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Accelerating DICE on FPGA

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March 27th, 2018

Objective of this research

- How appropriate are FPGAs to accelerate DICE?
 - How much speedup over a workstation
- Is HLS a better approach than HDL?
 - What performance effects occur to gain productivity of HLS
 - Can we create reusable libraries to increase future productivity
- How much acceleration can we get using HMC?
 - Can the multichannels between 3D stacked memory and FPGA be leveraged for increasing performance of DICE computations?
- *Can reuse of FPGA system be increased through MPSoPC Architecture ? (longer term)

Approach

- Install/ Run DICE on workstation
- Understand the architecture of DICE
- Integrate FPGA with workstation
- Rewrite kernels

Status

- Just starting 😊
- Installed DICE
- Studied software architecture
 - How the correlation is done
 - The evaluation criteria, input and output params
 - The bottleneck has been found in two “for” loops in objective functions
- Looking at how to get images/frames to DRAM/BRAM
 - Successful image reads and writes into FPGA using BRAM

Technical Issues

- Loading the text files into the FPGA
 - Not all the input files are images (subsets.txt, params.xml and input.xml)
- Input data size
 - Input size = # frames \times frame size = $15828 \times 640 \times 480 \times 1\text{B} = 4.52\text{ GB}$
 - BRAM size = 4.5 MB \rightarrow just 15 frames could be stored in BRAM
 - DRAM size = 1 GB $\rightarrow \frac{1}{5}$ of the frames could be stored in DRAM
 - We have to use SD Card!
- License problem with SD controller

Next (Interim) Steps

- Divide and Conquer to minimize complexity
 - Accelerating kernel in FPGA
 - Forming fast efficient network connection
- Keeping it simple to start: Accelerating Kernels in FPGA
 - Implementing what DICE does just on two frames for the start
 - Trying other possible solutions for reading the input data (maybe UART)
 - Reading and writing the images into SD card
- Will allow us to explore the use HLS and HDL to accelerate the two main “for loops”
- Network Interfacing:
 - After accelerating “for loops” address network connection between PC and FPGA.