Instruction Set

26 Oct. 2020

32-bit instruction format

| 31:29 | 28:24 | 23:16 | 15:8 | 7:0 |
|--------|-------------|-------------|-------------|-------------|
| opcode | raddr2 (s3) | raddr1 (s2) | raddr0 (s1) | waddr (dst) |

opcode: complex operation code

raddr2: read address 2 of the data memory (5-bit) raddr1: read address 1 of the data memory (8-bit) raddr0: read address 0 of the data memory (8-bit) waddr: write address of the data memory (8-bit)

Opcode:

| 000 | 001 | 010 | 011 | 101 | 110 | 111 |
|------|-----|-----|-----|-----|--------|--------|
| LOAD | ADD | SUB | MUL | MAX | MULSUB | MULADD |

All of the above are complex operations. (e.g. ADD: (a+jb) + (c+jd))

Examples in RISC-V fashion:

| Assembly | Operation | Instructions in Hex |
|---------------------------------|-------------------------|---------------------|
| ADD \$128, \$16, \$48 | R128 = R16 + R48 | 32'h20_30_10_80 |
| MUL \$129, \$17, \$49 | R129 = R17 + R49 | 32'h60_31_11_81 |
| MULADD \$130, \$18, \$50, \$0 | R130 = R18 + R0 * R50 | 32'hE0_32_12_82 |
| MULSUB \$131, \$129, \$128, \$1 | R131 = R129 - R1 * R128 | 32'hC1_80_81_83 |

Assuming the overlay is comprised of an array of 256 PEs and each PE has 4 DSP blocks. The instruction schedule can be found as follows (if running at 500MHz, 1 cycle = 2ns):

| Cycle | Operation | Instruction |
|--------|----------------------------------|---|
| 256*32 | Load input data ¹ | Nil |
| 1*32 | Complex multiplication | $(a+jb)*(c+jd) \rightarrow a'+jb'$ |
| 1*80 | FFT | $a' + jb' + W_N(c'+jd') \rightarrow a'' + jb''$ |
| 1*80 | | $a' + jb' - W_N(c' + jd') \rightarrow c'' + jd''$ |
| 1*16 | Output half values | Nil |
| 32 | Shift internal data ² | Nil |
| 1*32 | Complex multiplication | $(a+jb)*(c+jd) \rightarrow a' + jb'; c' + jd'$ |
| 1*80 | FFT | $a' + jb' + W_N(c'+jd') \rightarrow a'' + jb''$ |
| 1*80 | | $a' + jb' - W_N(c' + jd') \rightarrow c'' + jd''$ |
| 1*16 | Output half values | Nil |
| 32 | Shift data | Nil |
| | | |
| 256*32 | Fetch output data | Nil |

^{1,2}Load input data, Shift internal data and Fetch output data do not require instructions. They are handled by the SIPO and PISO modules.

Latency = (256*32 + (32+2*80+16) + 255*(32+32+2*80+16) + 256*32) * 2ns = 0.156 ms

Q. How to do a MAX operation among all the outputs of the 256 PEs (after square operation)? Add logic fabrics after the 256 PEs?

Instructions for SCD kernel:

8 element-wise complex multiplications MUL \$80, \$0, \$32 MUL \$81, \$1, \$33 MUL \$82, \$2, \$34 MUL \$83, \$3, \$35 MUL \$84, \$4, \$36 MUL \$85, \$5, \$37 MUL \$86, \$6, \$38 MUL \$87, \$7, \$39 #8-point FFT (bit-reverse order) # stage 1 MULADD \$88, \$80, \$84, \$0 MULSUB \$89, \$80, \$84, \$0 MULADD \$90, \$82, \$86, \$0 MULSUB \$91, \$82, \$86, \$0 MULADD \$92, \$81, \$85, \$0 MULSUB \$93, \$81, \$85, \$0 MULADD \$94, \$83, \$87, \$0 MULSUB \$95, \$83, \$87, \$0 # stage 2 MULADD \$96, \$88, \$90, \$0 MULSUB \$98, \$88, \$90, \$0 MULADD \$97, \$89, \$91, \$2 MULSUB \$99, \$89, \$91, \$2 MULADD \$100, \$92, \$94, \$0 MULSUB \$102, \$92, \$94, \$0 MULADD \$101, \$93, \$95, \$2 MULSUB \$103, \$93, \$95, \$2 # stage 3 MULADD \$104, \$96, \$100, \$0 MULSUB \$108, \$96, \$100, \$0 MULADD \$105, \$98, \$102, \$1 MULSUB \$109, \$98, \$102, \$1 MULADD \$106, \$97, \$101, \$2 MULSUB \$110, \$97, \$101, \$2 MULADD \$107, \$99, \$103, \$3 MULSUB \$111, \$99, \$103, \$3

32 element-wise complex multiplications MUL \$80, \$0, \$32 MUL \$81, \$1, \$33 MUL \$82, \$2, \$34 MUL \$83, \$3, \$35 MUL \$84, \$4, \$36 MUL \$85, \$5, \$37 MUL \$86, \$6, \$38 MUL \$87, \$7, \$39

MUL \$87, \$7, \$39 MUL \$88, \$8, \$40

MUL \$89, \$9, \$41

MUL \$90, \$10, \$42

MUL \$91, \$11, \$43

MUL \$92, \$12, \$44

MUL \$93, \$13, \$45

MUL \$94, \$14, \$46

MUL \$95, \$15, \$47

MUL \$96, \$16, \$32

MUL \$97, \$17, \$33

MUL \$98, \$18, \$34

MUL \$99, \$19, \$35

MUL \$100, \$20, \$36

MUL \$101, \$21, \$37

MUL \$102, \$22, \$38

MUL \$103, \$23, \$39

MUL \$104, \$24, \$40

MUL \$105, \$25, \$41

MUL \$106, \$26, \$42

MUL \$107, \$27, \$43

MUL \$108, \$28, \$44

MUL \$109, \$29, \$45

MUL \$110, \$30, \$46

MUL \$111, \$31, \$47

32-point FFT (bit-reverse order)

stage 1

MULADD \$112, \$80, \$96, \$0

MULSUB \$113, \$80, \$96, \$0

MULADD \$114, \$88, \$104, \$0

MULSUB \$115, \$88, \$104, \$0

MULADD \$116, \$84, \$100, \$0

MULSUB \$117, \$84, \$100, \$0

MULADD \$118, \$92, \$108, \$0

MULSUB \$119, \$92, \$108, \$0

MULADD \$120, \$82, \$98, \$0

MULSUB \$121, \$82, \$98, \$0

MULADD \$122, \$90, \$106, \$0

MULSUB \$123, \$90, \$106, \$0 MULADD \$124, \$86, \$102, \$0 MULSUB \$125, \$86, \$102, \$0 MULADD \$126, \$94, \$110, \$0 MULSUB \$127, \$94, \$110, \$0 MULADD \$128, \$81, \$97, \$0 MULSUB \$129, \$81, \$97, \$0 MULADD \$130, \$89, \$105, \$0 MULSUB \$131, \$89, \$105, \$0 MULADD \$132, \$85, \$101, \$0 MULSUB \$133, \$85, \$101, \$0 MULADD \$134, \$93, \$109, \$0 MULSUB \$135, \$93, \$109, \$0 MULADD \$136, \$83, \$99, \$0 MULSUB \$137, \$83, \$99, \$0 MULADD \$138, \$91, \$107, \$0 MULSUB \$139, \$91, \$107, \$0 MULADD \$140, \$87, \$103, \$0 MULSUB \$141, \$87, \$103, \$0 MULADD \$142, \$95, \$111, \$0 MULSUB \$143, \$95, \$111, \$0

- # stage 2
- # stage 3
- # stage 4
- # stage 5