

# Constraint based scheduling of Weakly Consistent C programs for Reconfigurable Hardware

Akshay Gopalakrishnan

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# Problem

Constraint  
based  
scheduling of  
Weakly  
Consistent C  
programs for  
Reconfig-  
urable  
Hardware

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- Scheduling concurrent C programs for HLS.
- When using atomics, scheduling can be incorrect.
- Existing solution assumes no constraints on resources.

# Current Approach

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- Introduce memory dependency edges to influence scheduling.
- Map each thread to an independent H/W Accelerator.
- No constraints on resources.

# Proposed Solution: Sequentialize

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- Merge two or more concurrent threads to meet resource constraints.
- Give the merged program to be synthesized by the same HLS tool.
- Merging would also expose other thread-local optimizations in synthesis which may reduce clock cycles(why?).

# Current Progress

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- Added shared memory accesses to coursework code base.
- Added new dependency order to respect memory consistency rules.
- Modified scheduling algorithm of coursework to handle shared memory programs.
- Identified a good benchmark to showcase advantage of merging.

# Benchmark Programs

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$\tau_1$

```
a1 = c1 + d1;  
b1 = e1 + f1;
```

$\tau_2$

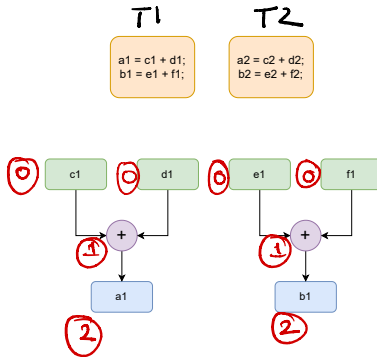
```
a2 = c2 + d2;  
b2 = e2 + f2;
```

- Change any access above to shared one – eg:  $c1 \rightarrow cs$ .
- Do this for all memory accesses – total 4096 possibilities – giving us 4096 programs.

# Test Example 0: No shared memory

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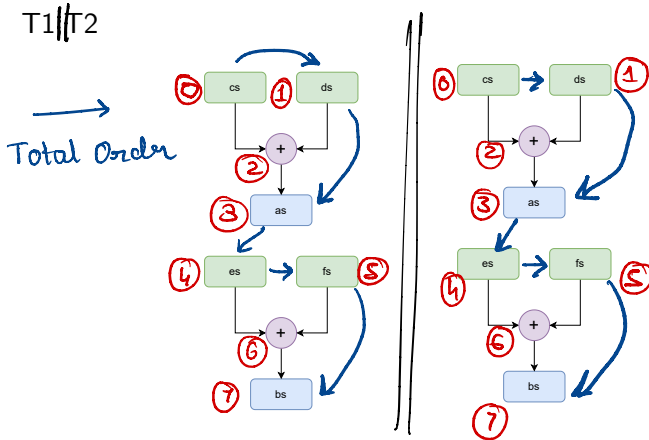


Merging result  $\rightarrow$  clock cycles 3    Address 4

# Test Example 1: All Shared memory

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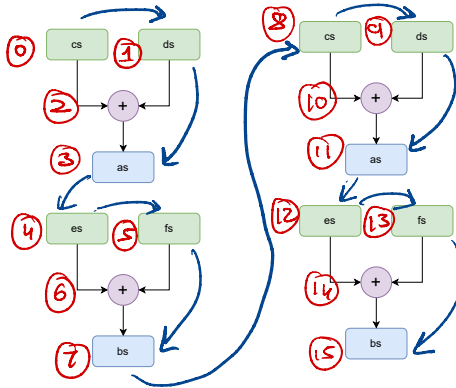


Before Merge → 16 Clock Cycles (worst case)  
Adders → 2



# Test Example 1: All Shared memory

T1;T2



After Merge → clk Cycles 16 Adders 1 (Solved 1)

# Test Example 2: Save Clock Cycles

T2;T1

T1

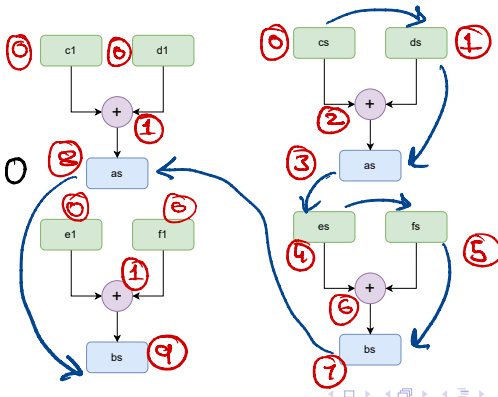
as = c1 + d1;  
bs = e1 + f1;

T2

as = cs + ds;  
bs = es + fs;

Before Merge:-  
Ck Cycles  $\rightarrow$  12  
Adders  $\rightarrow$  3

On Merge  
Ck Cycles  $\rightarrow$  10  
Adder  $\rightarrow$  2



# Test Example 3: Save Both Clock Cycles and Resources

T1;T2

T1

$a1 = cs + ds;$   
 $b1 = e1 + f1;$

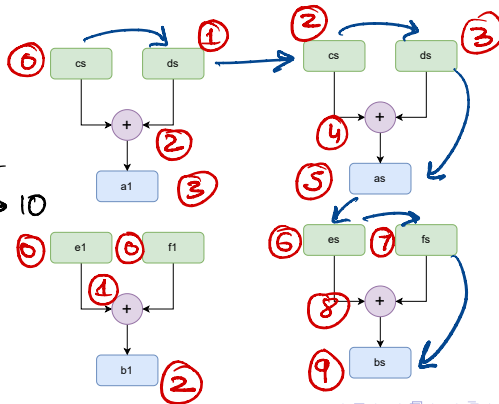
T2

$as = cs + ds;$   
 $bs = es + fs;$

Before Merge:-

Clock Cycles  $\rightarrow 12$   
Adders  $\rightarrow 2$

Can Merge:-  
Clock Cycles  $\rightarrow 10$   
Adders  $\rightarrow 1$



# Can do even better

T2-T1-T1-T2

After Merge  
Clk Cycles  $\rightarrow 9$   
Adders  $\rightarrow 1$

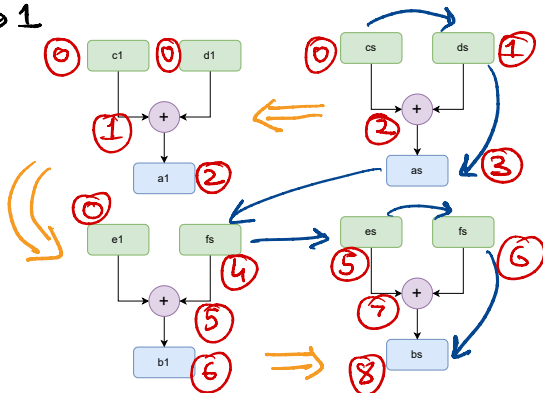
T1

$a1 = c1 + d1;$   
 $b1 = e1 + fs;$

T2

$as = cs + ds;$   
 $bs = es + fs;$

Before Merge  
Clk Cycles  $\rightarrow 11$   
Adders  $\rightarrow 2$



# Pending

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- Global Analysis to identify best merging combination.
- Implement Redundant R/W elimination to improve scheduling (identified how to implement this)
- Graphs of relevance summarizing all 4096 examples and the effect of merging different ways.