Lab #10: Application with FPGA Accelerator

06/07/2018

4190.309A: Hardware System Design (Spring 2018)

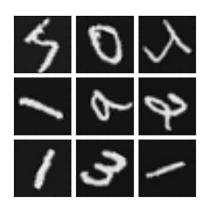
Lab 10: Overview

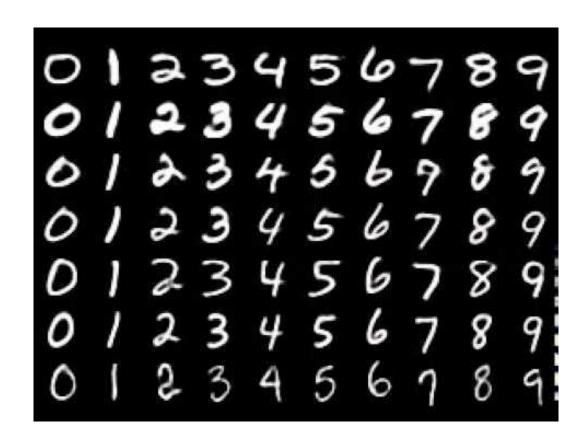
- Prepare Hardware API for Application
 - DNN Framework requires large matrix-vector multiplier

- Extending Matrix-Vector Multiplier
 - Support matrices whose width or height is larger than 64

MNIST Dataset

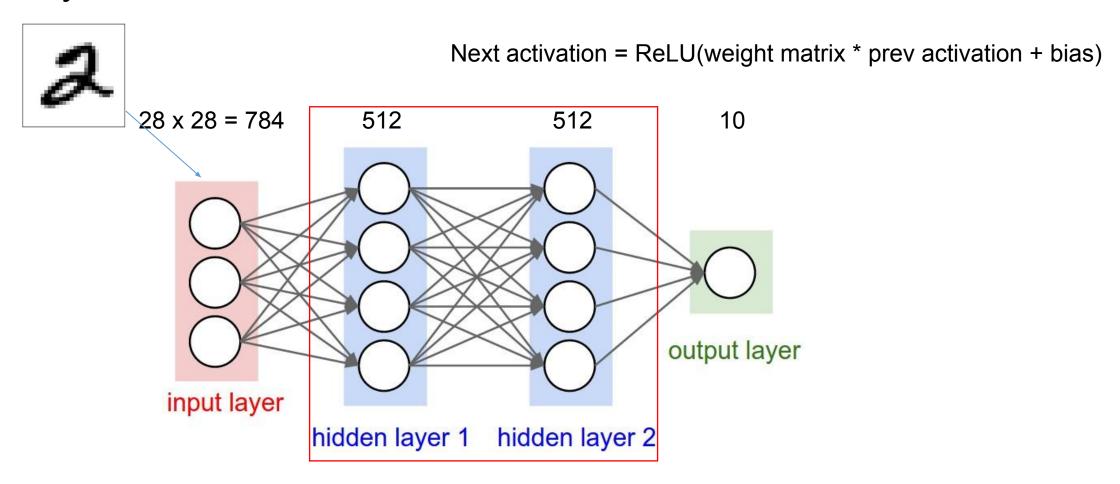
- Handwritten digit database by Yann Lecun
 - World-famous toy problem for recognition
 - 28 x 28 monolithic image
 - 50000 images for training
 - 10000 images for test
 - The state-of-the art result: 99.79 %





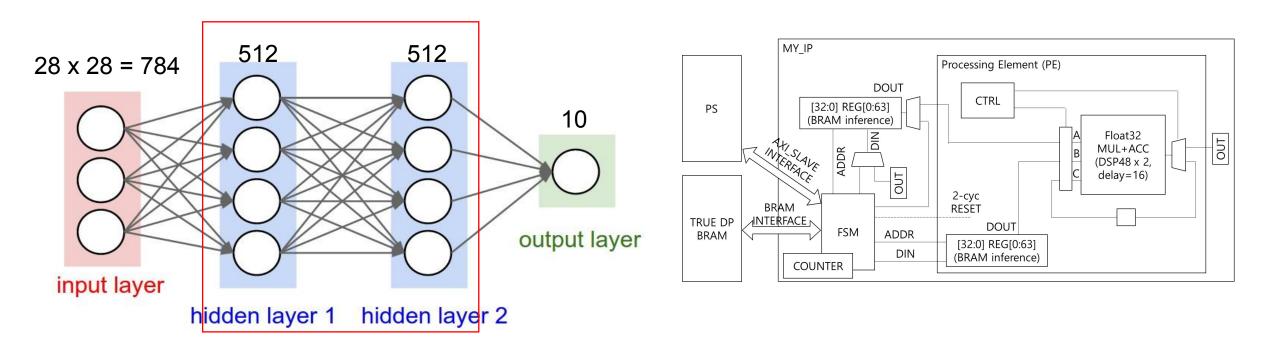
DNN for MNIST

3 Layer MLP for MNIST dataset



Problem?

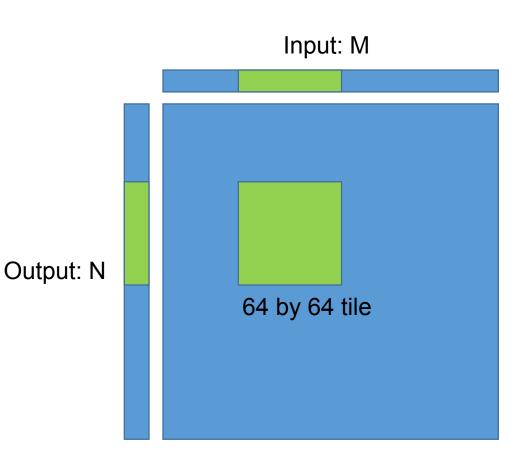
- My IP only supports 64 by 64 matrix-vector multiplication
- DNN requires 512 by 512 matrix-vector multiplication



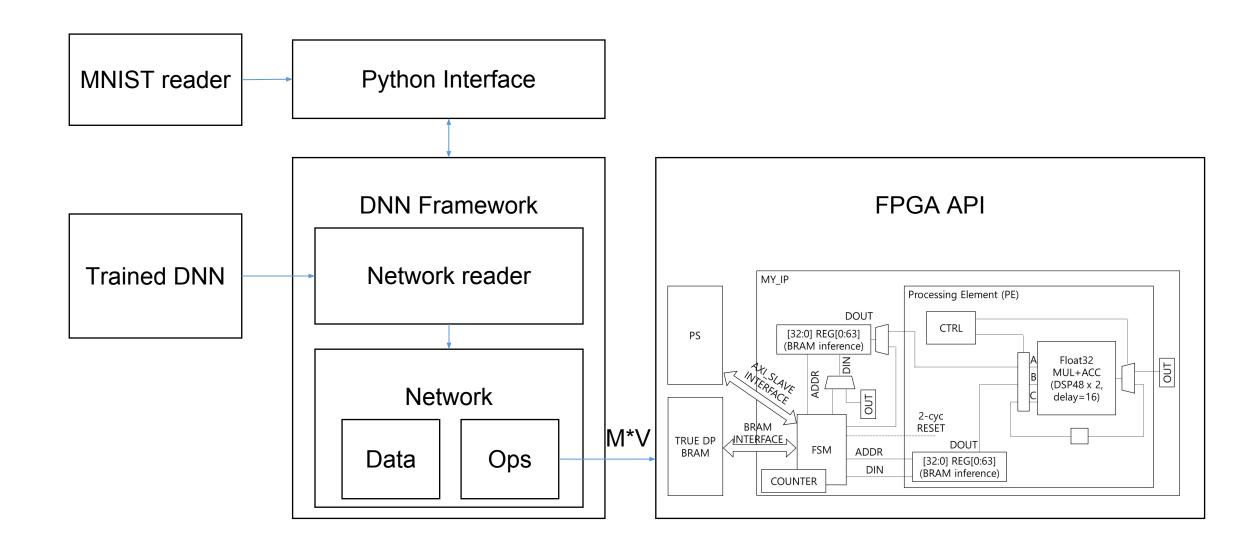
Solution

Tiling

 calculate the matrix-vector multiplication
 by splitting the matrix into small tiles which are supported by the accelerator

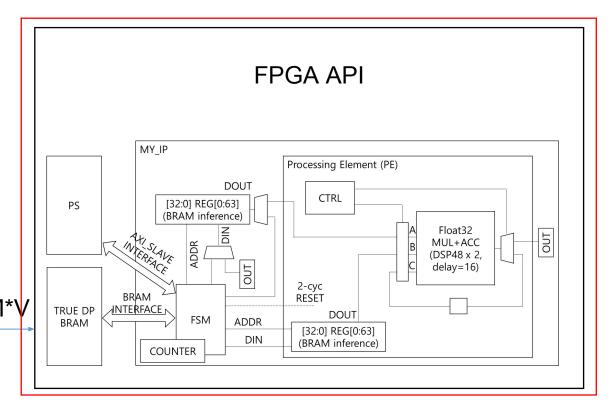


DNN Framework

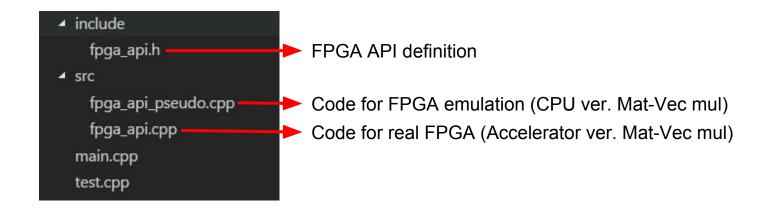


DNN Framework

```
class FPGA
private:
   int fd;
   float* data ;
   unsigned int* api ;
public:
   FPGA (off t data addr, off t api addr);
   ~FPGA();
   // return internal pointer for the data
   float* matrix(void);
   float* vector(void);
   // perform matrix multiplication and return output array pointer
   const float* run();
   // input vector size: M
   // matrix size: N by M
   // output vector size: N
   // O = M * I
   void largeMV (const float* mat, const float* input,
        float* output, int M, int N);
```



Code Review



Goal: Edit fpga_api.cpp correctly to support large matrix-vector multiplication

Download: git clone https://github.com/K16DIABLO/HSD_LAB10

* You have to change boot loader image and bit (change bit file name to zynq.bit)file for matrix multiplication

Practice: sudo g++ -I./include [test.cpp or main.cpp] ./src/fpga_api.cpp -o run.exe && sudo ./run.exe

Examination: sudo g++ -I./include [test.cpp or main.cpp] ./src/fpga_api_pseudo.cpp -o run.exe && sudo ./run.exe

Goal

fpga_api.cpp

- Run main.cpp run file and show that the output result is correct (100 pts)
 - Compress fpga_api.cpp and a screenshot of terminal output into "L10.zip" and submit it.
 - Due: 6/12 (Tue) 11:59 PM

```
29.571375 29.571379 %
29.198685 29.198683 %
26.202524 26.202526 %
25.465837 25.465832 %
32.068344 32.068344 %
27.400455 27.400452 %
27.644554 27.644562 %
26.395996 26.395996 %
25.957373 25.957371 %
25.970810 25.970808 %
25.495695 25.495695 %
25.319040 25.319042 %
28.147896 28.147898 %
29.486328 29.486328 %
27.058779 27.058783 %
28.154261 28.154255 %
25.774593 25.774593 %
28.984474 28.984474 %
26.771263 26.771263 %
26.334663 26.334669 %
26.550322 26.550322 %
24.677580 24.677582 %
30.304474 30.304474 %
25.673882 25.673885 %
26.585258 26.585266 %
30.132090 30.132082 %
27.529270 27.529263
23.902092 23.902086 %
29.740511 29.740515 %
26.522060 26.522057 %
28.214262 28.214264 %
25.827162 25.827164 %
29.654276 29.654274 %
25.854925 25.854927 %
```

Running IP for Neural Network

Goal

- Connect to server, run DNN and check that HW works correctly.
 - Submit "L11.pdf" (containing a screenshot only) on eTL
 - Due: 6/17 (Sun) 11:59 PM
- Server running time: 6/10(Sun) 9:00 AM ~ 6/15(Fri) 11:59 PM
- To avoid multiple accesses at a time, please write down your team number and class at link below before you connect.
 - https://docs.google.com/spreadsheets/d/1loOxgpYF1Fr-jsu55gj9mkVkjdaV BOLiaTn tFY8g0w/edit?usp=sharing
- We will notify how to connect to the server later.

Term Project 2

- File Submission Due: 6/17 (Sun) 11:59 PM
- We will check your Demo by : 6/17 (Sun) 4:00 PM
 - If you cannot make the time, please send us a short video.
- Term project 1&2 report due : 6/17 (Sun) 11:59 PM
 - Briefly describe how your code works in 1 ~ 2 pages.
 - Check eTL for where to submit.

For delayed submissions : score * (1 - 0.1 * delayed_dates).

Board Return

- Due : 6/24(Sun) 9:00 AM
 - Put your boards and SD card in your cabinet.
 - Please let SD card visible.
 - Make sure that the USB cable and power cable are in the box.