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
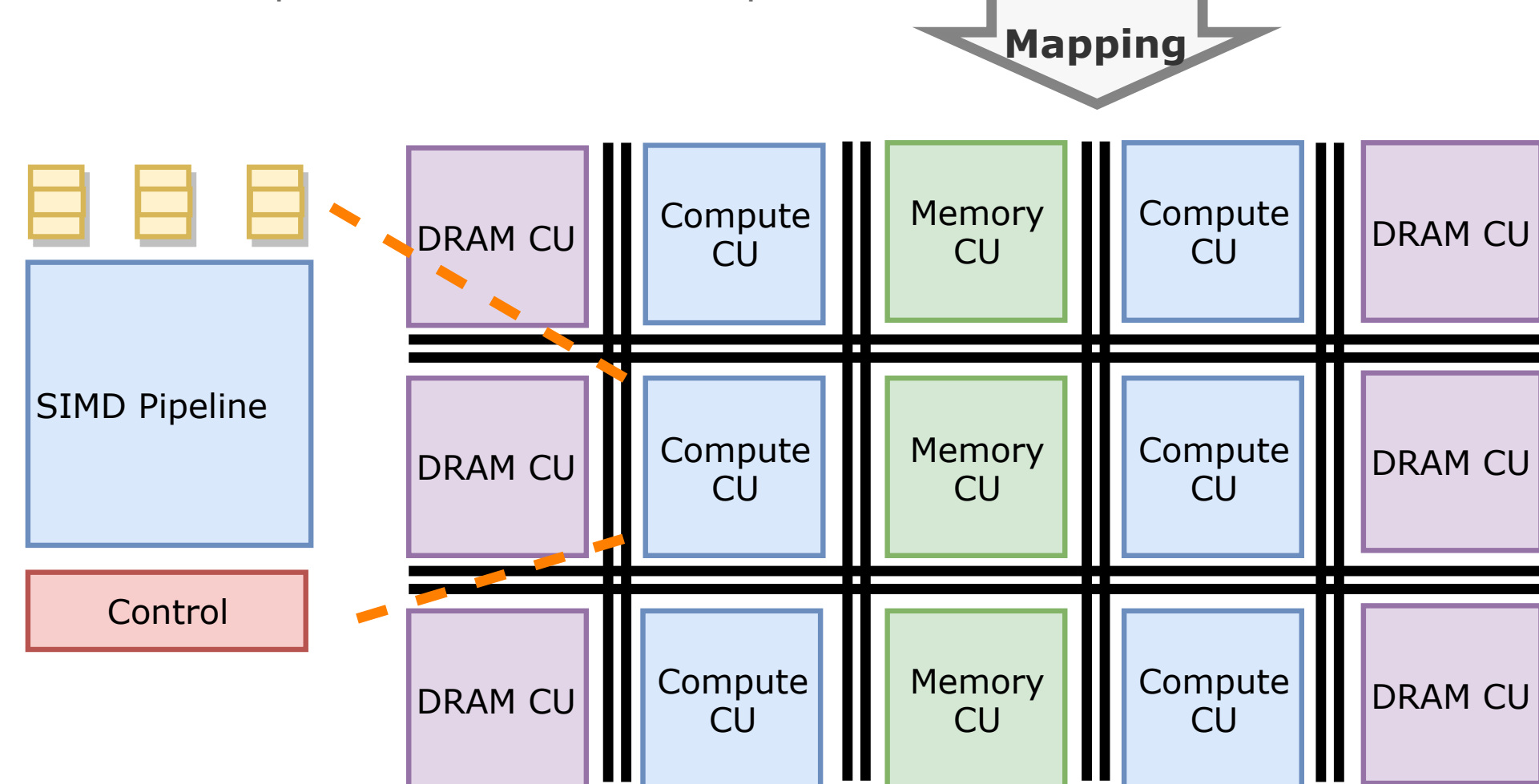- DRAM controllers with tile load and scatter-gather support

Plasticine demonstrated up to 95x speedup vs. an FPGA, and 77 times performance per Watt.

How can we retain Plasticine's performance and efficiency while enabling new applications?
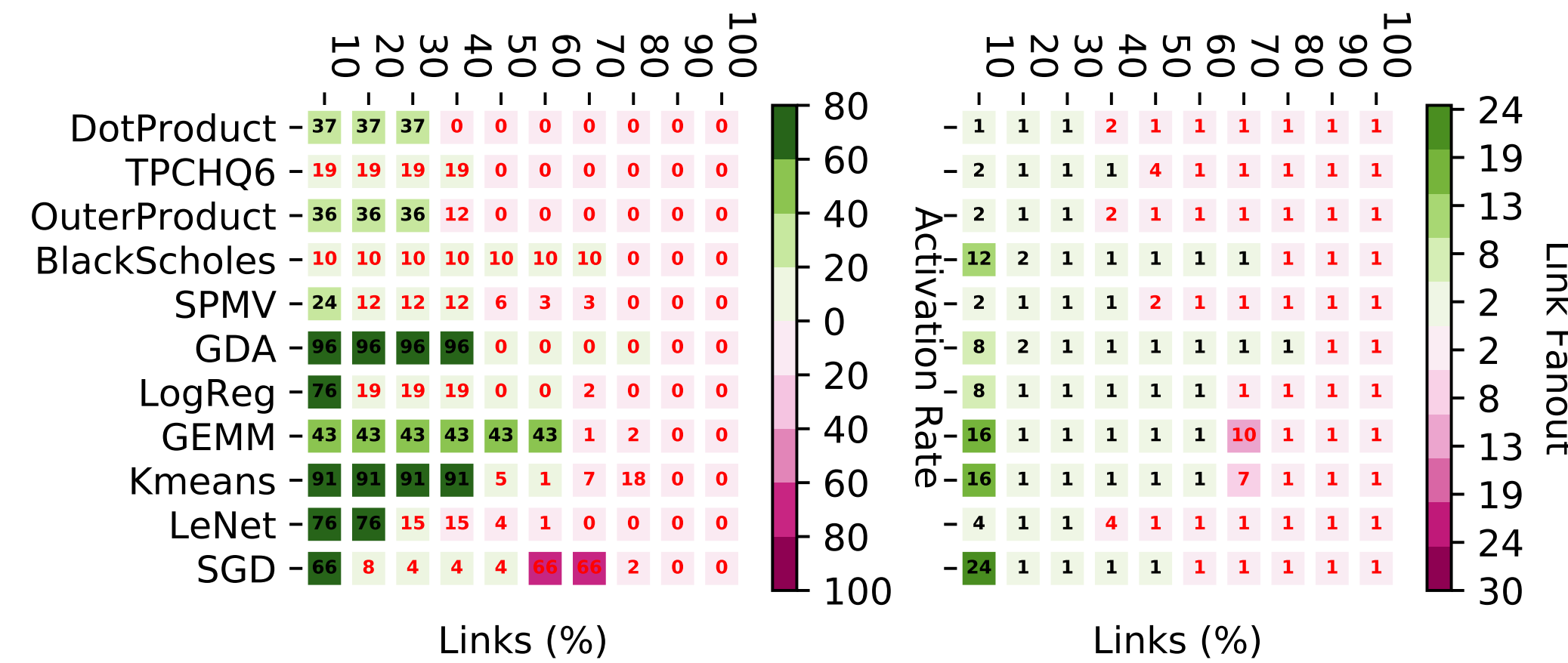
Compiler & Mapping Flow
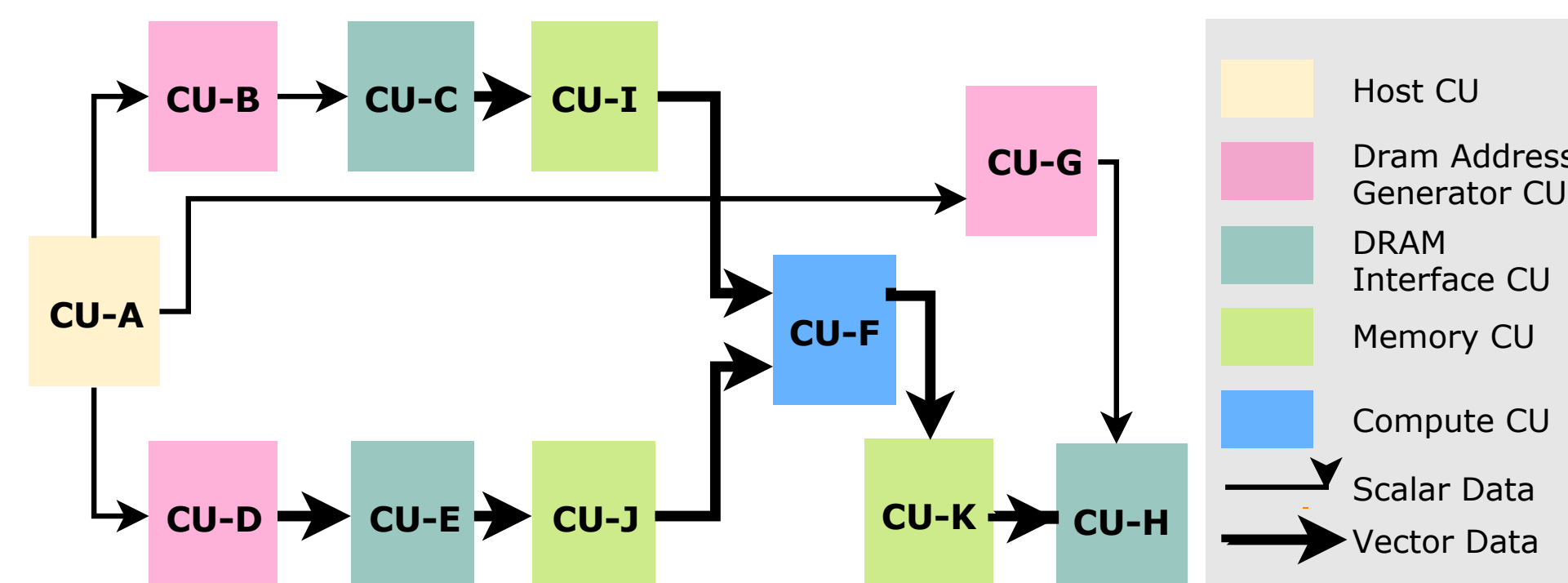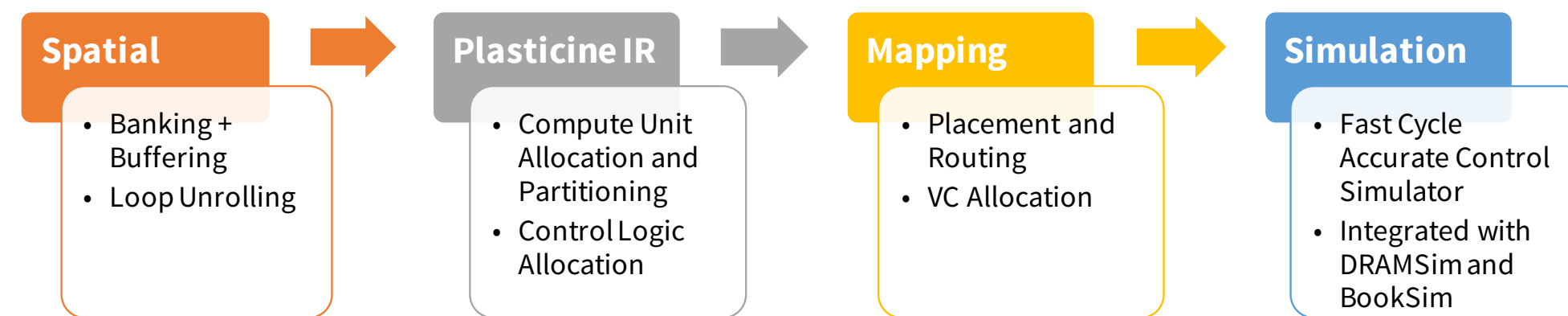
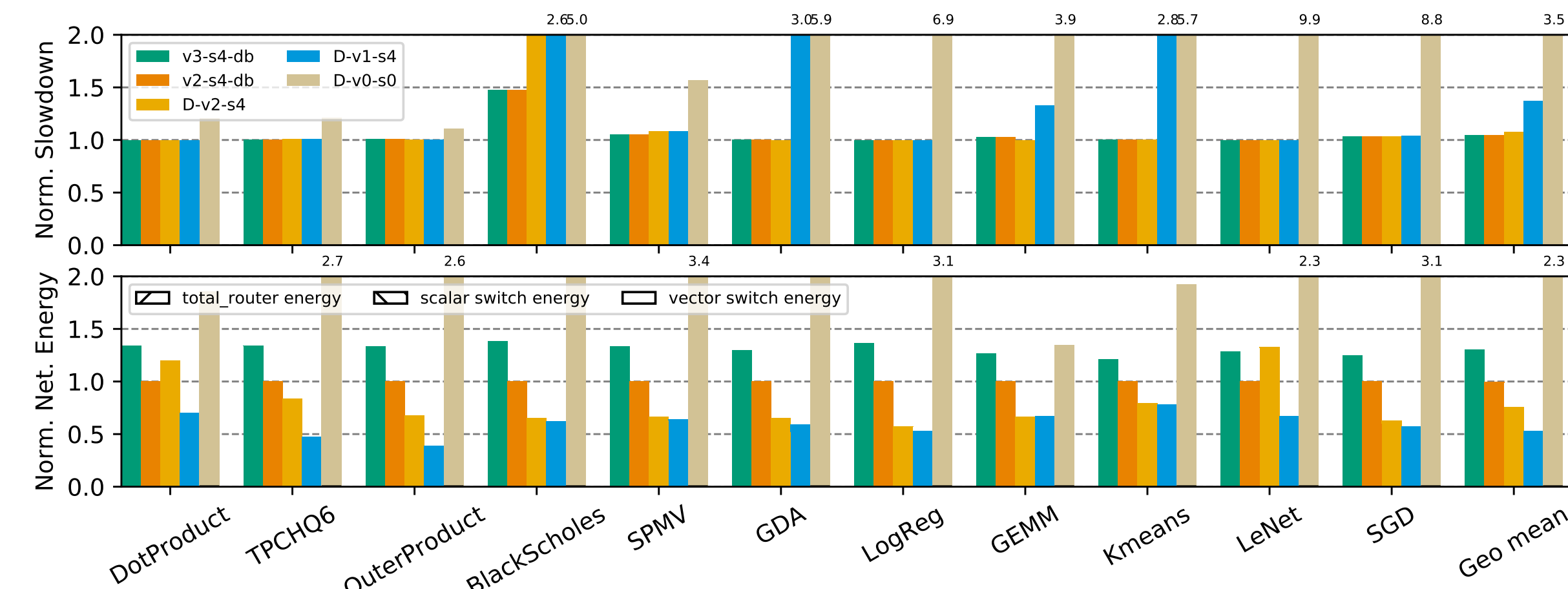Virtual Compute Unit Data-Flow Graph

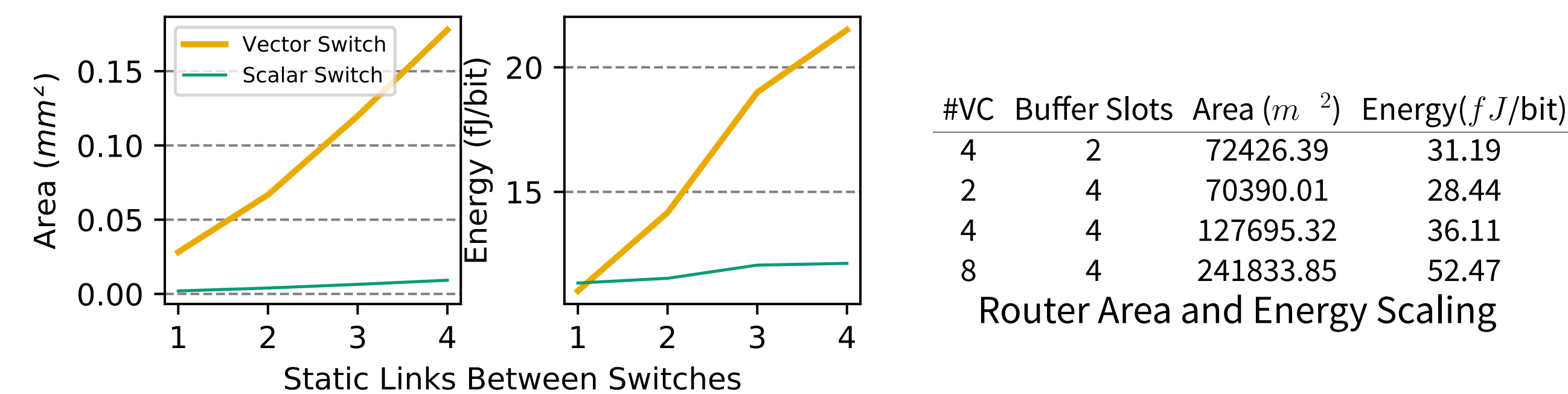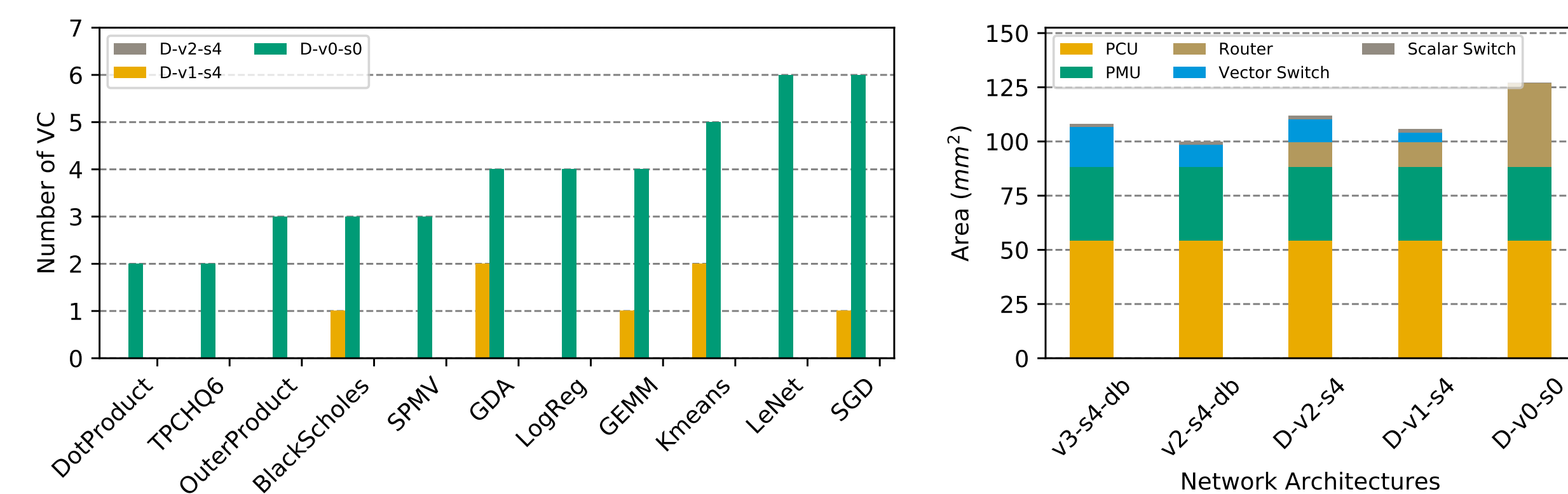**Mapping**

Physical Compute Unit

Hybrid Networks

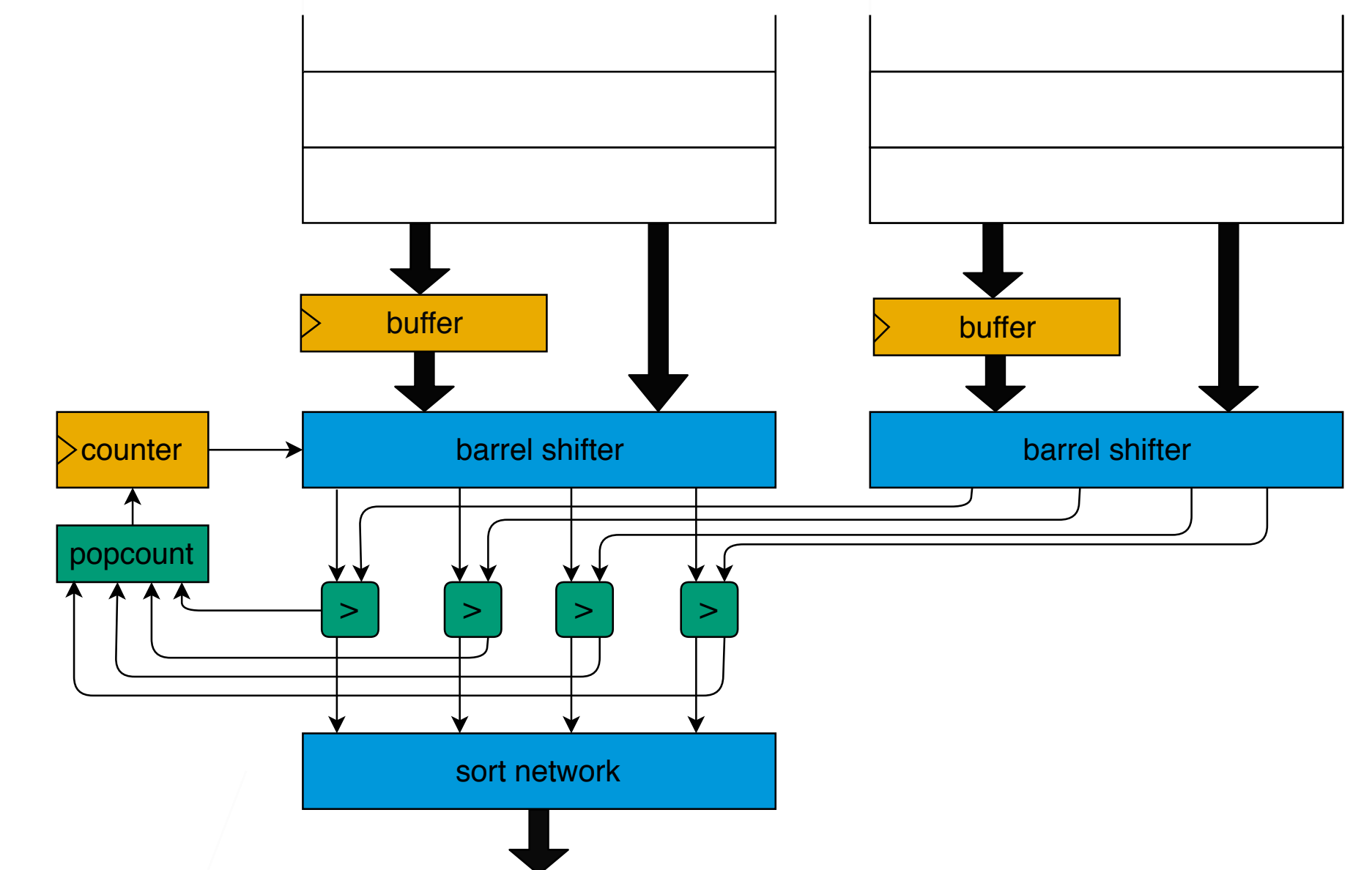Different applications have different link activation rates and fanouts:

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

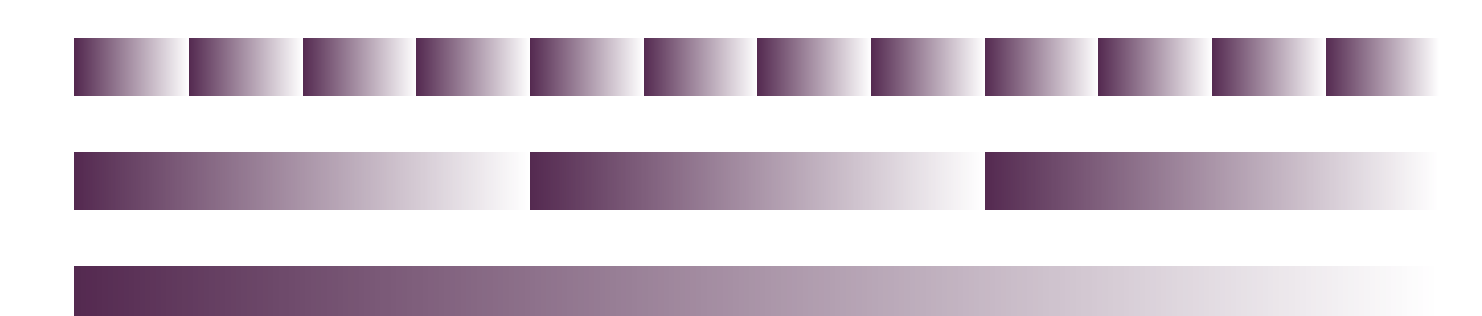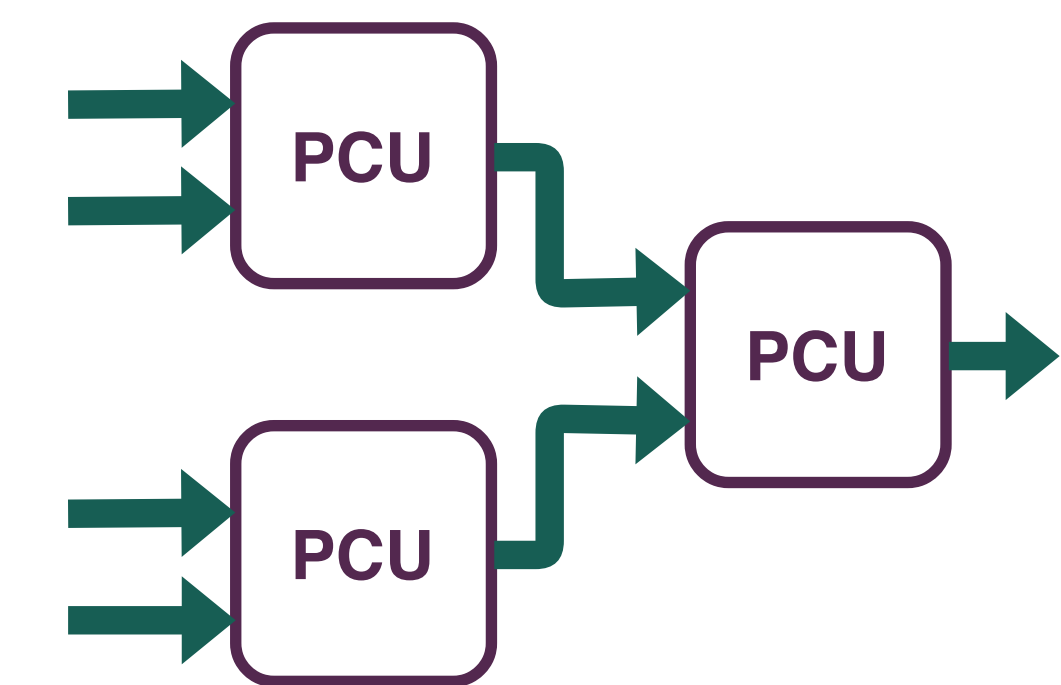| #VC	Buffer Slots	Area (m^2)	Energy(fJ/bit)
4	2	72426.39	31.19
2	4	70390.01	28.44
4	4	127695.32	36.11
8	4	241833.85	52.47

Router Area and Energy Scaling

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?

- Enhanced support for data-dependent conditionals
- Support for finite state machine-based control
- Tightly integrated parsing support
- Support for more complicated data structures