Final Report

Project #43: Reconfigurable Neural Processing Unit (NPU) for Energy-Efficient AI at the Edge

Kristelle Sampang

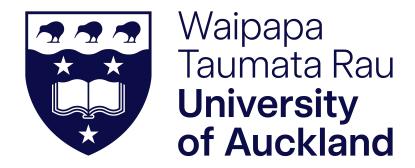
Project Report

Project Partner: Pratham Chhabra

Supervisor: Dr Morteza Biglari-Abhari

Co-Supervisor: Dr Maryam Hemmati

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RECONFIGURABLE NEURAL PROCESSING UNIT (NPU) FOR ENERGY-EFFICIENT AI AT THE EDGE

Kristelle Sampang

ABSTRACT

Abstract goes here.

DECLARATION

Student I hereby declare that:

- 1. This report is the result of the final year project work carried out by my project partner (see cover page) and I under the guidance of our supervisor (see cover page) in the 2025 academic year at the Department of Electrical, Computer and Software Engineering, Faculty of Engineering, University of Auckland.
- 2. This report is not the outcome of work done previously.
- 3. This report is not the outcome of work done in collaboration, except that with a potential project sponsor (if any) as stated in the text.
- 4. This report is not the same as any report, thesis, conference article or journal paper, or any other publication or unpublished work in any format.

In the case of a continuing project, please state clearly what has been developed during the project and what was available from previous year(s):

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Thank important people here.

Glossary of Terms

Term	Definition		
Abbreviations			
AOA	Angle of attack		

1. Introduction

1.1 Motivation

- As the demand for artificial intelligence grows to become prominent in today's society, its energy consumption has become a key issue.
- The processing required to run machine learning models is large, with millions of computations needed to be executed.
- This means that low-power processing devices at edge are limited to its use.
- The processing power to run machine learning models is large, limiting its use for low-power processing devices at the edge.
- With high computational power required, energy-efficiency is a key concern, especially nowadays when energy is an essential resource to not waste.
- In the past decade, common types of processors for running AI are CPU, GPU, and FPGA.
- However, as technology continues to improve, Neural Processing Units (NPU) are developed. These are processors that specialise in processing AI computations.
- By integrating NPU alongside other processors, the performance and energy-efficiency are improved compared to a standalone processor.

1.2 Problem Statement

1.3 Report Structure

The remainder of this report goes as follows: Section X covers Y....

2. Background

The rapid growth of Artificial Intelligence (AI) in the past decade has driven significant advancements across numerous field. Machine Learning (ML) models, particularly Deep Neural Networks (DNNs), are popular for its applications in image classification to autonomous driving [1]. There has been significant shift from AI inferencing occur at a cloud-level to resource-constrained edge devices. This move motivates the "AI at the Edge" in the research, where lower latency, enhanced data privacy, and real-time processing capabilities must are requirements that must be met without relying on constant network connection [2].

However, this shift presents an alarming issue where DNNs are computationally intensive and power-hungry, whilst edge devices operate under strict power and resource limitations. To bridge this gap, hardware accelerators, such as Neural Processing Units (NPUs) are introduced to execute AI algorithms at faster rates than general-purpose CPUs [3]. This section provides necessary background on the core technologies that support this project, starting with the most popular model for image-based tasks, the Convolutional Neural Network.

2.1 Convolutional Neural Networks (CNN)

Convolutional Neural Networks (CNNs) is a prominent type of DNN model, mainly utilised image processing tasks, such as object recognition, classification, and detection. The network

is compromised of four main layers: convolutional, activation layer, pooling layers, and fully connected layers, where this research focuses on the convolutional and activation layers. The convolutional layer is where majority of the computations occur [4], as it extracts features from an image and converts it into numerical values. In a convolutional layer, there are several filters that slide through the image, searching for a specific pattern. These filters are typically in the size of 3x3 or 5x5, and is applied to the image by multiplying the filter by the 2D pixel representation of the image. Mathematically, this operation can be represented as

$$O[h][w][c] = \sum_{i=1}^{f_h} \sum_{j=1}^{f_w} \sum_{k=1}^{i_c} I[h+i \cdot s_h][w+j \cdot s_w][k] \times F[i][j][k][c]$$

where I, O, F are input activation, output activation, and filter weights respectively [4]. This can be represented as an enormous number of Multiply-Accumulate (MAC) operations, making CNNs computationally intensive.

An activation layer determines whether a neuron should be activated based on its input. Its primary role is to introduce non-linearity into the network. Without this, a neural network can only learn simple, linear patterns. Non-linearity allows the network to execute complex tasks, such as learning complicated patterns. A commonly used function is the Rectified Linear Unit (ReLU). The main functionality is to allow for positive inputs to remain unchanged whist setting any negative input to zero. A critical consequence of this is that it introduces significant sparsity as approximately half of the elements are zero [5]. This sparsity is a key property that this project exploits to improve energy-efficiency, and will be discussed further in Section X.

2.2 Hardware Acceleration for Machine Learning

General-purpose CPUs alone are not powerful enough to handle the computational requirements of modern deep learning models. Typically, specialised hardware accelerators, such as GPUs and FPGAs, are integerated with the CPU as a heterogenous system to enhance the performance of AI applications [3]. A study discovered that GPUs highly accelerate computationally intensive tasks with parallelism at ease but with a trade-off of high power consumption [6]. Furthermore, GPUs are not typically found in edge devices, such as smartphones and IoT devices, due to its high power consumption and thermal output. Neural Procesing Units (NPUs) is a type of specialised hardware accelerator, best a executing AI-based algorithms. Due to its dedicated use, it has extreme performance and low-energy efficiency, however, it is limited in its flexibility. On the other hand, FPGAs can achieve energy-efficiency by consuming half the power of a GPU[7] by tailoring the hardware architecture to a specific task. This customisability allows for optimised dataflow and memory access patterns, crucial for improving the performance of deep learning models. Therefore, this project chooses to implement the NPU on an FPGA platform to create a reconfigurable hardware accelerator.

2.3 Systolic Array Architecture

A systolic array is a structured network of processing elements (PEs) where computations are carried out in a systematic approach, similar to pipelining. Each PE will receive, process, and pass on data to its neighbour concurrently in one clock cycle. Due to this, it provides characteristics like parallel computing, pipelining, synchronicity, and spatial and temporal locality. These are advantageous as processes are completed simultaneously at higher speeds, computations are timed by a global clock for predictable data movement, and faster memory accessing time. Additionally, systolic arrays are highly compact together and allow simple data control flow. As its architecture is an array, it can easily be scaled for larger data sets, perfect for ML, and the predictable structure makes it easier to design and optimise algorithms. Furthermore,

since the PEs are densely packed together, there are less data transmission, causing lower energy consumption. However, there are some disadvantages to systolic arrays. These include difficult and costly to build and specialised and inflexible in the problems it can solve, limiting its versatility. Because systolic arrayss offer high throughput and effiency, it is commonly used in NPUs to accelerate matrix multiplication, the core operation in a CNN's convolutional layer. However, its rigid and structured dataflow is inefficient for sparse matrices, leading to imbalanced workloads and low PE utilisation. This limitation motivates the need for a reconfigurable systolic array that can adapt to the sparsity in neural networks, becoming the focus of this project.

3. Literature Review

This section delves deep into the gaps in the current research on handling sparsity in neural networks, particularly in the context of systolic arrays.

3.1 Sparsity in Neural Networks

- 3.1.1 Rectified Linear Unit (ReLU)
- 3.1.2 Network Pruning
- 3.2 Hardware Architectures for Sparsity
- 3.2.1 Zero-Skipping and Data Gating
- 3.2.2 Compressed Data Formats
- 3.2.3 Specialised Dataflows and Architectures
- 4. Design and Methodology
- 4.1 System Architecture Overview
- 4.2 Data Generation and Pre-processing
- 4.2.1 AlexNet Model and Data Extraction
- 4.2.2 Tiling and .mif File Generation
- 4.3 Baseline Systolic Array Architecture
- 4.4 Dynamic Control Unit for Variable Matrix Sizes
- 4.5 Sparsity Handling Algorithm
- 5. Verification and Results
- 5.1 Testbench and Simulation Environment
- **5.2** Baseline Performance (Dense Matrices)
- **5.3** Optimised Performance (Stripped Matrices)
- 5.4 Performance Analysis
- 6. Discussion
- 6.1 Analysis of Results
- 6.2 Design Trade-offs
- 6.3 Limitations
- 7. Conclusion
- 8. Future Work

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