

# Increasing Dynamism in Plasticine

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## — Background ———

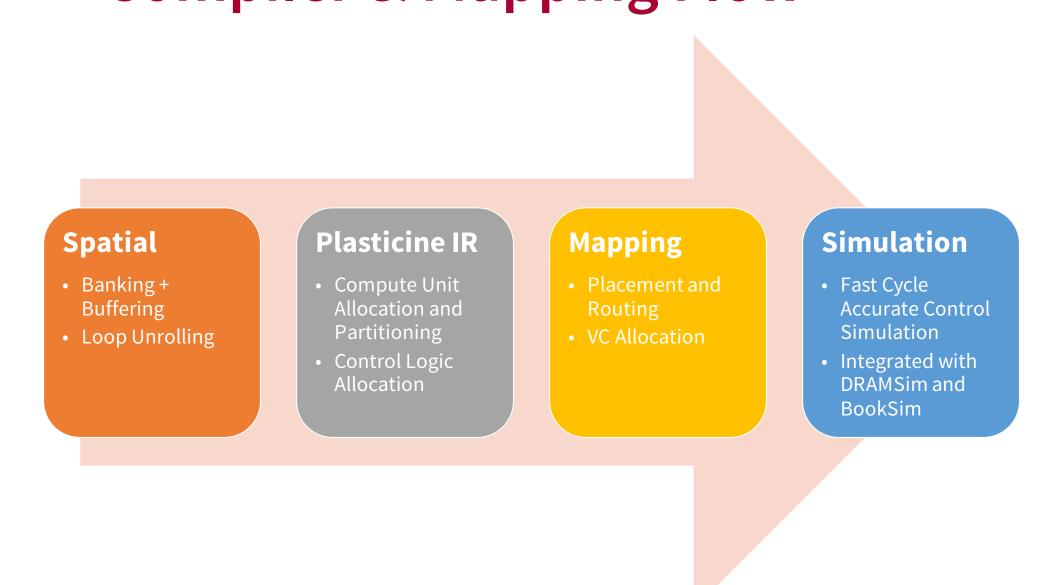
*Plasticine* is a vector Coarse-Grained Reconfigurable Array:

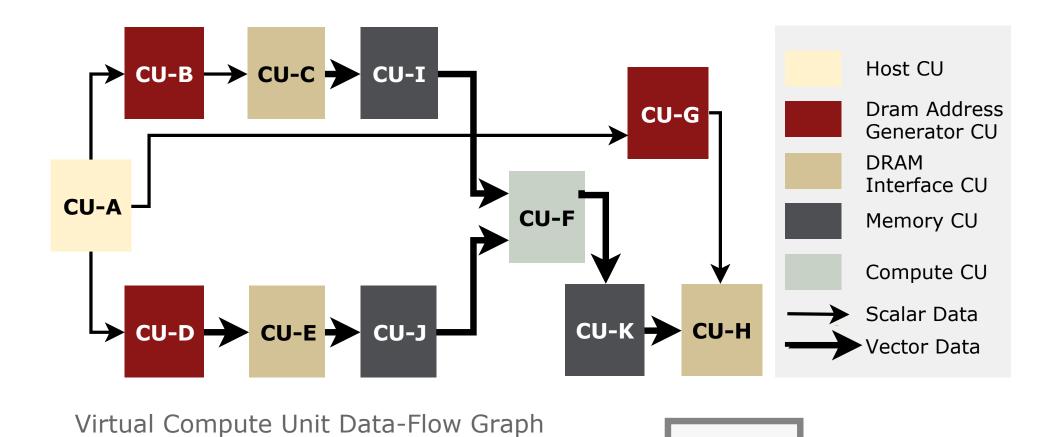
- 6-stage, 16-lane 32-bit floating point SIMD pipelines
- Distributed 256-kByte memories
- Memory controllers support dense and sparse DRAM access

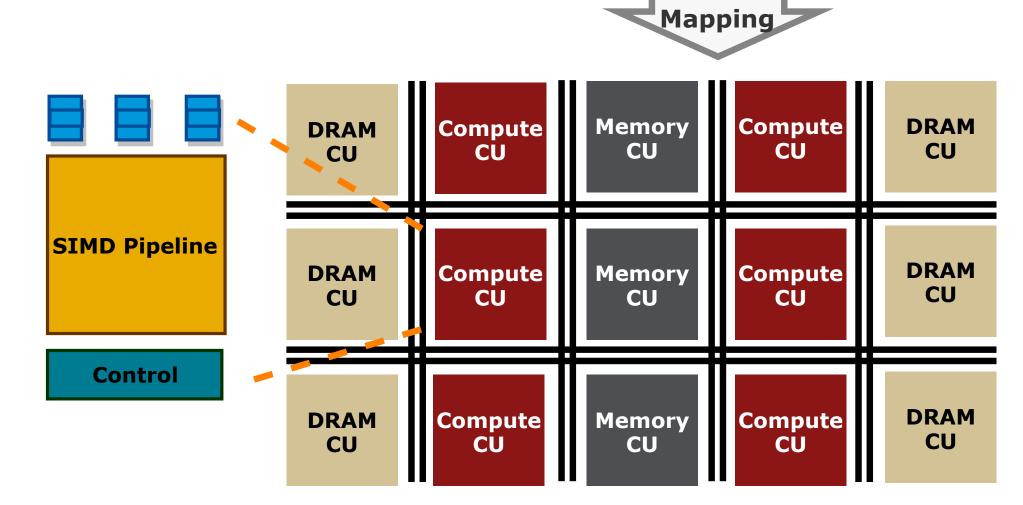
*Plasticine* demonstrated up to 95x speedup and 77x performance per Watt vs. a Stratix V FPGA.

How can we retain Plasticine's performance and efficiency while enabling new applications?

# — Compiler & Mapping Flow –



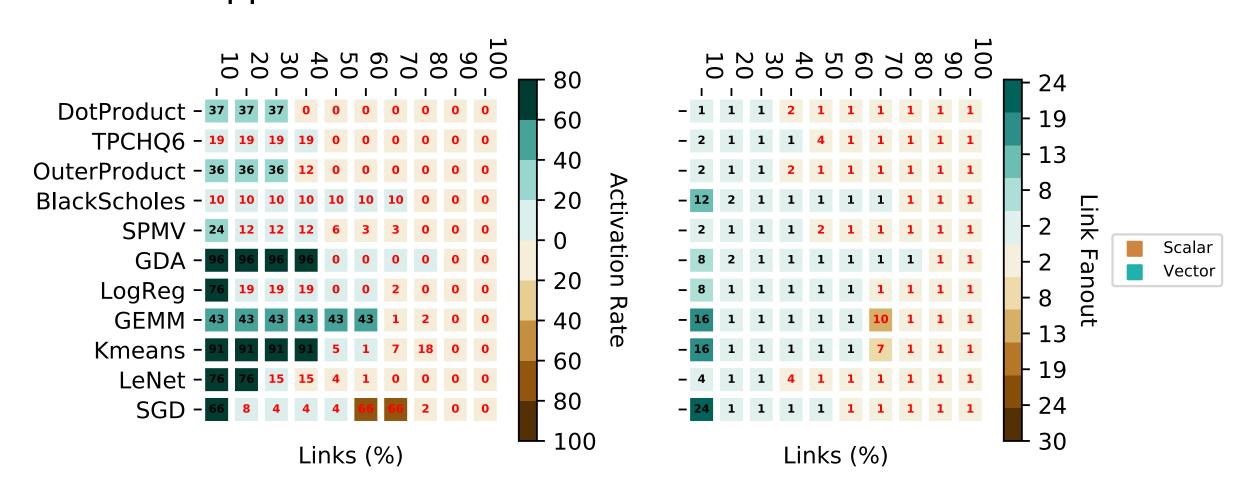




#### Physical Compute Unit

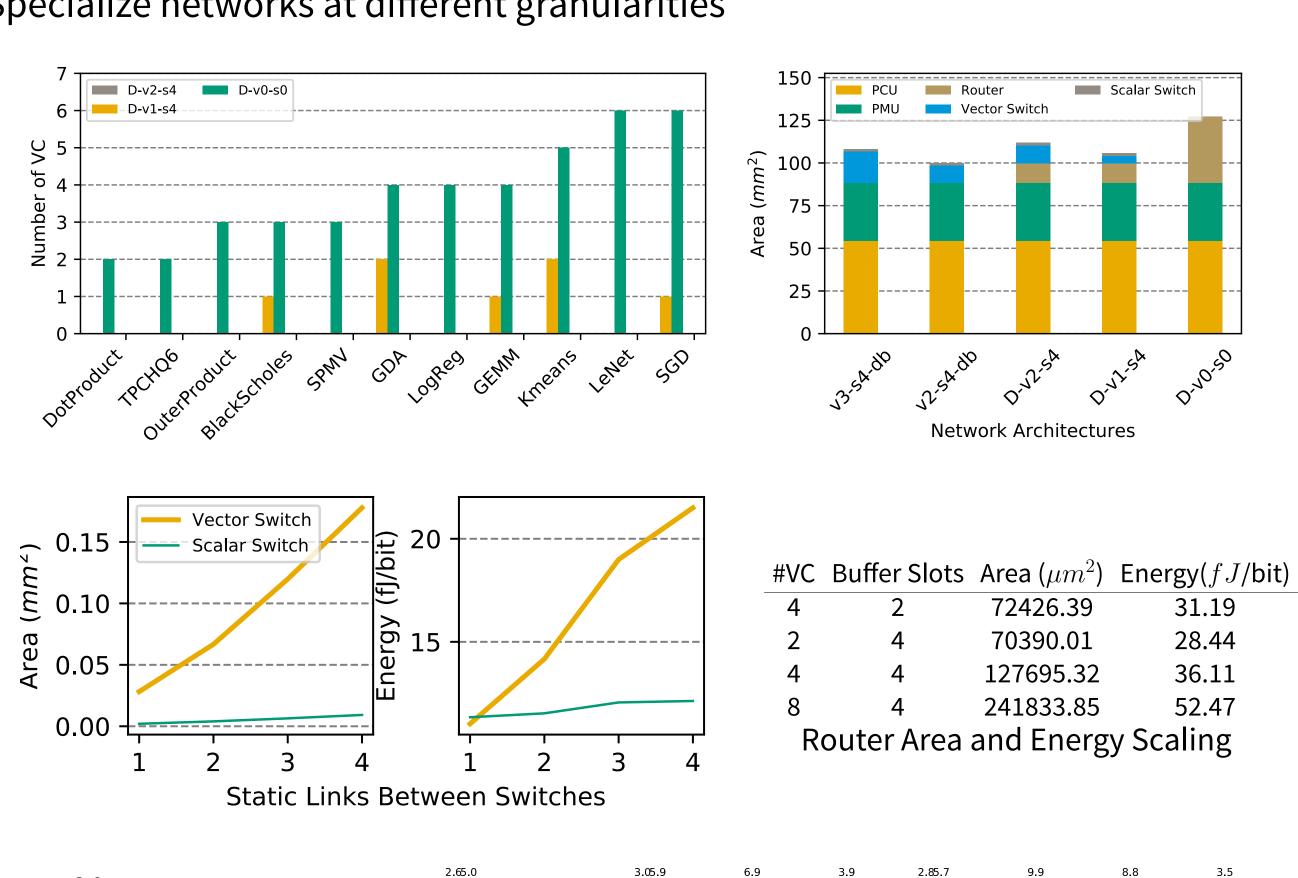
### — Hybrid Networks –

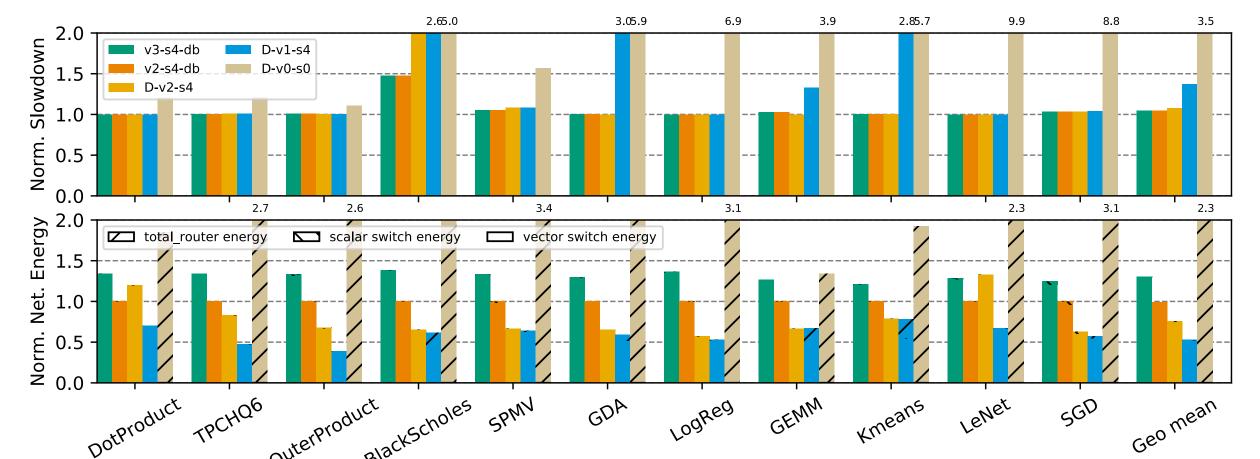
Different applications have different link activation rates and fanouts:



#### How can we improve link utilization?

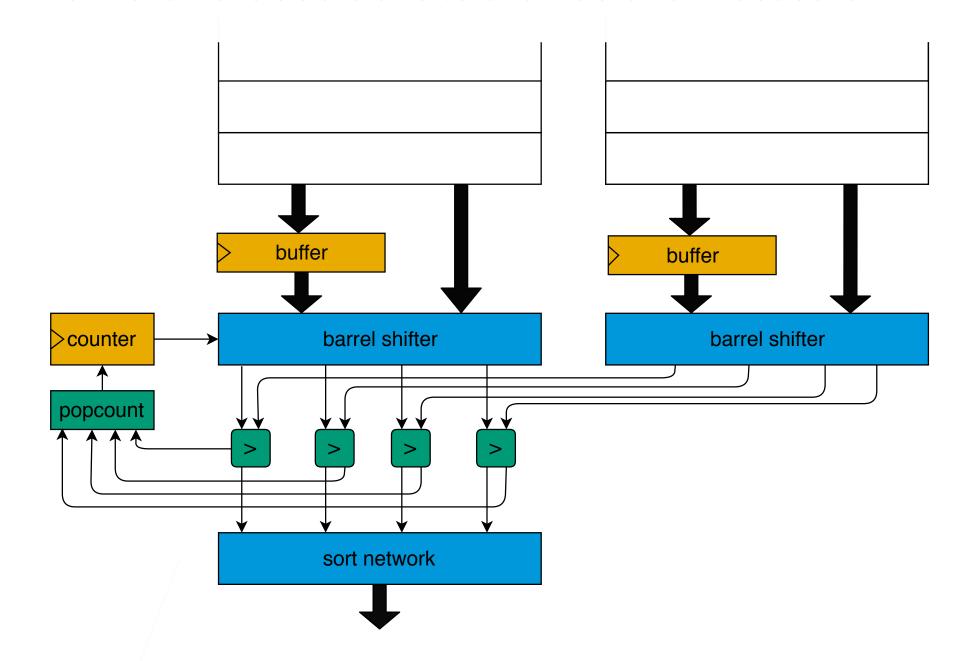
- Use static network for high-bandwidth and broadcast links
- Use dynamic network to encourage link sharing on low-activation links
- Specialize networks at different granularities



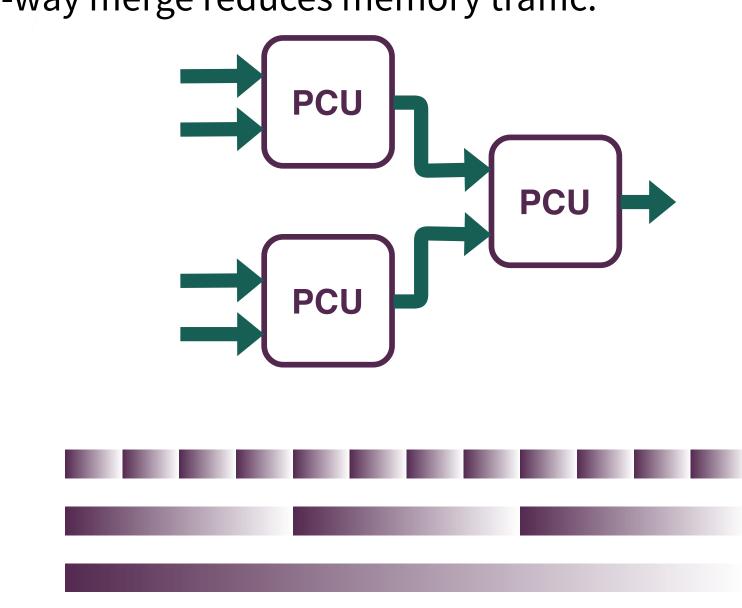


#### — Future Work ———

Minor hardware additions to the PCU allow fast sort:



Multi-way merge reduces memory traffic:



#### What's the next class of applications to target?

- Transactional/online applications?
- Streaming data analytics and networking?
- Graph analytics?

#### What advances will be necessary to target these applications?

Improve achieved density for generic control constructs:

- Data-dependent conditionals
- Finite state machine-based control
- Parsing support
- Support for more complicated data structures