



# Matrix Multiplication using Systolic Array

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## Roles and Responsibilities

- Team Lead and Design Lead- Abhipray Singh
- Verification Lead - Ganesh Bhagwat
- Physical Design Lead - Aditya Kumar

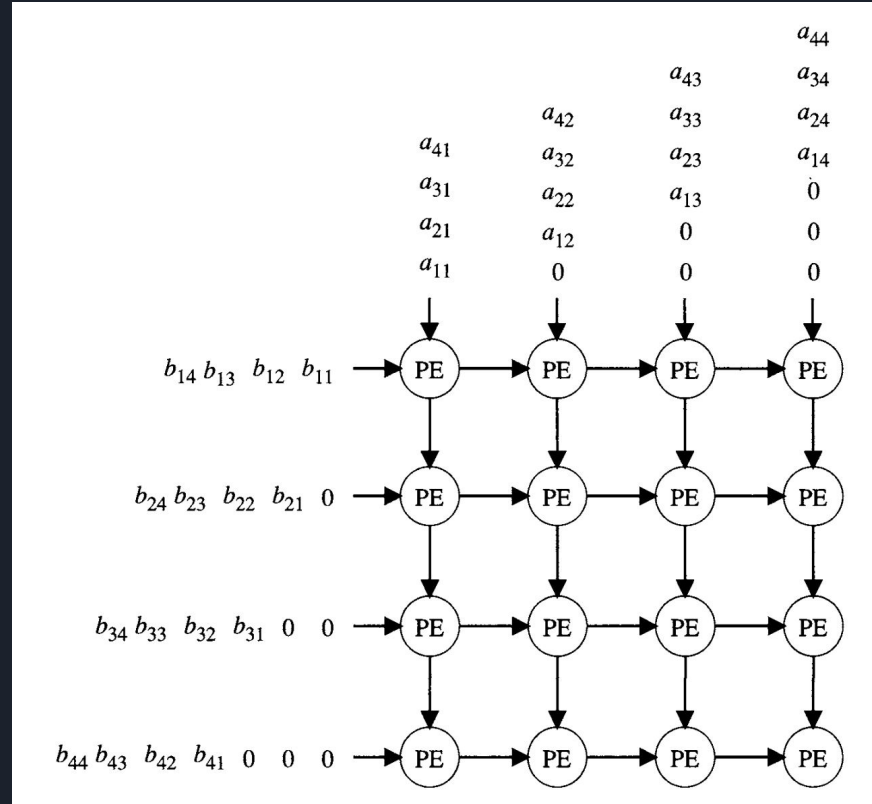


# Introduction

- Matrix multiplication is a compute-intensive operation which is widely used in image processing, data compression, and 3D graphics rendering.
- By having dedicated hardware for this operation, we can speed up all of these applications.
- Systolic arrays are one such approaches to realise this idea.

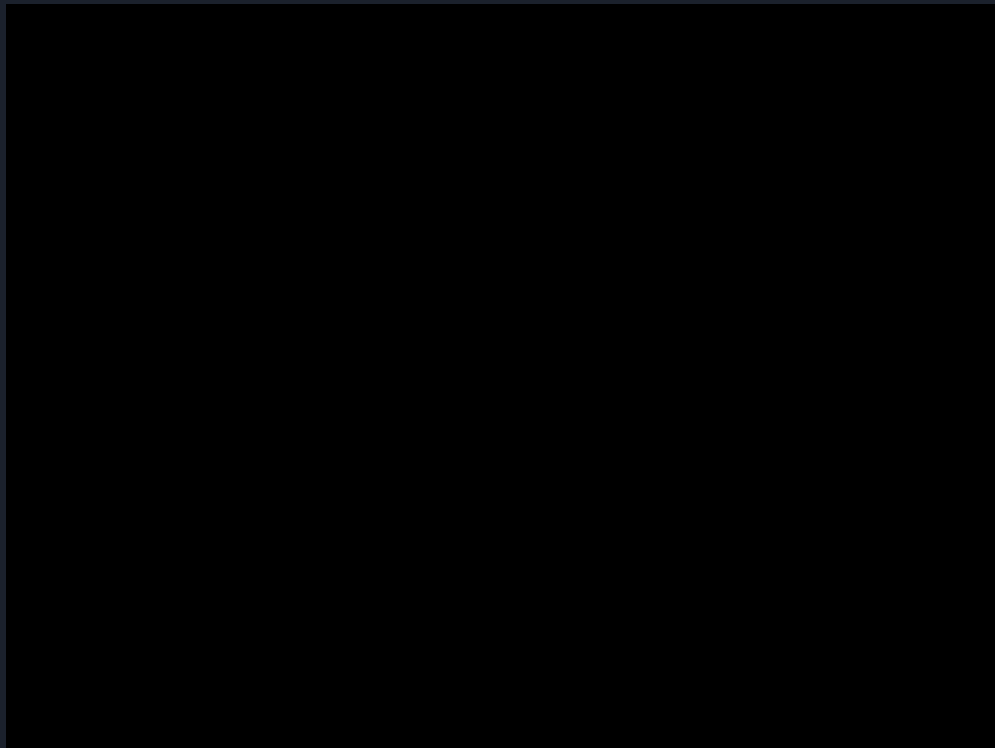
# Systolic Array

- A grid-like arrangement of simple processing elements that work in a synchronized manner.
- Particularly effective in accelerating matrix multiplication operations.
- We will initially focus on the implementation of systolic arrays for 4x4 matrix multiplication, and then extend to matrices of other sizes.

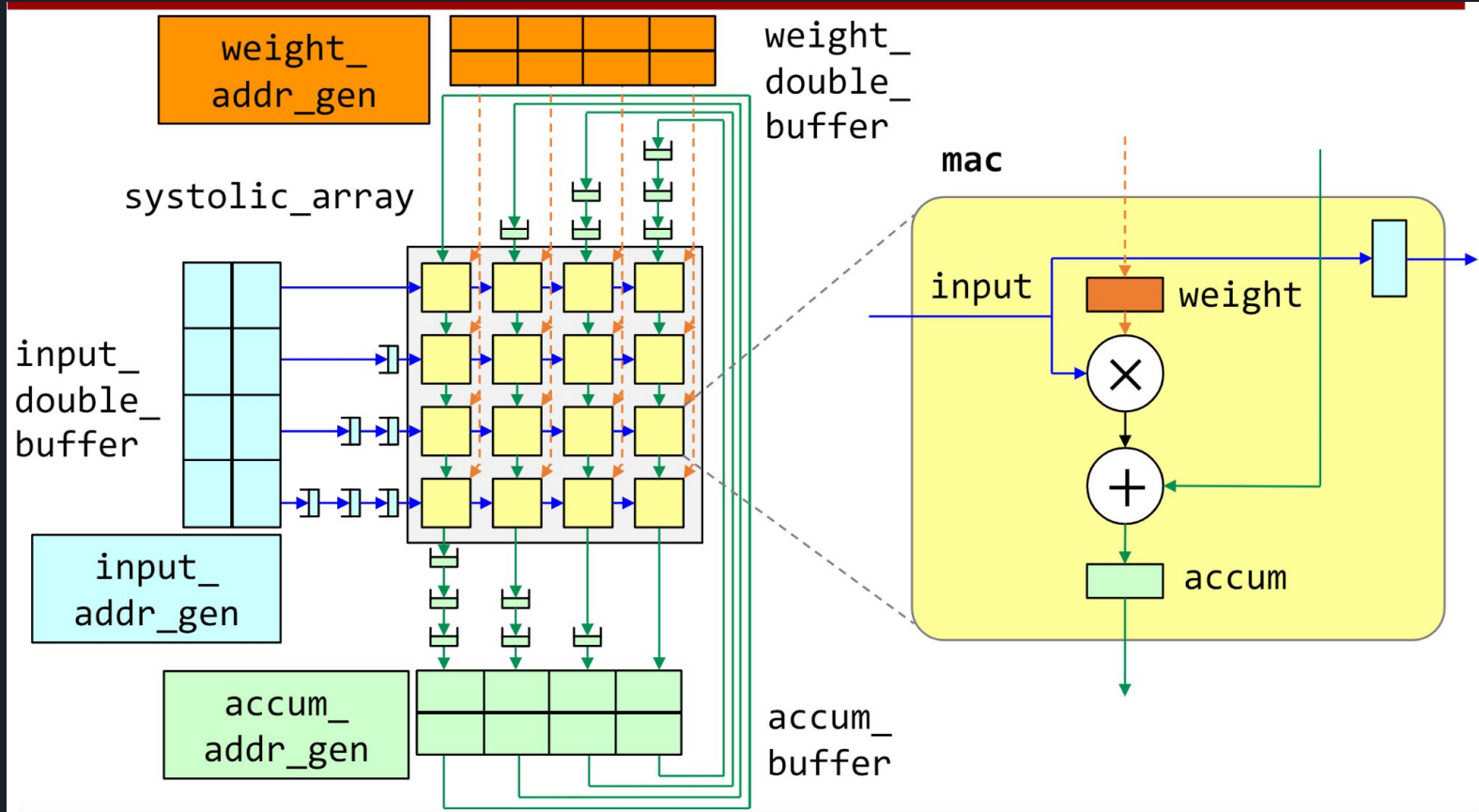




# Systolic Array



<https://www.youtube.com/watch?v=cmy7LBaWuZ8>





# Our approach

- Target is to implement a systolic array.
- It is being exercised by implementing it with five stage in order pipeline.
- Two approaches of data loading:

>> approach 1: load all matrices data in buffer before calculation commences

>> approach 2 : parallely load data and perform calculation to hide load latency

- Plan is to arrange data memory in a 8 banked fashion.
- This enables us to fetch all inputs from a single cache line , which enables us aligned fetch

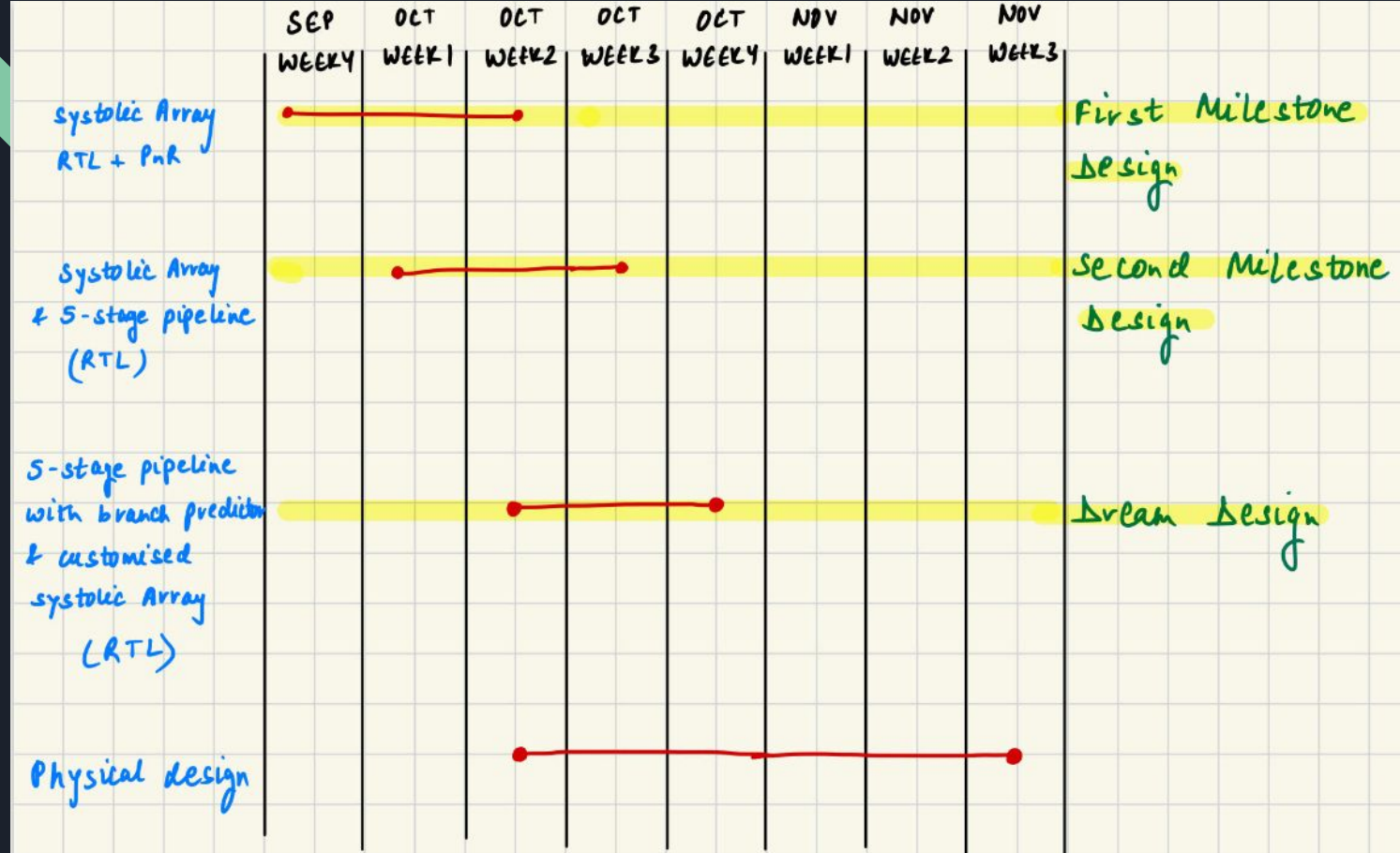


# Project Progression

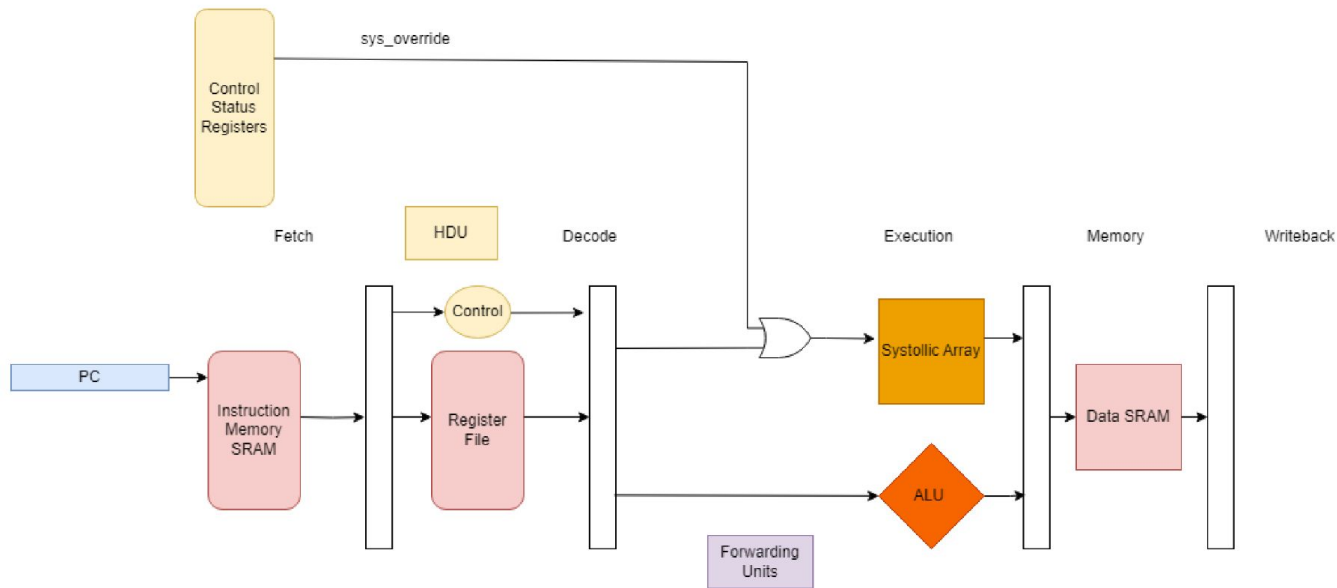
- Our first milestone is to have a working 4x4 systolic array that can do basic 4x4 matrix multiplication. This also serves as our fallback design in case future iteration fail.
- Next , we develop the 5-stage pipeline and integrate with the systolic array and so we can use the instructions to control the array.
- Finally, we plan to have a 5-stage pipeline systolic array that can perform any dimension of matrix multiplication like  $4 \times 1 * 1 \times 4$  ,  $2 \times 4 * 4 \times 2$  etc.



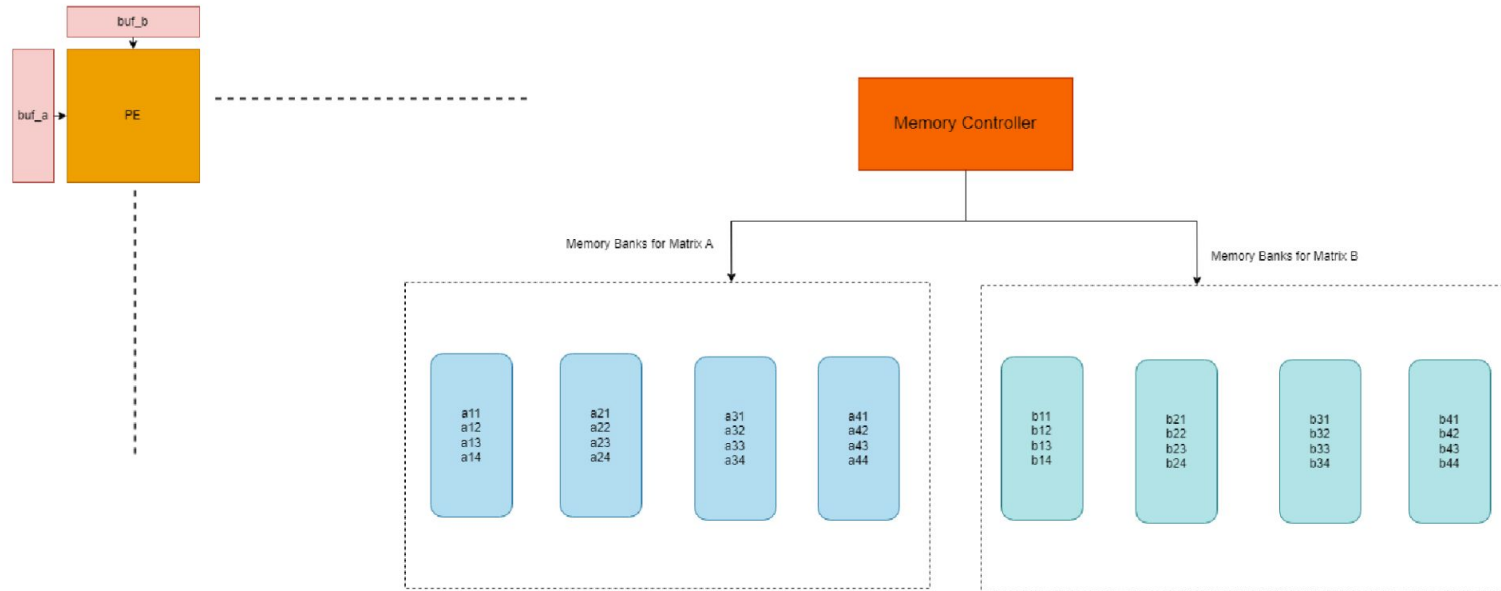
# Project Plan



# Proposed high-level block diagram



# Proposed high-level block diagram



# Control Status Register

Counter
Done
Sys_override
Src_addr1
Src_addr2
Dst_addr
Error
Reserved



# Proposed Instructions

- Add
- Lw
- Sw
- Beq
- jump
- Sys dest\_matrix\_addr , source\_1\_addr , source\_2\_addr , size
- store\_counter - Write into memory number of cycles it took for computation
- TBD



## Future considerations

- We start by supporting only the 4x4 multiplications, but we plan to support customizing the matrix dimensions.
- Make the hardware do other operations, such as convolutions, etc., along with the matrix multiplications.

Thank you!

