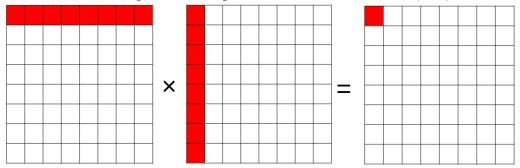
Report Lab B: Matrix Multiplication

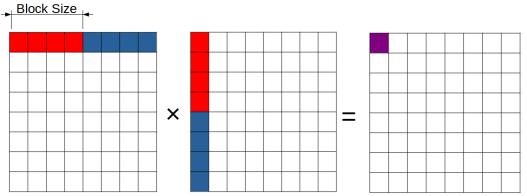
Introduction to Overall System

Matrix Multiplication (MM) of N*N matrices (A*B=C, and we set N to be power of 2) can be accelerated on hardware by unrolling (data parallelism) the $N\land 3$ products and sums. We use Vitis HLS and Vivado to implement our systems on FPGA. There are three different implementations for N*N integer matrices multiplication:

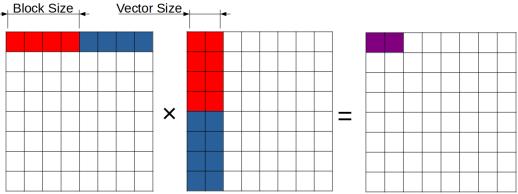
1. The first implementation is brute force implementation, and we completely partition rows of A and columns of B to perform data parallelism with unroll factor (UrF) N.



2. The second implementation is block matrix multiplication. The size of block (BL) should be equal to unroll factor in our implementation to ensure initiation interval (II) equal to 1. For each entry in C, we compute its sum of products in N/BL times. That is, we compute sum of BL products in one cycle.



3. The third implementation is block matrix multiplication, but use a vector of size VT to transmit data between host and kernel. Furthermore, since we can output VT entries of C in one cycle, we also perform data parallelism on it. That is, we have unroll factor BL*VT.



There are two phases in our implementation: first read in *A* and *B*, then do the computation and write out *C* at the same time.

Observed and Learned

By C-Synthesis report from Vitis HLS, we learn that the computation resource (DSP) is only related to unroll factor. (In our experiments, # of DSPs=UrF*3.)

The data-read-in phase takes time with order N^2 . It is only reduced in the third implementation, with the order of time being N^2/V .

The computation phase should take time with order $N \land 3$ if there is no data parallelism.

The first implementation use unroll with factor N, which makes the time take is of order N\2. In this case the time took in computation is similar to the time took in data-read-in phase. However, the number of DSPs used linearly grows with N. From the utilization report in Vivado, we think this implementation can at most handle N=64 case.

Block Matrix Multiplication method limits unroll factor and number of DSPs by block size. In second implementation, the block size should equal to unroll factor to ensure II being 1. We can see all implementation with II larger than 1 take significantly longer time.

In the third implementation, with limited resource, we can make trade of between vector size and block size to keep UrF=BL*VT, and we can see that a higher vector size can also reduce data transmitting time.

The conclusion is in the following table:

Impolantation	DI	7.7T	I IT	Data transmit	Commutation	# of DCDa
Implementation	BL	<u>V1</u>	UrF	Data transmit	Computation	# of DSPs
1st	-	-	N	<i>N</i> ^2	N^3/UrF	3*N
2nd	+	-	BL	<i>N</i> ^2	<i>N</i> ∆3/UrF	3*BL
3rd	+	+	BL*VT	N^2/VT	<i>N</i> ∆3/UrF	3*BL*VT

Experiments

For the first implementation we test N=8, 16, 32 and we collect data from C-Synthesis reports. The raw data is in the figures below. Here we present a comparing table by setting N=8 case as baseline.

N	read data time	MM time	# of DSPs	# of FFs	# of LUTs
8	1	1	1	1	1
16	3.91	3.72	2	1.59	1.65
32	15.54	14.55	4	3.13	3.08

For the second implementation we set N=128, and test BL=4, 8, 16, 32. We only list result for cases with BL=UrF and set BL=4 as baseline. If $BL\neq UrF$ we will get II violation, and latency increases dramatically. For cases with $BL\neq UrF$ go and see the raw data in figures below.

BL	read data time	MM time	# of DSPs	# of FFs	# of LUTs
4	1	6.6	1	1	1
8	1	3.4	2	1.69	1.48
16	1	1.8	4	3	2.39
32	1	1	8	5.68	4.27

For the third implementation we set N=128, and test BL=16, VT=4 and BL=VT=8. And the result shows that their time spent for matrix multiplication is almost the same, which confirms that UrF=BL*VT and the time spent for data reading in VT=4 is twice as large as VT=8.

The first and second implementations can be run on FPGA already, and there are Vivado utilization reports and FPGA implementation results in the following figures, and .bit and .hwh files in GitHub link.

The third implementation has not finished for FPGA, but there are Test Bench for Vitis HLS analysis, and we already check that it is correct in C-Simulation, C-Synthesis and Cosimulation.

GitHub link: https://github.com/b07901181/AAHLS-Lab-B-10

Figures

First Implementation: Brute Force

Modules & Loops Is	ssue Type Violation Type	Distance Slack	Latency(cycles)	Latency(ns)	Iteration Latency	Interval	Trip Count	Pipelined	BRAM	DSP	FF	LUT	URAM
			138	1.380E3		72		dataflow		24	2862	1876	0
			66	660.000		66		no			10	314	0
▶ ⊚ read_data_B			66	660.000		66		no			10	330	0
			71	710.000		71		no		24	2276	820	0

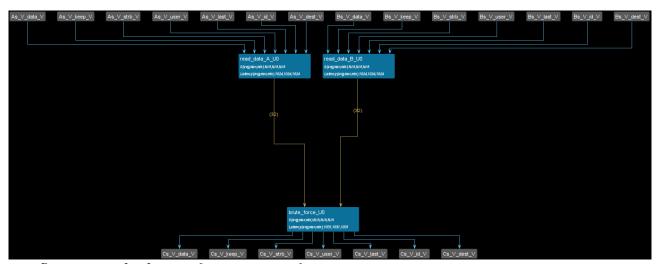
Synthesis report for first implementation with N=8

Modules & Loops Issue Type Violation Type Distance Slack Li	_atency(cycles) Latency(ns)	Iteration Latency Interval	Trip Count	Pipelined	BRAM [)SP	FF	LUT	URAM
▲ 🔯 matrix_mul -	523 5.230E3	- 265	-	dataflow	32	48 4	4560	3091	0
P ⊚ read_data_A -	258 2.580E3	- 258		no			12	538	
P ⊚ read_data_B -	258 2.580E3	- 258		no			12	570	
P ⊚ brute_force -	264 2.640E3	- 264		no		48 4	1466	1491	0

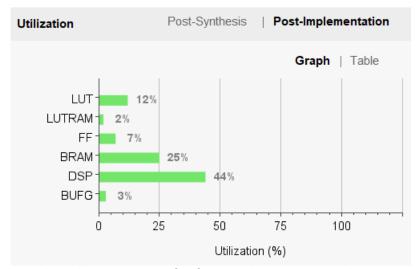
Synthesis report for first implementation with N=16

Modules & Loops	Issue Type	Violation Type	Distance	Slack	Latency(cycles)	Latency(ns)	Iteration Latency	Interval	Trip Count	Pipelined	BRAM	DSP	FF	LUT	URAM
				-	2060	2.060E4	-	1034	-	dataflow	64	96	8949	5786	0
					1026	1.026E4		1026		no			14	985	0
					1026	1.026E4		1026		no			14	1049	0
					1033	1.033E4		1033		no		96	8819	2844	0

Synthesis report for first implementation with N=32



Dataflow Viewer for first implementation with N=32



Vivado utilization report for first implementation with N=32

Result for first implementation with N=32 from FPGA

Second Implementation: Block Multiplication with 1-dim Partition and Unroll

Modules & Loops	Issue Type	Violation Type	Distance	Slack	Latency(cycles)	Latency(ns)	Iteration Latency	Interval	Trip Count	Pipelined	BRAM	DSP	FF	LUT	URAM
				-	557073	5.571E6	-	540687	-	dataflow	160	12	1670	1470	0
					16386	1.640E5		16386		no			18	210	0
					16386	1.640E5		16386		no			18	218	0
					540686	5.407E6		540686		no	32	12	1588	862	0

Synthesis report for second implementation with N=128, BL=UrF=4

Modules & Loops	Issue Type Violation Type	Distance	Slack	Latency(cycles)	Latency(ns)	Iteration Latency	Interval	Trip Count	Pipelined	BRAM	DSP	FF	LUT	URAM
⁴				294930	2.949E6		278544		dataflow	160	24	2821	2175	0
				16386	1.640E5		16386		no			18	322	0
				16386	1.640E5		16386		no			18	338	0
				278543	2.785E6		278543		no	32	24	2731	1231	0

Synthesis report for second implementation with N=128, BL=UrF=8

Modules & Loops	Issue Type	Violation Type	Distance	Slack	Latency(cycles)	Latency(ns)	Iteration Latency	Interval	Trip Count	Pipelined	BRAM	DSP	FF	LUT	URAM
				-	163859	1.639E6	-	147473	-	dataflow	160	48	5015	3515	0
					16386	1.640E5		16386		no			18	546	0
▶ ⊚ read_data_B					16386	1.640E5		16386		no			18	578	0
					147472	1.475E6		147472		no	32	48	4909	1899	0

Synthesis report for second implementation with N=128, BL=UrF=16

Modules & Loops Is	ssue Type	Violation Type	Distance	Slack	Latency(cycles)	Latency(ns)	Iteration Latency	Interval	Trip Count	Pipelined	BRAM	DSP	FF	LUT	URAM
▲ Matrix_mul				-	98324	9.830E5	-	81938	-	dataflow	160	96	9487	6272	0
					16386	1.640E5		16386		no			18	994	
▶ ⊚ read_data_B					16386	1.640E5		16386		no			18	1058	
					81937	8.190E5		81937		no	32	96	9349	3312	

Synthesis report for second implementation with N=128, BL=UrF=32

Modules & Loops Issue Type	Violation Type Distance	Slack	Latency(cycles)	Latency(ns)	Iteration Latency	Interval	Trip Count	Pipelined	BRAM	DSP	FF	LUT	URAM
			2129933	2.130E7		2113547		dataflow	160	12	1464	5000	0
P ⊚ read_data_A			16386	1.640E5		16386		no			18	994	0
▶ ⊚ read_data_B			16386	1.640E5		16386		no			18	1058	0
			2113546	2.114E7		2113546		no	32	12	1326	2040	0

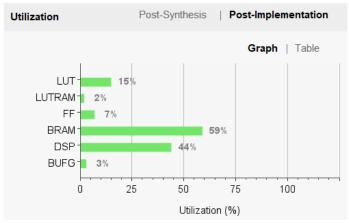
Synthesis report for second implementation with N=128, BL=32, UrF=4, Final II is 4

Modules & Loops	Issue Type	Violation Type	Distance	Slack	Latency(cycles)	Latency(ns)	Iteration Latency	Interval	Trip Count	Pipelined	BRAM	DSP	FF	LUT	URAM
					1081360	1.081E7		1064974		dataflow	160	24	2636	6333	0
	4				16386	1.640E5		16386		no			18	994	0
	3				16386	1.640E5		16386		no			18	1058	0
	ff II Violation				1064973	1.065E7				no	32	24	2498	3373	0

Synthesis report for second implementation with *N*=128, *BL*=32, *UrF*=8, Final II is 4

Modules & Loops	Issue Type	Violation Type	Distance	Slack	Latency(cycles)	Latency(ns)	Iteration Latency	Interval	Trip Count	Pipelined	BRAM	DSP	FF	LUT	URAM
				-	557073	5.571E6	-	540687	-	dataflow	160	48	4863	6201	0
					16386	1.640E5		16386		no			18	994	0
					16386	1.640E5		16386		no			18	1058	0
₽ @ block_MM	📆 II Violation				540686	5.407E6				no	32	48	4725	3241	0

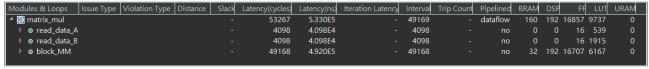
Synthesis report for second implementation with N=128, BL=32, UrF=16, Final II is 4



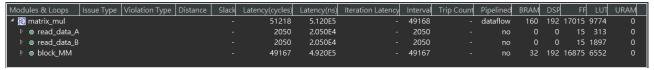
Vivado utilization report for second implementation with N=128, BL=UrF=32

Result for first implementation with *N*=128, BL=UrF=32, from FPGA

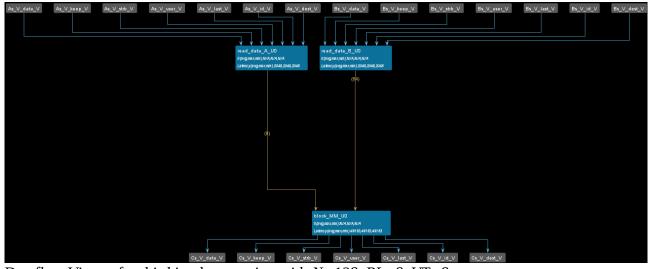
Third Implementation: Block Multiplication with Array Partition and Vectorization Transmission



Synthesis report for third implementation with N=128, BL=16, VT=4



Synthesis report for third implementation with N=128, BL=8, VT=8



Dataflow Viewer for third implementation with *N*=128, *BL*=8, *VT*=8

Modules & Loops	Issue Type	Violation Type	Distance	Slack	Latency(cycles)	Latency(ns)	Iteration Latency	Interval	Trip Count	Pipelined	BRAM	DSP	FF	LUT	URAM
				-	86034	8.600E5	-	81936	-	dataflow	160	96	8855	5402	0
					4098	4.098E4		4098		no			16	315	0
▶ ⊚ read_data_B					4098	4.098E4		4098		no			16	1003	0
P ⊚ block_MM					81935	8.190E5		81935		no	32	96	8745	3488	0

Synthesis report for third implementation with N=128, BL=8, VT=4

