FPGAs, HLS Tools & Runtime Systems

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Optimizations Review

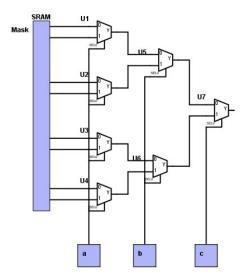
FPGA Description

A *Field Programmable Gate Array* is an integrated circuit designed to be configured by a customer or a designer after manufacturing – hence "Field-programmable".

FPGAs are semiconductor devices that are based around a matrix of configurable logic blocks (BLEs) connected via programmable interconnects.

FPGAs Structure

LUT



- It is a table that ditermines what the output is for any given input
- A state-less interconnection of any number of gates (no feedback loops)
- Implemented multiplexing a combination of SRAM bits

Figure: 3 stages of 2x1 MUX

FPGAs Structure

LUT Example

$$y = (a+b) \cdot c$$

abc	у
0 0 0	0
001	0
010	0
0 1 1	0
100	0
101	1
1 1 0	0
$1 \ 1 \ 1$	1

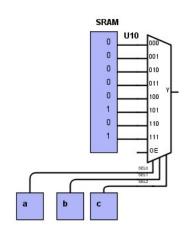


Figure: $y = (a + b) \cdot c$

FPGAs structure

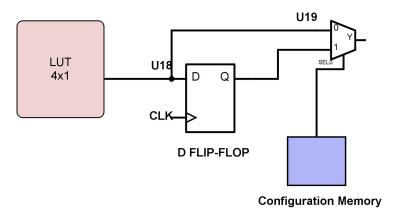


Figure: Basic Logic Element

FPGAs structure

Overview

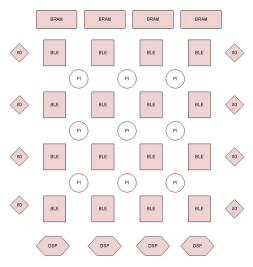


Figure: FPGAs Complete Overview

Problem Description

Matrix Multiplication

$$C = A * B$$
$$c_{ij} = \sum_{k=1}^{n} a_{ik} b_{kj}$$

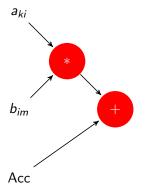
$$C_{11}$$
 ... C_{1n}
 \vdots C_{km} \vdots
 C_{n1} ... C_{nn}

```
 \begin{vmatrix} c_{11} & \dots & c_{1n} \\ \vdots & c_{km} & \vdots \\ c_{n1} & \dots & c_{nn} \end{vmatrix} = \begin{vmatrix} a_{11} & a_{12} & \dots & a_{1n} \\ \vdots & \vdots & & \vdots \\ a_{k1} & a_{k2} & \dots & a_{kn} \\ \vdots & \vdots & & \vdots \\ a_{n1} & a_{n2} & \dots & a_{nn} \end{vmatrix} = \begin{vmatrix} b_{11} & \dots & b_{1m} & \dots & b_{1n} \\ b_{21} & \dots & b_{2m} & \dots & b_{2n} \\ \vdots & \vdots & & \vdots \\ b_{n1} & \dots & b_{nm} & \dots & b_{nn} \end{vmatrix}
```

No Directives

$$c_{ij} = \sum_{k=1}^{n} a_{ik} b_{kj}$$

$$c_{km} = a_{k1} b_{1m} + a_{k2} b_{2m} + \dots + a_{kn} b_{nm}$$

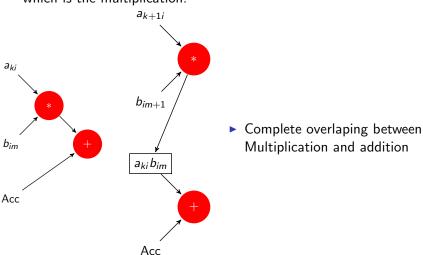


- ▶ 2n operations \forall element
- $ightharpoonup n^2$ elements
- $\Rightarrow 2n^3$ operations

Inner Loop Unrolling

Opt1: Sum Mul Overlaping

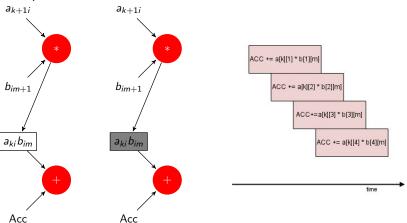
Our reference time interval is defined by the slowest operation which is the multiplication.



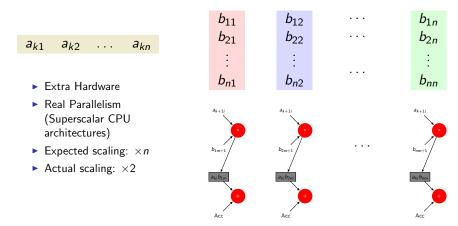
Pipeline

Initiation Interval is called the number of cycles between two new iterations.

In this case it is indicated by the time that the addition register is occupied.



J-loop unrolling



Memmory Bounds: Dual Channeled memory \implies only 2 concurrent operations.

Row / Col Partitioning

 Distributing arrays into different BRAMs increases scaling proportinally to hardware addition

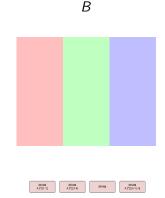


Figure: Distribute the array into multiple BRAMS

Maximize Resource Use

Maximize DSP use

- ▶ Since we have succeeded II=1 we increase n in order to maximize DSP usage
- ► In our case n=32 ⇒ 72% usage while n=43 ⇒ 98% usage

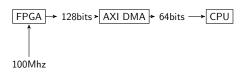
Maximize BRAM use

Increasing n increases BRAM usage too

Improve I/O



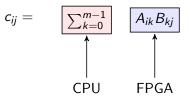
- ► $100Mhz \times 32bits = 400MB/s$
- So the default communication speed is 400MB/s



- ▶ $100Mhz \times 128bits = 1.6GB/s$
- ► AXI DMAs limit is 1.2GB/s at 64bits channel width

Bottomline: We increased our communication bandwidth from 400MB/s to 1.2GB/s

Block Computation



- Multiplications on FPGA
- Addictions on CPU

This optimization is suitable much larger matrixes than the previous, more significantly when n exceeds 2000 entries.

Optimizations Review

Naive Implementation 0.019GFLOPS

- ▶ Inner Loop Unrolling 0.035 GFLOPS
- Pipeline Inner Loop 0.044 GFLOPS
- Unrol Loop J 0.188 GFLOPS
- Row/Col Partitioning 0.33 GFLOPS
- Maximize DSPs 1.247 GFLOPS
- ► Maximize Resource Usage 2.886 GFLOPS
- ► Improve I/O 3.573 GFLOPS
- ▶ Block Computation 4.107 GFLOPS
- Optimize Communication 4.695 GFLOPS

Thank You!