

Design, reliability evaluation, and hardening of vision-oriented hardware accelerators

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Electronics Engineering

1. Introduction

2. Stereo Vision Core

Outline

3. Reliability Assessment Approach

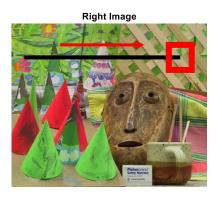
4. Experimental Results

5. Conclusion and Future Work

1. Introduction

• Stereo vision technique







• The applications: ADAS, industrial automation, drones...

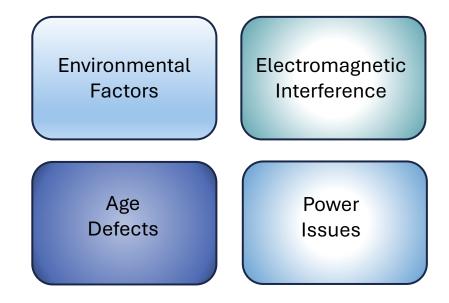


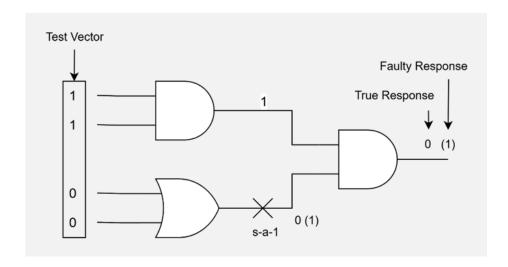




1. Introduction - Reliability

- Hardware can fail.
- The faults can compromise the reliability of safety-critical systems.





Goal of the thesis

Analysis of the stereo vision accelerator under permanent and transient fault models using simulation and emulation-based strategies.

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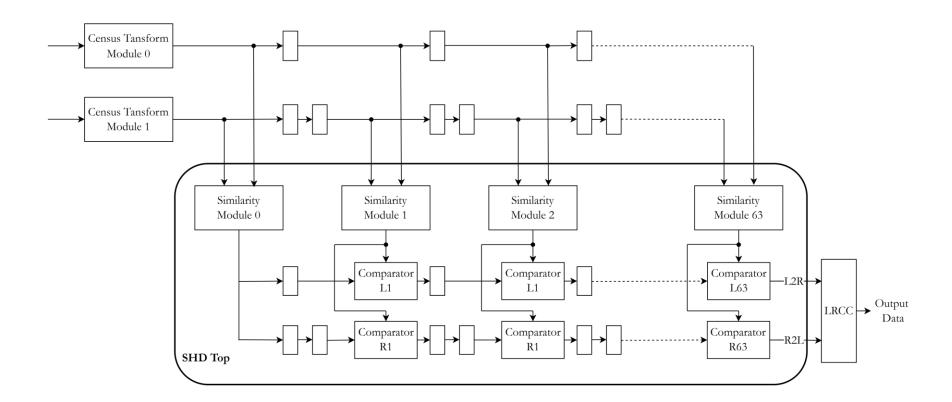
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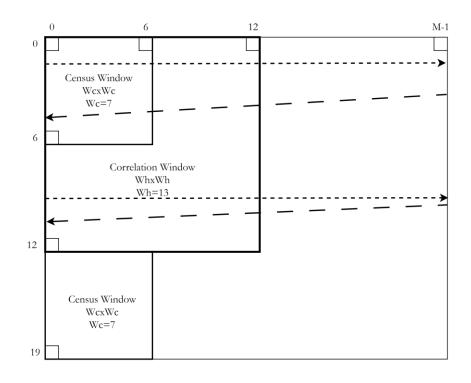
2. Stereo Matching Core

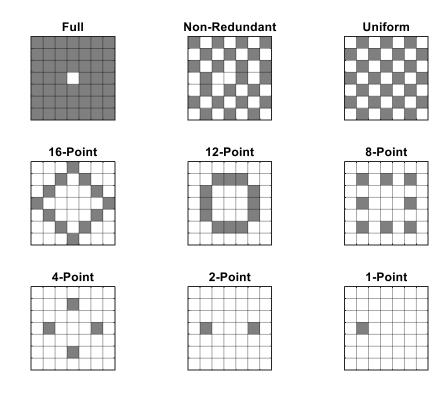
• The architecture of the stereo vision accelerator based on census transform.



2. Census Transform

• Nine kernel configurations, three window sizes: 5x5, 7x7, and 9x9.





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3. Reliability Assessment - Approaches

Simulation-based

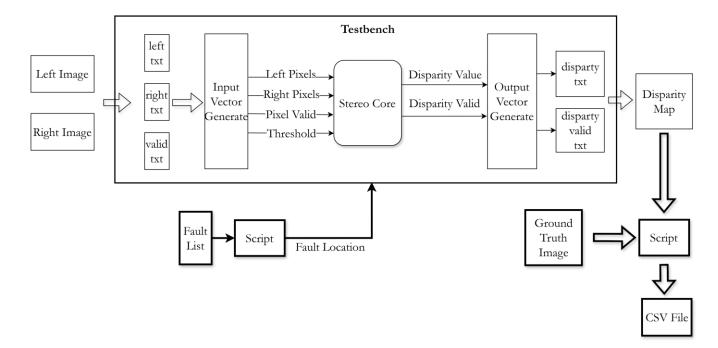
- Questa simulator
 - Stuck at fault with commands
 - RTL fault injection

Emulation-based

- Verilator for the fault injection
 - Open Source
 - Verilog Compatibility
 - High-Speed Simulation
- Hyper-FPGA
 - FPGA and CPU
 - High-Performance Computing

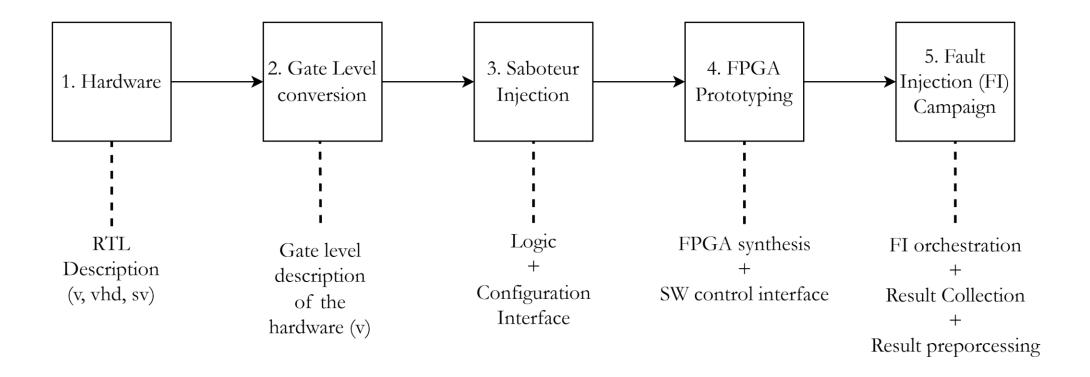
3.1. Simulation-based Strategy

- Fault injection environment by using Questa simulator.
- The Python script for the statistics calculation.
- The metrics: Accuracy, PSNR, and SNR.



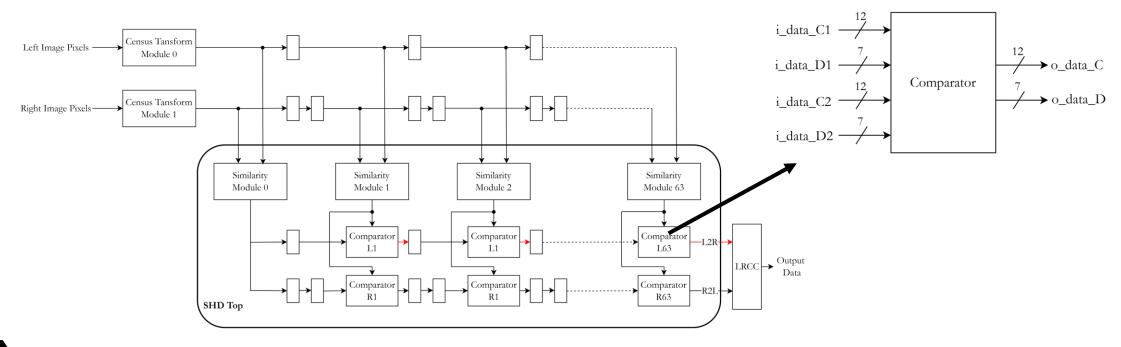
3.2. Emulation-based Strategy

• The strategy to implement the accelerator in the FPGA.



3.2. Emulation-based Strategy: Hardware

- The selected component for the fault injection: Comparator module
- The fault list length is 2394.



3.2. Emulation-based Strategy: Gate-level conversion

- Yosys can translate between different hardware description languages.
- Advantage of using gate-level netlist.



```
module mux2x1 (
    input wire a,
    input wire b,
    input wire sel,
    output wire y
);

wire sel_n, and_a, and_b;

not (sel_n, sel);
    and (and_a, a, sel_n);
    and (and_b, b, sel);
    or (y, and_a, and_b);

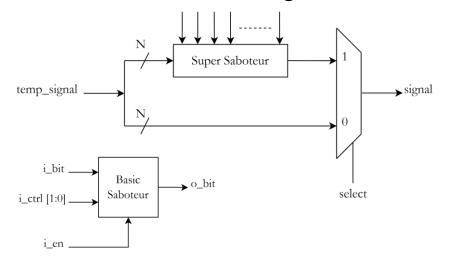
endmodule
```



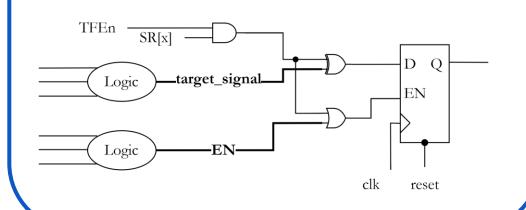
3.2. Emulation-based Strategy: Saboteur Injection

• Python script: inserting the logic, creating a report

- Saboteur
 - Stuck-at-fault, bit flip
 - Combinational logic



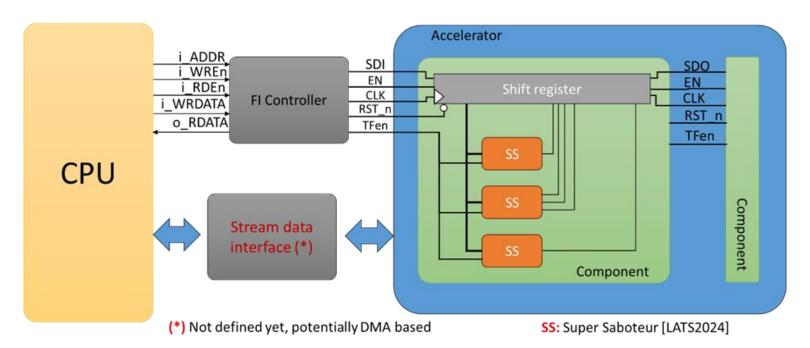
- Single Event Upset (SEU)
 - Transient fault
 - Sequential logic





3.2. Emulation-based Strategy: FPGA Prototyping

- The accelerator with saboteurs
- The controller establishes a handshake protocol.
- The stream data interface is for image transfer.





3.2. Emulation-based Strategy: FI Campaign

- Designer can select:
 - Target bit/s,
 - Fault type,
 - Image.

The designer can perform post-processing.



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4. Experimental Results

 Middelbury stereo dataset: Tsukuba, Venus, and Cones.

 Fault-free & faulty simulation results for the Venus image.

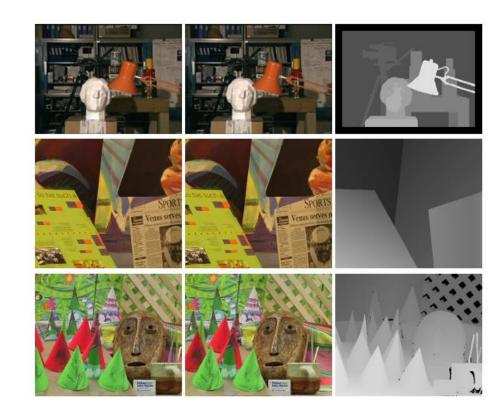
Faulty simulations based on:

- Uniform configuration
- 7x7 window size

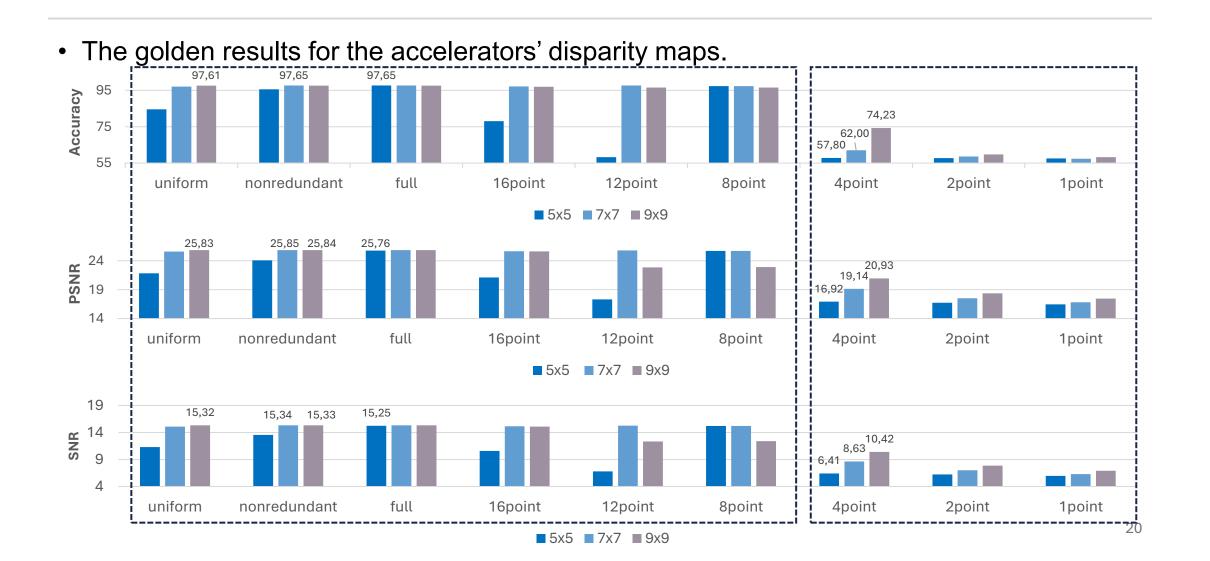
Tsukuba

Venus

Cones

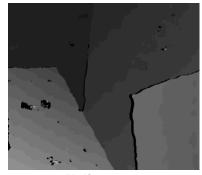


4.1. Fault-free Simulation Results

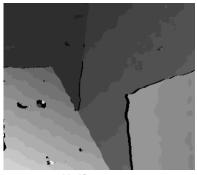


4.1. Fault-free Simulation Results

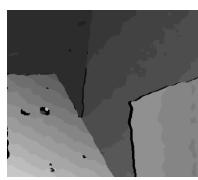
Comparison between uniform and 1-point designs.



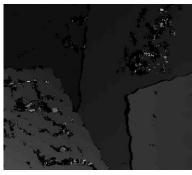
Uniform, 5x5 84.57%



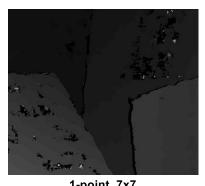
Uniform, 7x7 97.03%



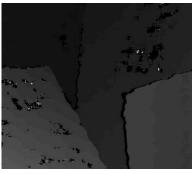
Uniform, 9x9 97.61%



1-point, 5x5 57.56%



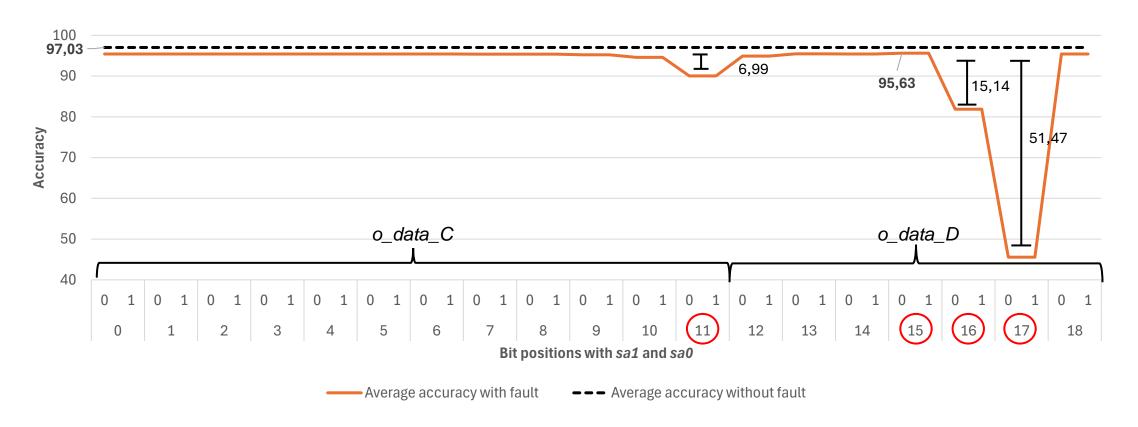
1-point, 7x7 57.40%



1-point, 9x9

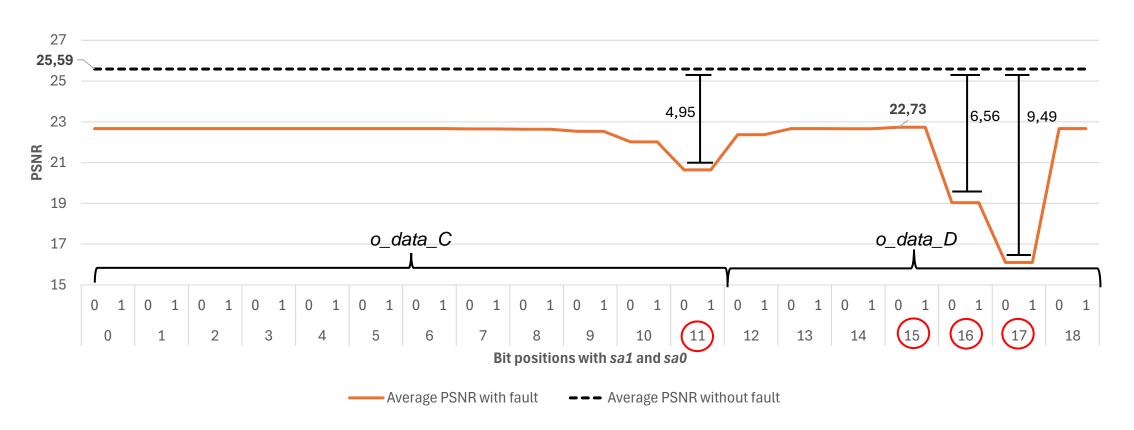
4.2. Faulty Simulation: Accuracy

The average accuracy, for each bit position across all 63 components under SA faults.



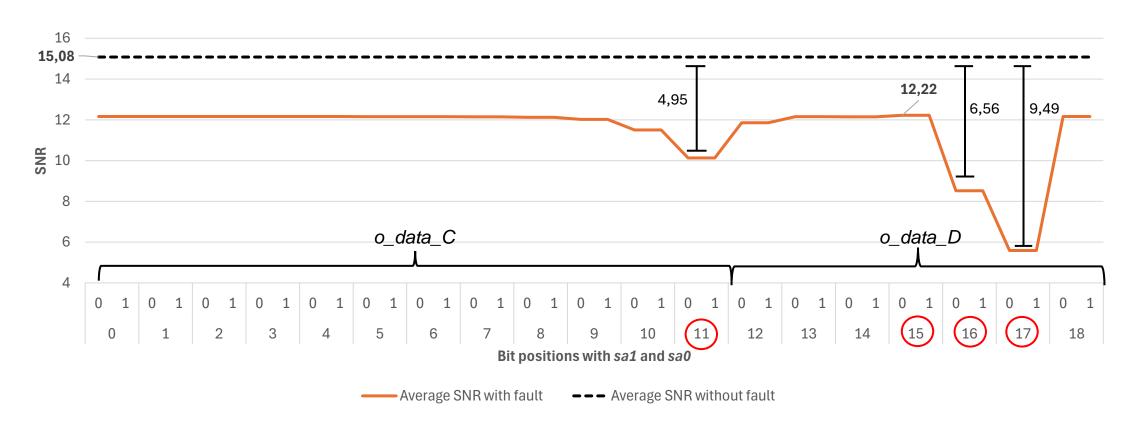
4.2. Faulty Simulation: PSNR

The average PSNR, for each bit positions across all 63 components under SA faults.



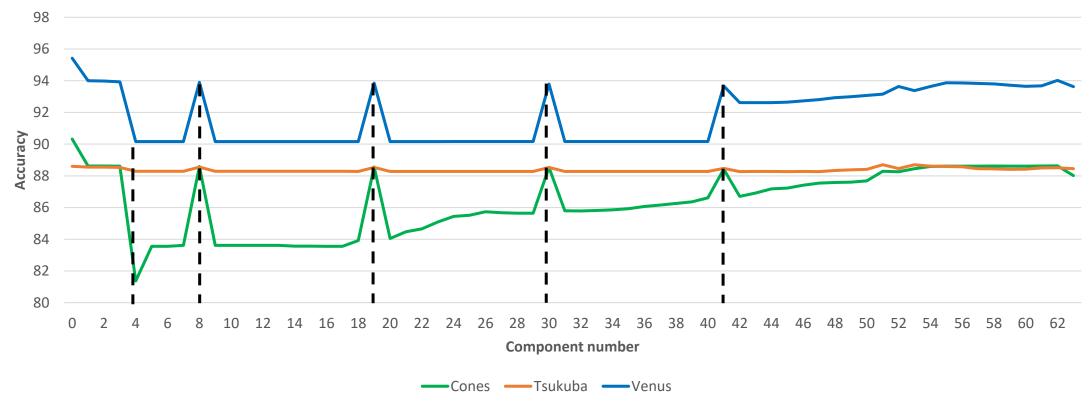
4.2. Faulty Simulation: SNR

• The average SNR, for each bit positions across all 63 components under SA faults.



4.2. Faulty Simulation: Through the components

- The average of the 19 bits, including SA0 and SA1, for each of the 63 components.
- The components 4, 8, 19, 30, and 41.



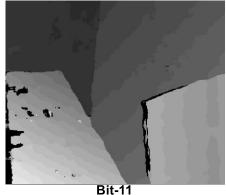
4.2. Faulty Simulation: The worst-case example

• Golden values for the design were:

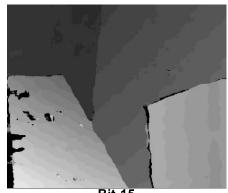
• Accuracy: 97.03%

• PSNR: 25.59 dB

• SNR: 15.08 dB



Accuracy: 90.04% PSNR: 20.64 dB SNR: 10.13 dB



Bit-15 Accuracy: 95.63% PSNR: 22.73 dB SNR: 12.22 dB



Accuracy: 81.89% PSNR: 19.03 dB SNR: 8.52 dB



Accuracy: 45.56% PSNR: 16.10 dB SNR: 5.59 dB

4.3. Simulation Times

• Emulation-based strategy (the Verilator) is more time-efficient.

• The elapsed time depends on the image size.

	Fault-free	Faulty
Simulation-based	~ 6-8 min for 1 design	650 faults => 50-70 hours
Emulation-based (the Verilator)	~ 10-20 sec for 1 design	2394 faults => 4-6 hours

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5.1. Conclusion

 In this project, we aimed to measure the reliability of the stereo vision accelerator under permanent faults.

· We developed two strategies and worked on their implementation.

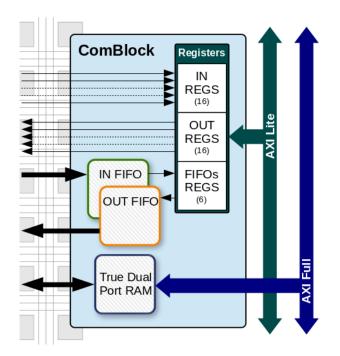
• The bit positions that consistently fall below the average accuracy have always been the most significant bits, with an average drop of 38.04%.

5.2. Future Work

 The target FPGA is the hyper-FPGA cluster from ICTP MLAB.

 The accelerator integration: the ComBlock.

• The stream data interface.



Thank you

April 2025

