

# Accelerating the migration from ARM NEON to RISC-V Vectors

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## **Outline**



- What is intrinsics?
- How do software support various intrinsics?
- SiFive Recode
- Improve SiFive Recode
- Arm Compute Library benchmark
- OpenCV benchmark

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### What is intrinsics?



- Intrinsics are low-level functions provided by compiler that allow direct access to specific CPU instructions.
- Directly using intrinsics leverages hardware capabilities, which improves execution speed of performance-critical software tasks.
- Most major vendors (Intel, AMD, ARM, etc.) offer intrinsics.

x86: SSE & AVX

– arm: NEON

RISC-V: RVV

- Intrinsics are widely used in software.
  - e.g., TensorFlow, Arm Compute Library, OpenCV, libyuv ...

# How do software support various intrinsics?



- Due to the presence of various intrinsics, some projects have been proposed to minimize the effort required for porting.
- Provide an universal interface and translate it to different targets.
  - e.g., xnnpack and highway
- Transfer intrinsics internally into another different intrinsics.
  - e.g., simde, AvxToNeon, neon2sse and sse2neon
- RISC-V is new, how do we support various software and intrinsics?

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#### SiFive Recode



Protect your existing software investment, migrate with confidence.

```
#include <arm_neon.h>

float32_t dot_prod(
   const float32_t *in1, const float32_t *in2, uint32_t blockSize) {
   float32x4_t acc = vdupq_n_f32(0.0f);

for (uint32_t i = 0; i != blockSize; i += 4) {
    float32x4_t A = vld1q_f32(in1 + i);
    float32x4_t B = vld1q_f32(in2 + i);
    acc = vmlaq_f32(acc, A, B);
}

return vaddvq_f32(acc);
}
```

**ARM NEON Source code** 



Compiler option
-msifive-recode=neon

```
dot_prod:
               a2, .LBB0_3
       begz
       vsetivli
                       zero, 4, e32, mf2, ta, ma
       vmv.v.i v8, 0
.LBB0_2:
       vle32.v v9, (a0)
       addi a0, a0, 16
       vle32.v v10, (a<u>1</u>)
               a1, a1, 16
       addi
       vfmacc.vv
                      v8, v9, v10
       addiw a2, a2, -4
               a2, .LBB0_2
       bnez
               .LBB0_4
.LBB0 3:
       vsetivli
                       zero, 4, e32, mf2, ta, ma
       vmv.v.i v8, 0
.LBB0 4:
       li
               a0, 32
       vsetivli
                       zero, 2, e32, mf2, ta, ma
       vnsrl.wi
                       v9, v8, 0
       vnsrl.wx
                       v8, v8, a0
       vfadd.vv
                       v8, v9, v8
       vsetivli
                       zero, 1, e32, mf2, ta, ma
       vslidedown.vi
                       v9, v8, 1
       vfadd.vv
                       v8, v8, v9
       vfmv.f.s
                       fa0, v8
        ret
```

## **Improve SiFive Recode**



- We optimize a header based Recode to LLVM based Recode.
  - RVV intrinsics in header versus lowering NEON intrinsics into LLVM IR
- The issues of header based Recode
  - Hard to improve the performance.
  - Hard to maintain.
- The advantages of LLVM based Recode
  - LLVM has rich optimizations.

## **Lower NEON intrinsics into LLVM IR**



NEON intrinsics	LLVM IR
<pre>define void @vabsq_s8(ptr %in_0, ptr %out) {   entry:     %0 = load &lt;16 x i8&gt;, ptr %in_0, align 1     %2 = tail call &lt;16 x i8&gt; @llvm.aarch64.neon.abs.v16i8(&lt;16 x i8&gt; %0)     store &lt;16 x i8&gt; %2, ptr %out, align 1     ret void }</pre>	<pre>define void @vabsq_s8(ptr %in_0, ptr %out) {   entry:     %0 = load &lt;16 x i8&gt;, ptr %in_0, align 1     %1 = call &lt;16 x i8&gt; @llvm.abs.v16i8(&lt;16 x i8&gt; %0, i1 false)     store &lt;16 x i8&gt; %1, ptr %out, align 1     ret void }</pre>
<pre>define void @vmull_u8(ptr %in_0, ptr %in_1, ptr %out) {   entry:     %0 = load &lt;8 x i8&gt;, ptr %in_0, align 1     %1 = load &lt;8 x i8&gt;, ptr %in_1, align 1      %2 = tail call &lt;8 x i16&gt; @llvm.aarch64.neon.umull.v8i16(&lt;8 x i8&gt; %0, &lt;8 x i8&gt; %1)     store &lt;8 x i16&gt; %2, ptr %out, align 2     ret void }</pre>	<pre>define void @vmull_u8(ptr %in_0, ptr %in_1, ptr %out) {   entry:     %0 = load &lt;8 x i8&gt;, ptr %in_0, align 1     %1 = load &lt;8 x i8&gt;, ptr %in_1, align 1      %2 = zext &lt;8 x i8&gt; %0 to &lt;8 x i16&gt;     %3 = zext &lt;8 x i8&gt; %1 to &lt;8 x i16&gt;     %4 = mul nuw &lt;8 x i16&gt; %2, %3     store &lt;8 x i16&gt; %4, ptr %out, align 2     ret void }</pre>

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### header based Recode VS LLVM based Recode



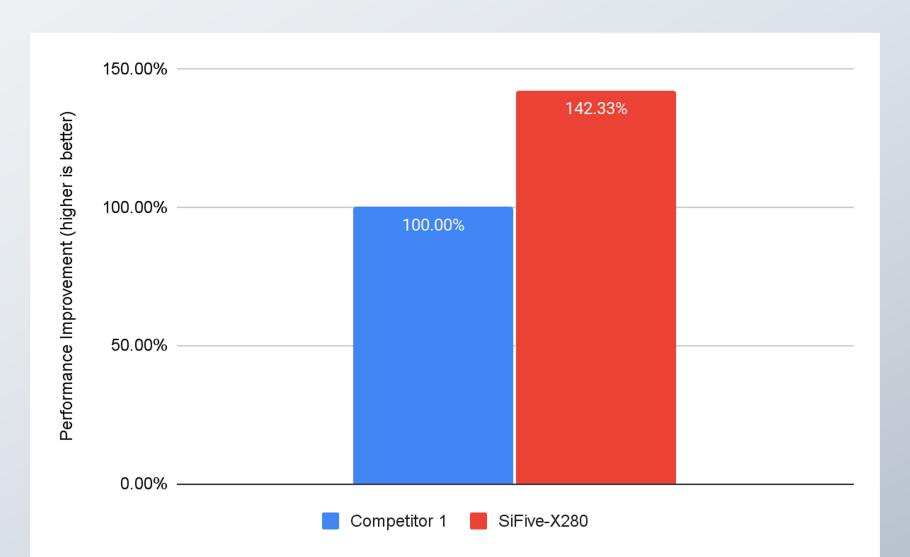
43 % speedup after using LLVM solution



# **Arm Compute Library benchmark**



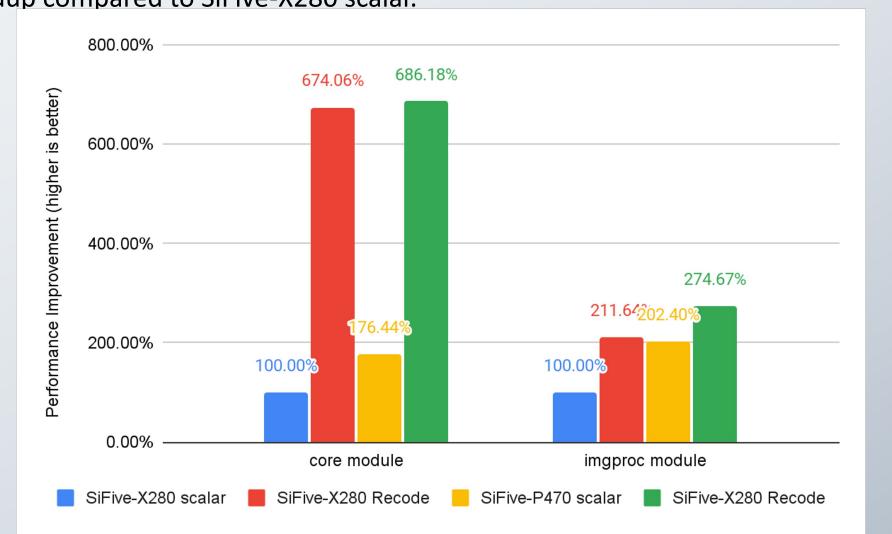
42 % average speedup compared to the competitor.



# **OpenCV** benchmark



• In core module, SiFive-X280 Recode is 6.7x speedup and SiFive-P470 Recode is 6.9x speedup compared to SiFive-X280 scalar.



# **OpenCV benchmark (Cont.)**



• In core module, SiFive-P470 Recode is 1.6x speedup compared to the competitor.



### Is it the end?



- No. We strive for higher performance.
  - We are investing new optimization. At least 20% improvement is expected.
- No. Recode will support more intrinsics.
  - SSE, AVX and SVE will be supported.

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