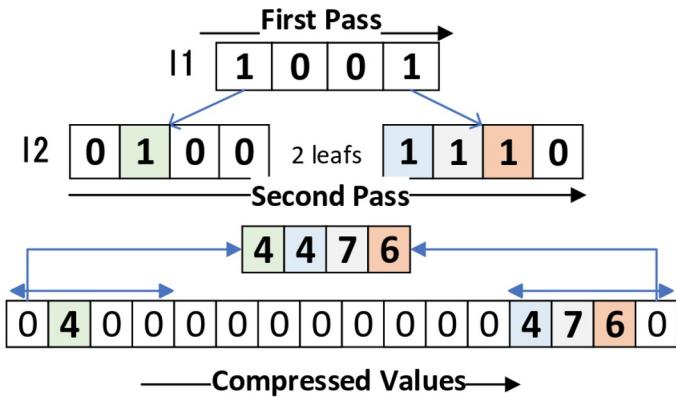
Unstructured Sparsity is hard

At 4-bit or 8-bit quantization, sparse matrix representation formats used by hardware accelerators (CSR, COO) require more storage than Dense format due to meta-data overhead!!

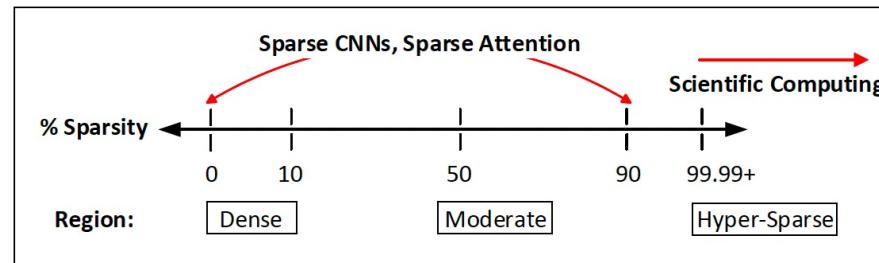


Sparse storage formats lead to inflation not compression!
Bitmap decoding is costly due to long runlength of zeros

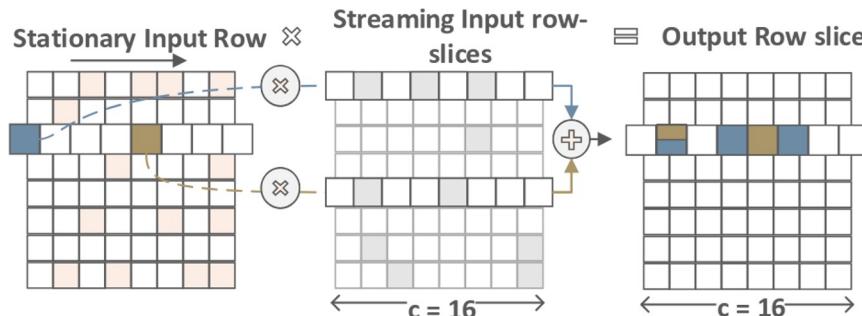
Taming Unstructured Sparsity: Bit-Tree Format



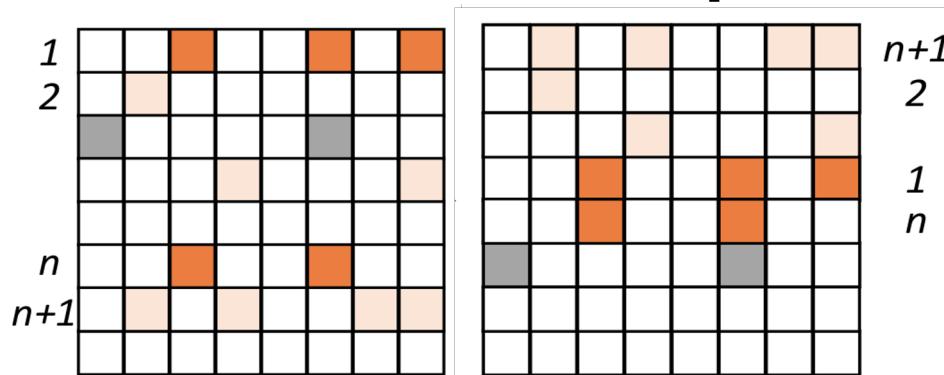
Storage: Same as ideal bitmap
 Fast Decoding: N-passes over N-level Bit-Tree
 Handles all sparsity level



Taming Unstructured Sparsity: Irregular memory access

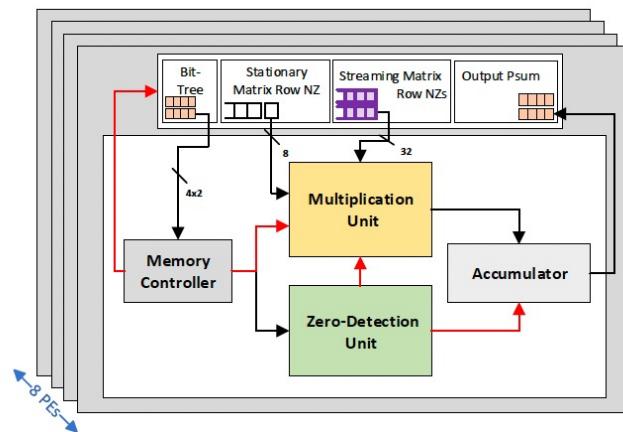


Gustavson's Dataflow: Row-wise product



Reorder stationary matrix rows to maximally reuse streaming rows

ZeD ASIC accelerator achieves 3.2x performance-per-area improvement over SOTA for sparse ML workloads



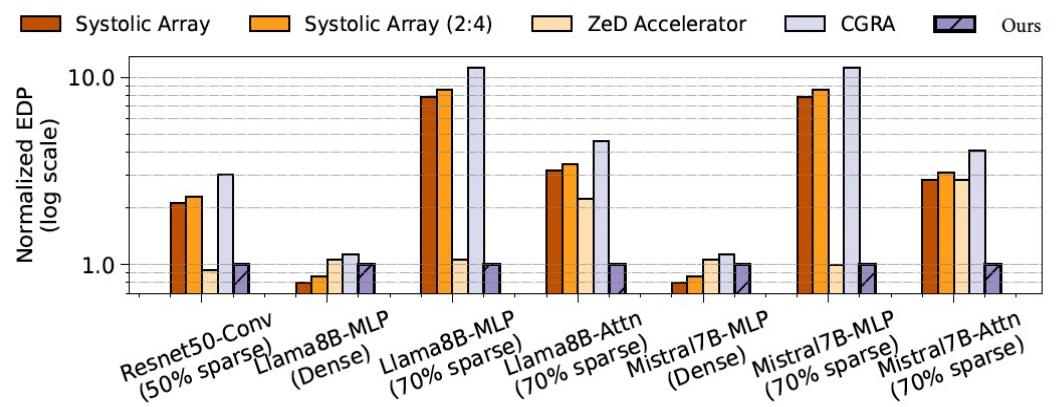
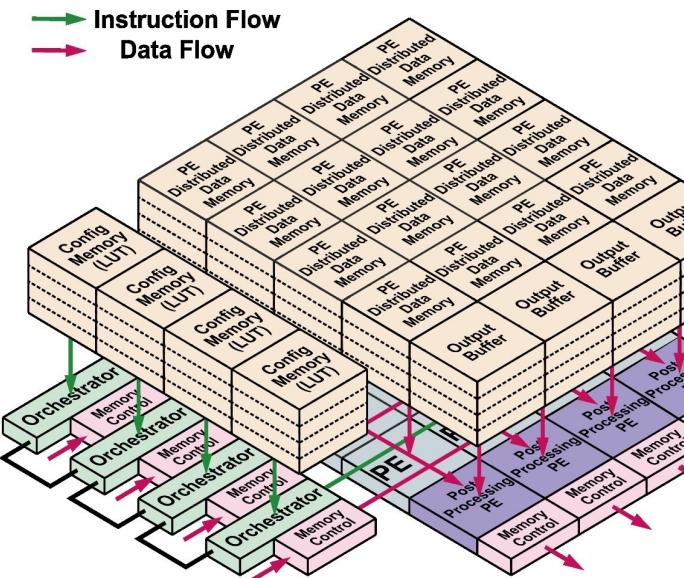


Can one reconfigurable accelerator rule them all?

Toward Efficient Intelligence: Rethinking AI Accelerators for Sparsity

- LLMs are growing faster than compute can scale. Sparsity is not optional, it's essential.
- Today's hardware is fundamentally mismatched with emerging sparse workloads.
- Specialized architectures show what's possible; but we need a universal, reconfigurable accelerator.
- Winning the hardware lottery requires co-design: architecture must evolve with algorithms, not after them.

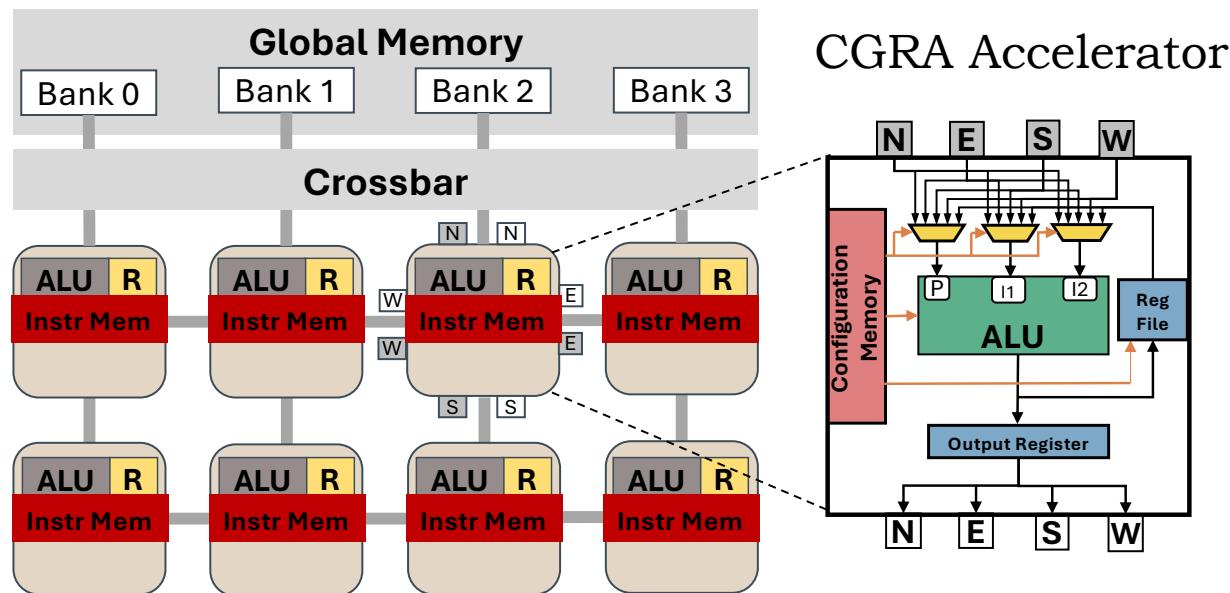
Canon: Data-driven Reconfigurable Accelerator



- Minimalist reconfigurable processing array that adapts to diverse sparsity with minimal reconfiguration cost
- Smart algorithm that maps arbitrary dataflows on the fabric
- High parallel processing while handling complex dataflow dependencies

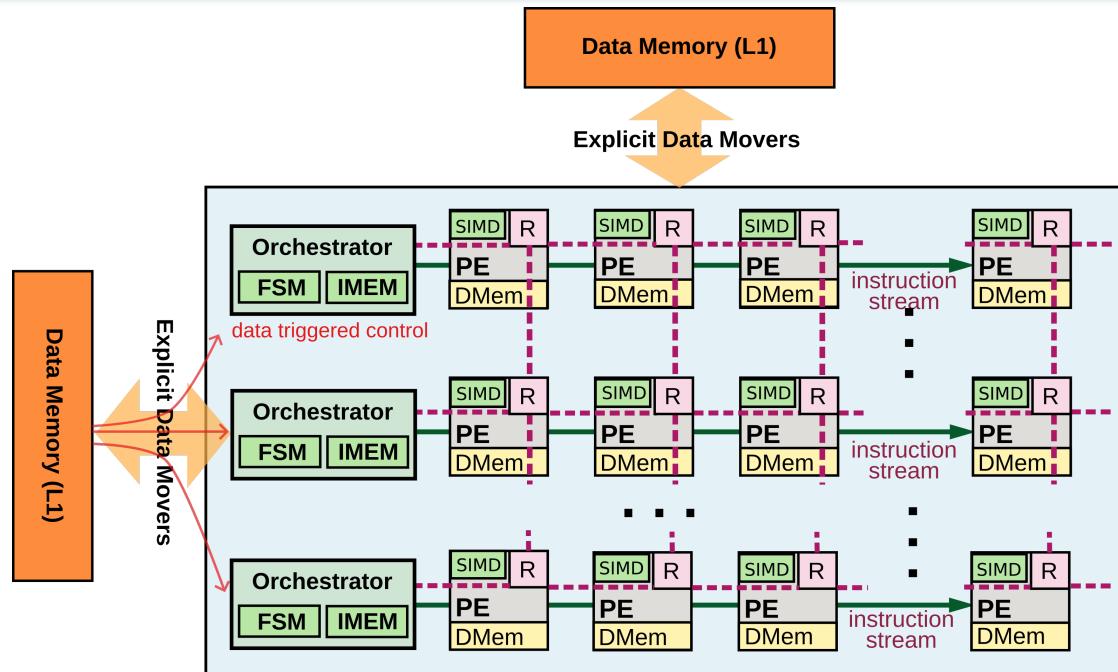
Cost of Reconfigurability

- As data becomes smaller (FP4), instruction cost is very high!
- Domain-specific accelerator has minimal config storage and access cost
- CGRA accelerator introduces config storage and access cost
- Canon achieves efficiency by adapting to workload through a compact data-driven execution orchestrator



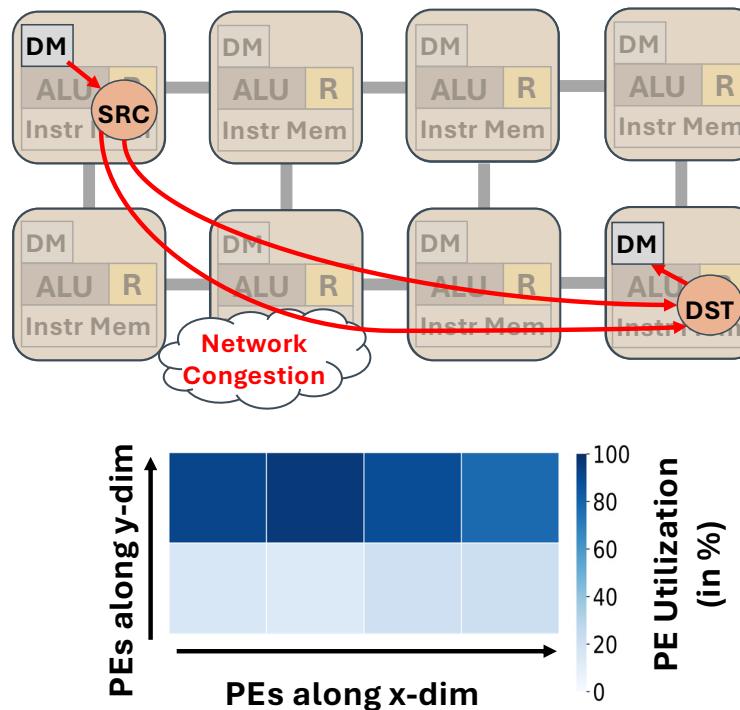
Data-driven Dynamic Execution Orchestration

- Canon achieves efficiency by adapting to workload through a compact data-driven execution orchestrator
- Compiler generates FSM for each kernel
- FSM generates config that travels through a row (Time-lapsed SIMD)
- Sparse Metadata triggers dynamic changes to dataflow



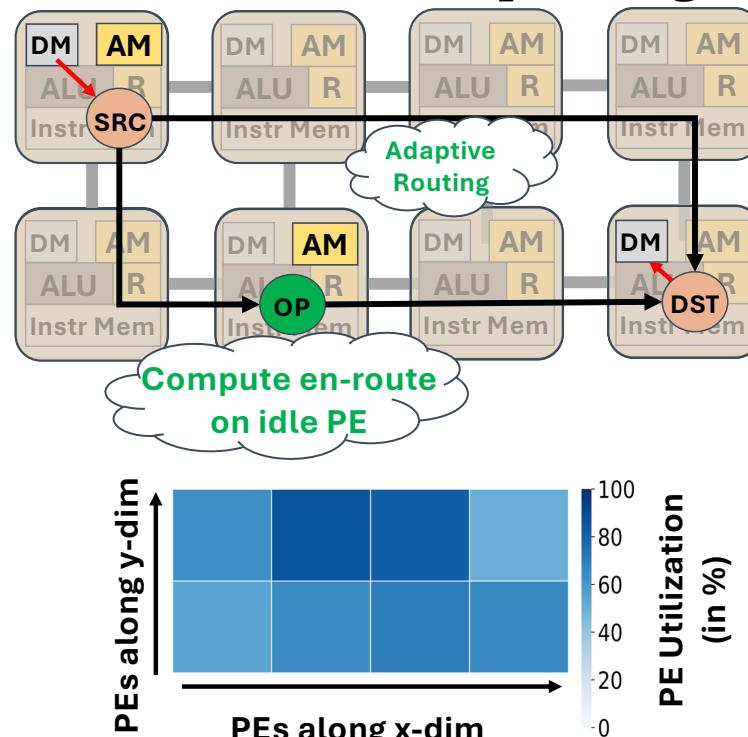
Nexus Machine: Adaptive Message Driven Fabric On-route compute on idle PE

- Data-driven execution of irregular workload causes network congestion and load imbalance



Nexus Machine: Adaptive message-driven fabric On-route compute on idle PE

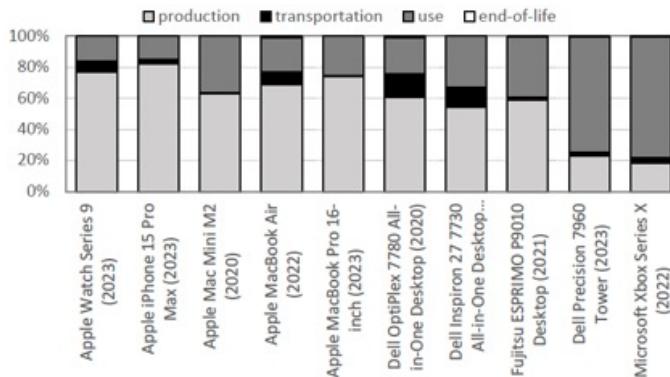
- Active Messages carrying both instruction and data trigger compute en-route on idle PE improving load balancing



Reconfiguration offers reliability, sustainability benefits!

Embodied footprint: Raw material extraction, manufacturing, assembly, transportation, end-of-life processing

Operational footprint: Device use during its entire lifetime

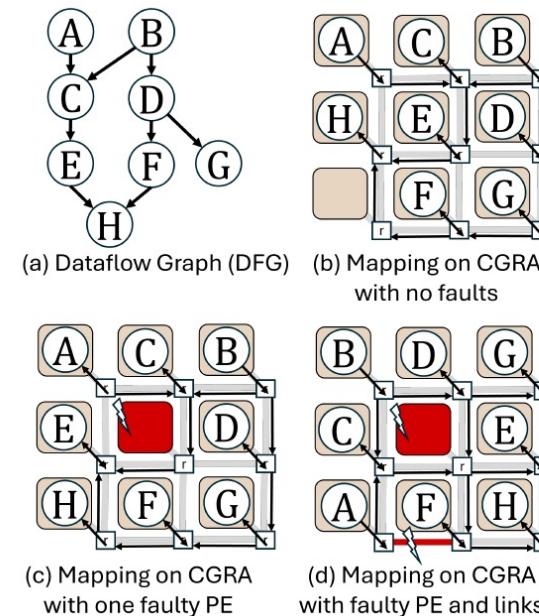


Embodied footprint dominated most consumer computing devices

Concurrency (n)	Carbon Footprint Improvement	
	Avg Util ($n' < n$)	100% Util ($n' = n$)
1	-	7.60x
2	6.10x	3.84x
3	4.12x	2.59x
4	3.12x	1.97x
5	2.53x	1.59x



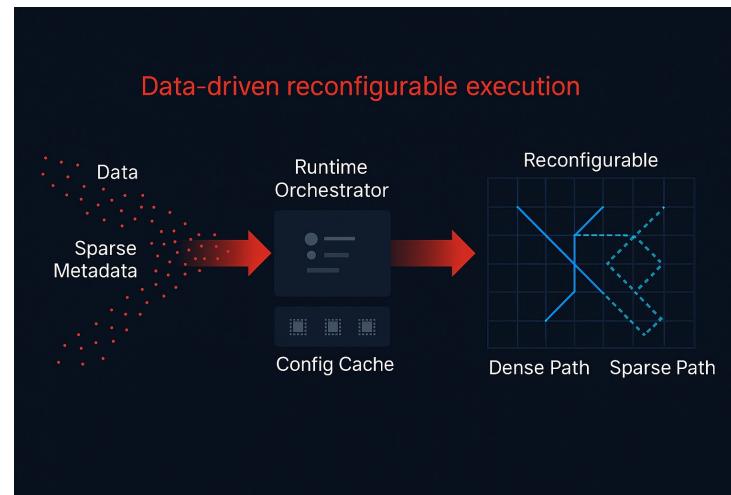
Carbon footprint saving by replacing SoC IP blocks with CGRA



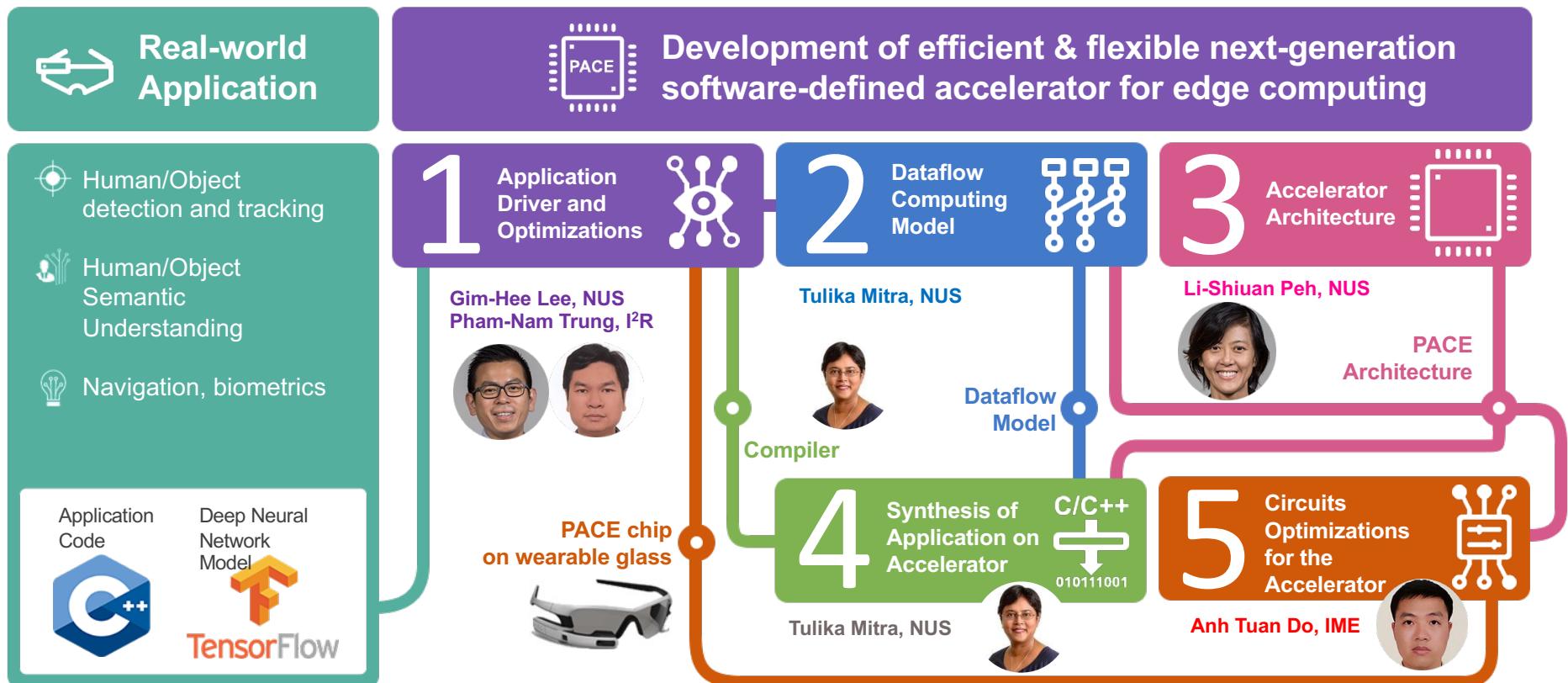
CGRA accelerators circumvents faults

Data-Driven Reconfigurable Accelerator

- Then: GPU won by becoming general-purpose from a graphics chip (architecture + CUDA + tools)
- Now: GPU Tensor Cores → Dense AI focus
- Next: Data-driven reconfigurable execution as the new general-purpose
- Payoff: Default fabric of the 2030s with near-ASIC perf/W



PACE Programme: A synergistic Cross-Layer Approach



National Research Foundation Singapore Competitive Research Programme (NRF-CRP) ~\$6M for 5 years
PACE: Next-Generation IoT Edge Computing through Efficient Software Programmable Accelerators



GAIA: Rethinking data centre computation and communication design for Green AI

Achieve sustainable AI with energy-efficient sparse architecture
\$9.2M Funding from Ministry of Education Singapore: July 2025-2030

Lead PI **Tulika Mitra**, Provost's Chair Professor, NUS Computing

Team PI **Trevor Carlson**, Assistant Professor, NUS Computing

Bingsheng He, Professor, NUS Computing

Jialin Li, Assistant Professor, NUS Computing

Li-Shuan Peh, Provost's Chair Professor, NUS Computing

Collaborator:

AMD Research & Advanced Development: Singapore, USA, Ireland

Prof. Gustavo Alonso, ETH Zurich

Prof. Lieven Eeckhout, Ghent Univ.



THANK YOU



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WE ARE HIRING!

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- Dan Wu
- Vishnu Paramasivam
- Chong Yi Sheng

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