

Increasing Dynamism in Plasticine

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— Background ———

Plasticine 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 – Banking + Compute Unit • Placement and Fast Cycle Buffering Allocation and Routing **Accurate Control** Partitioning Simulator VC Allocation Loop Unrolling Integrated with Control Logic **DRAMSim** and Allocation BookSim Host CU \rightarrow CU-B \rightarrow CU-C \rightarrow CU-I \rightarrow Dram Address CU-G ¬ Generator CU DRAM Interface CU CU-A Memory CU Compute CU Scalar Data CU-D CU-E CU-J CU-K - CU-H Vector Data Virtual Compute Unit Data-Flow Graph Mapping Compute Memory SIMD Pipeline DRAM CU Compute Compute Memory CU DRAM CU Control

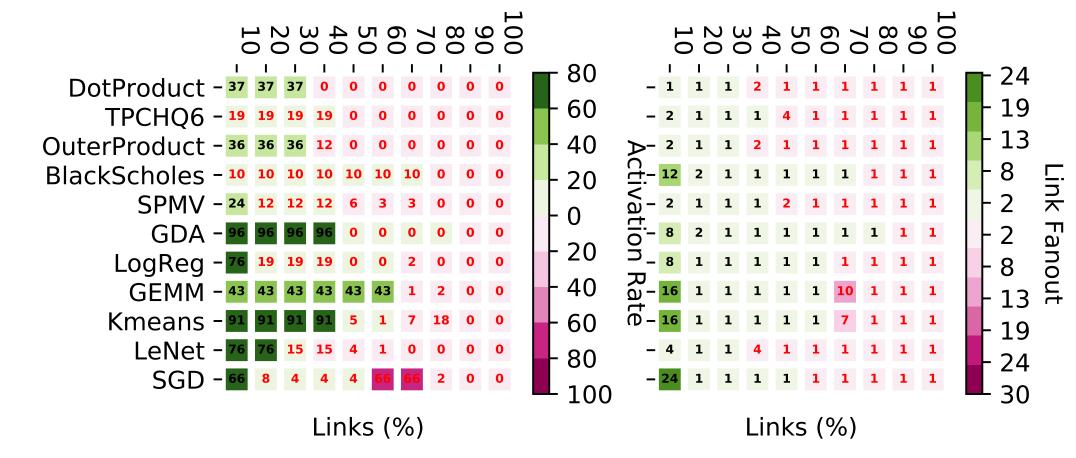
Compute

Memory

Physical Compute Unit

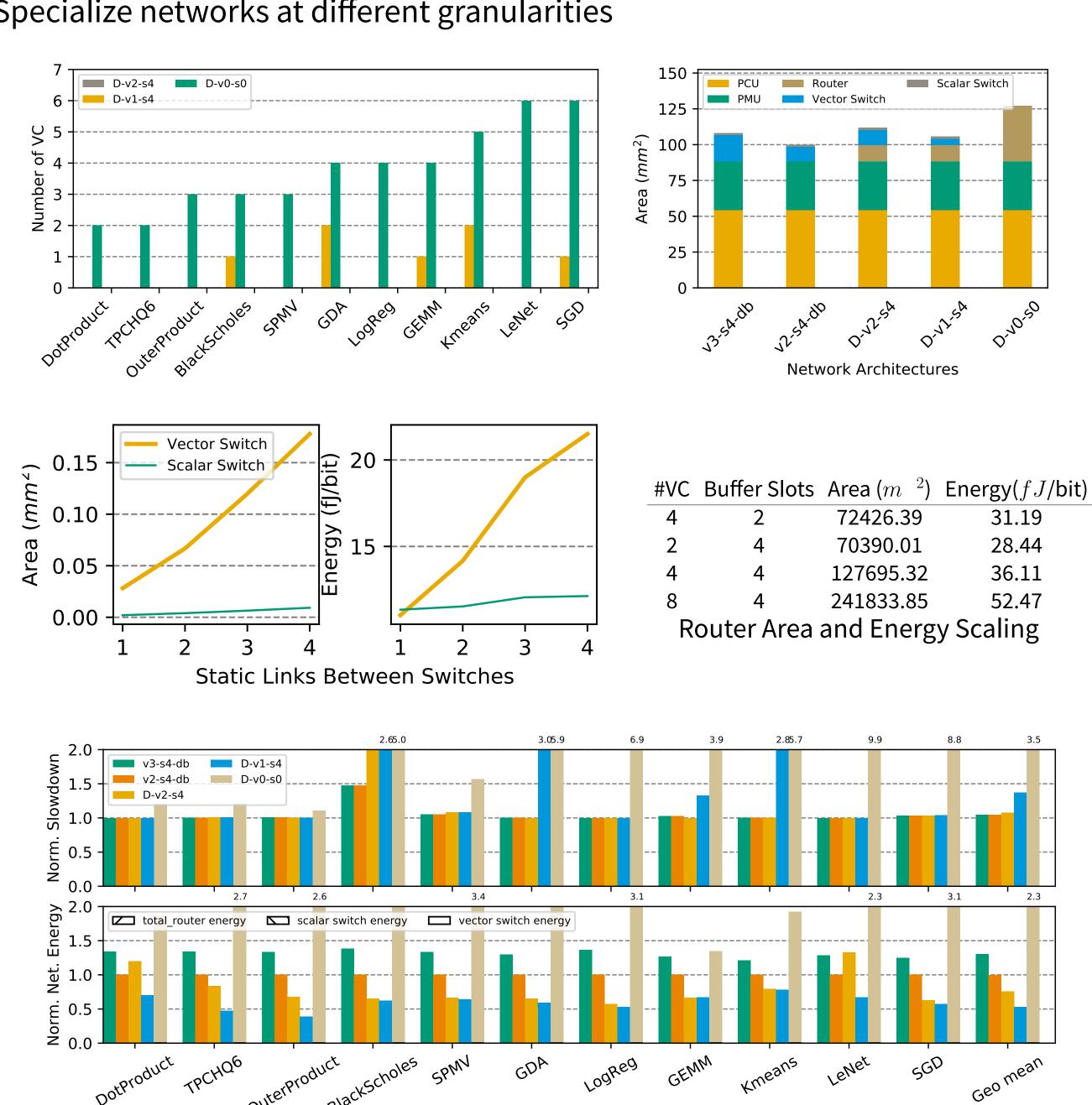
— Hybrid Networks —

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-activated links
- Specialize networks at different granularities



— Future Work –

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