



UNIVERSITY OF
TORONTO

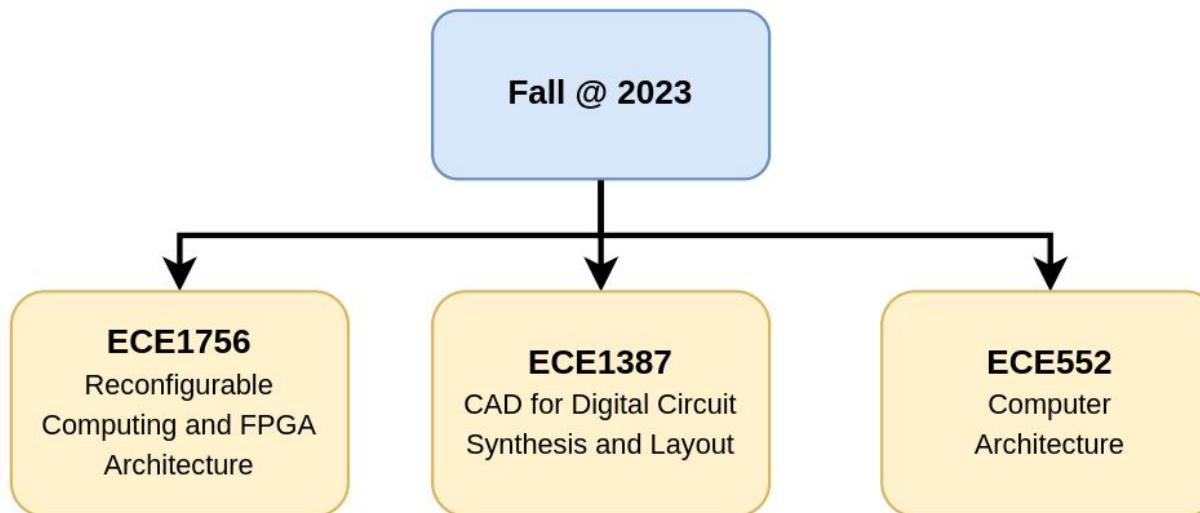
MASc @ ECE - Update

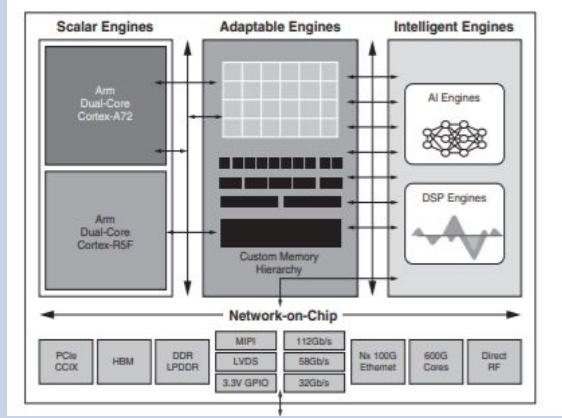
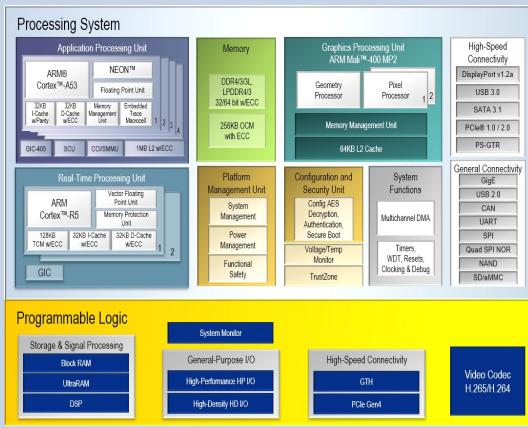
Student : Omkar Bhilare
Advisor : Prof. Jason Anderson

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1. Introduction
2. Shared HW in FPGA
3. Placement in CAD Flow
4. Prefetching in Computer Architecture

■ Courses:





ECE1756: FPGA Course

■ ECE1756: FPGA Course

- **Goal:** A digital circuit that computes the exponential function e^x for 16-bit fixed-point input values,

$$e^x = \sum_{n=0}^{\infty} \frac{x^n}{n!} = 1 + x + \frac{x^2}{2} + \frac{x^3}{6} + \frac{x^4}{24} + \frac{x^5}{120} + \dots$$

- Ideally requires 5 Multipliers and 5 Adders:

$$y = (((a_5x + a_4)x + a_3)x + a_2)x + a_1)x + a_0$$

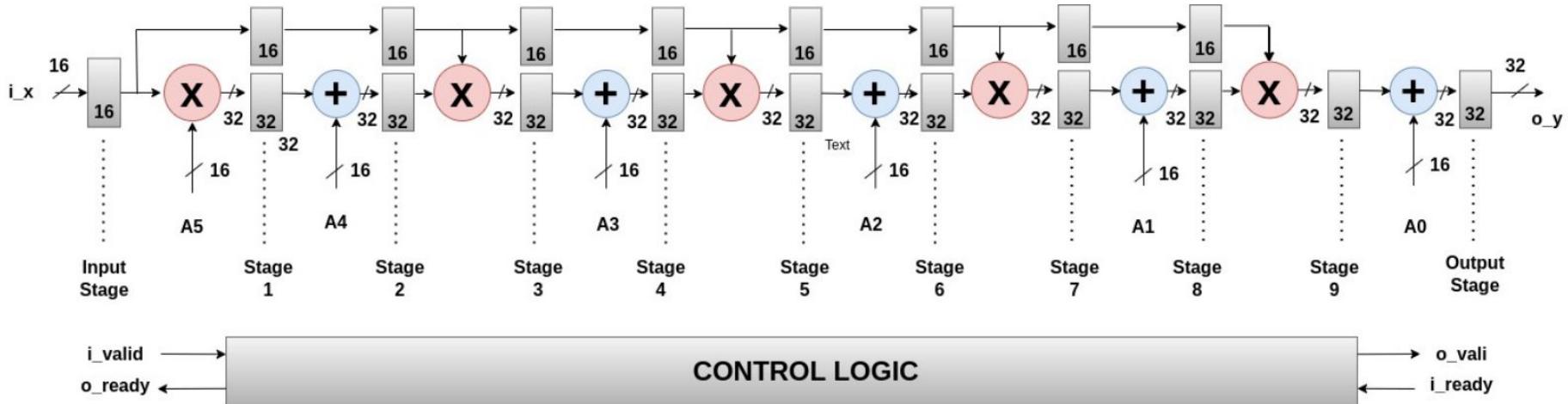
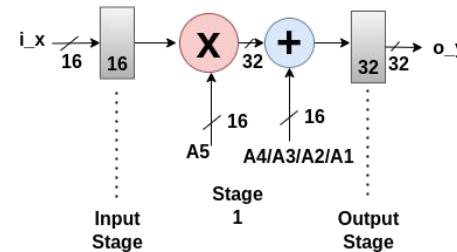
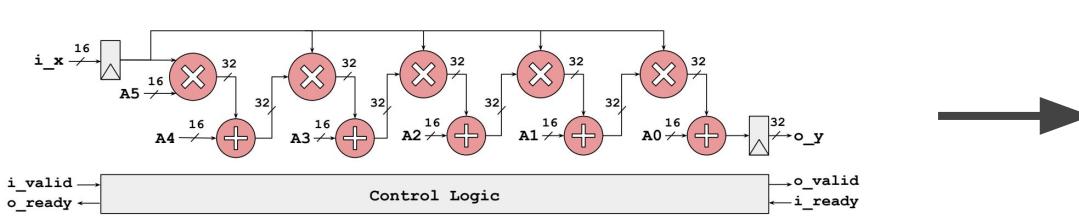
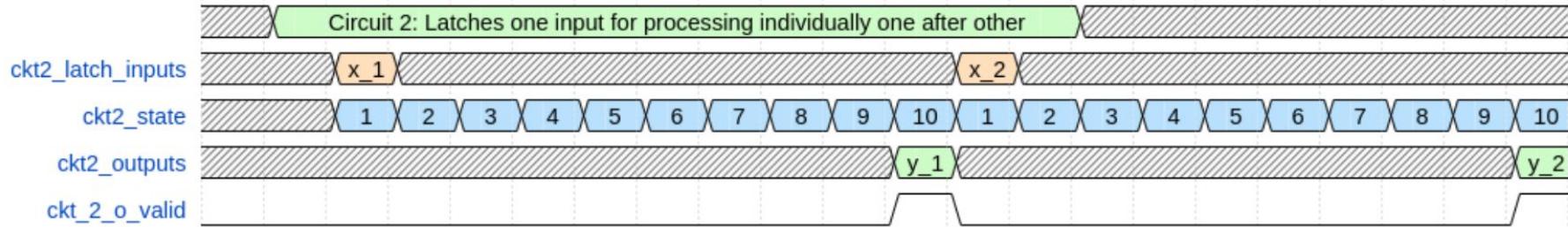


Figure 2: Final Implementation

But what if we have only one multiplier and adder in the system?



Shared HW Architecture

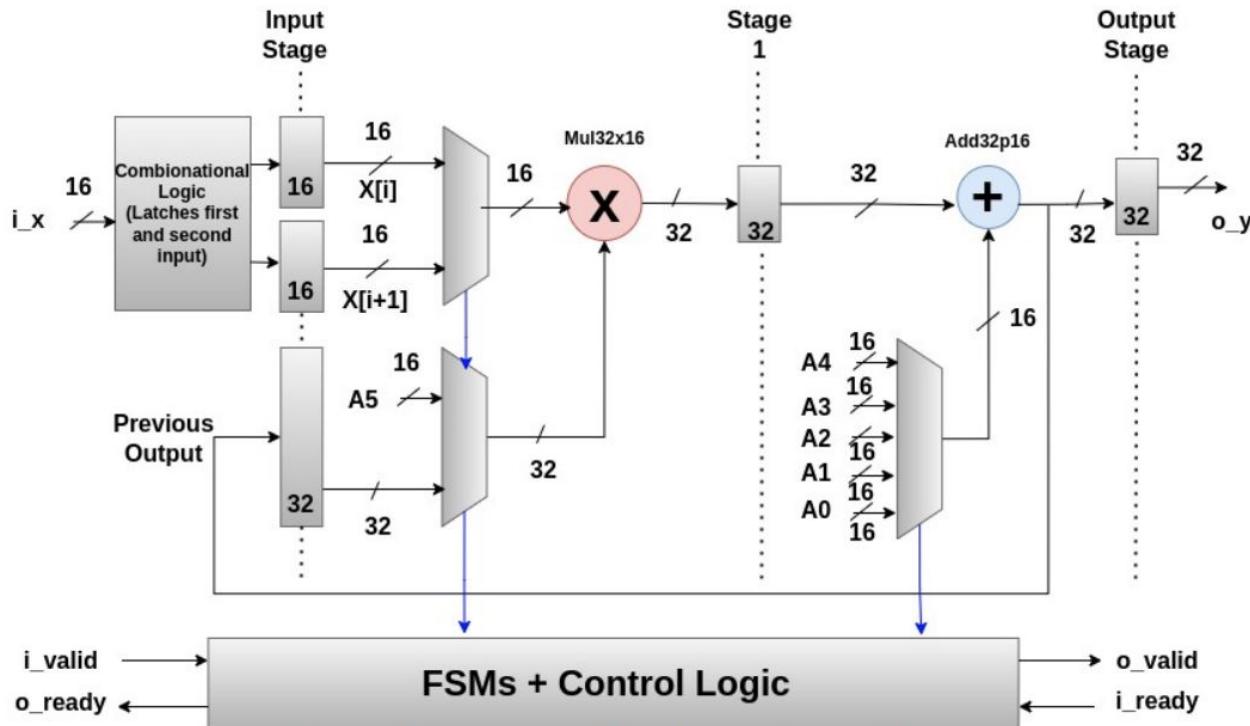


Figure 7: Shared circuit Implementation

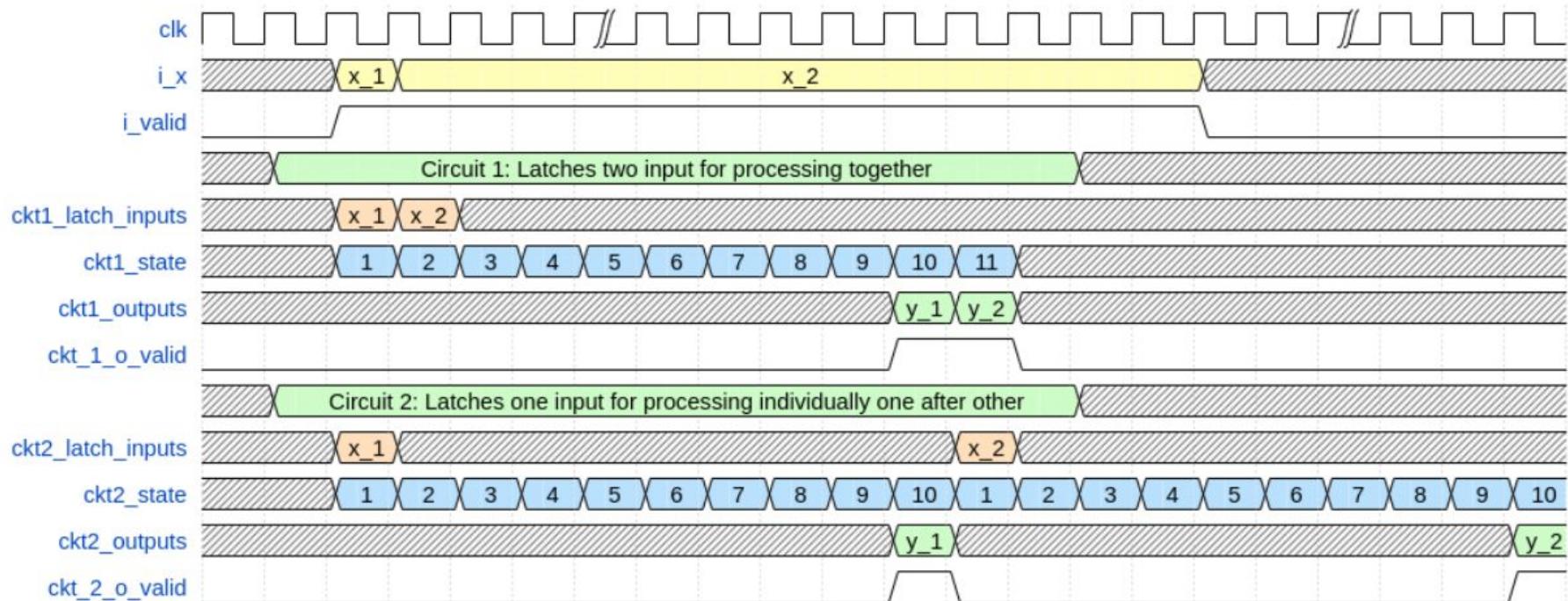


Figure 8: Optimization for multiple inputs acceptance

STATE MACHINE

States	Control Signals			Y[i]	Y[i+1]
	C1 multiplier operand 1	C2 multiplier operand 2	C3 add operand 2		
S0	-	-	-	-	-
S1	x[i]	A5	-	x[i]*A5	-
S2	x[i+1]	A5	A4	x[i]*A5 + A4	x[i+1]*A5
S3	x[i]	Pevious output (y[i-1])	A4	(x[i]*A5 + A4)*x[i]	x[i+1]*A5 + A4
S4	x[i+1]	Pevious output (y[i-1])	A3	((x[i]*A5 + A4)*x[i])+A3	(x[i+1]*A5 + A4)*x[i+1]
S5	x[i]	Pevious output (y[i-1])	A3	(((x[i]*A5 + A4)*x[i])+A3)*x[i]	((x[i+1]*A5 + A4)*x[i+1])+A3
S6	x[i+1]	Pevious output (y[i-1])	A2	(((x[i]*A5 + A4)*x[i])+A3)*x[i] + A2	((((x[i+1]*A5 + A4)*x[i+1])+A3)*x[i+1]
S7	x[i]	Pevious output (y[i-1])	A2	((((x[i]*A5 + A4)*x[i])+A3)*x[i]) + A2	((((x[i+1]*A5 + A4)*x[i+1])+A3)*x[i+1]) + A2
S8	x[i+1]	Pevious output (y[i-1])	A1	((((x[i]*A5 + A4)*x[i])+A3)*x[i]) + A2)*2+A1	((((x[i+1]*A5 + A4)*x[i+1])+A3)*x[i+1]) + A2)*2
S9	x[i]	Pevious output (y[i-1])	A1	((((x[i]*A5 + A4)*x[i])+A3)*x[i]) + A2)*2+A1)*x[i]	((((x[i+1]*A5 + A4)*x[i+1])+A3)*x[i+1]) + A2)*2+A1
S10	x[i+1]	Pevious output (y[i-1])	A0	((((((x[i]*A5 + A4)*x[i])+A3)*x[i]) + A2)*2+A1)*x[i])+AO <u>sent to output</u> via o_valid = 1'b1	((((((x[i+1]*A5 + A4)*x[i+1])+A3)*x[i+1]) + A2)*2+A1)*x[i+1]
S11	x[i]	Pevious output (y[i-1])	A0	-	(((((((x[i+1]*A5 + A4)*x[i+1])+A3)*x[i+1]) + A2)*2+A1)*x[i+1])+AO <u>sent to output</u> via o_valid = 1'b1

Figure 14: State Machine of Shared Circuit Implementation

How it affects Power?

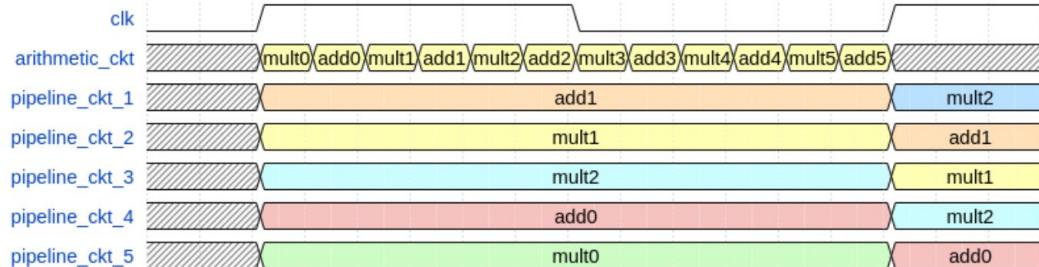
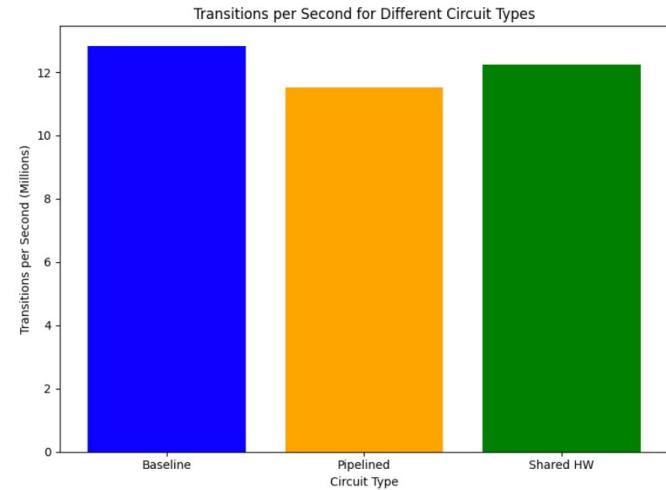


Figure 13: Circuit stages for baseline vs pipeline





Expanding this idea into Term Paper for the course:



A survey on Multi-Context CGRAs

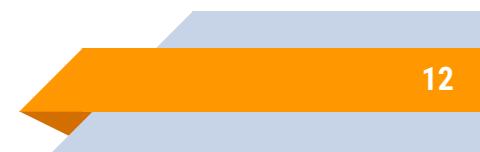
1st Omkar Bhilare

Dept. of Electrical and Computer Engineering,

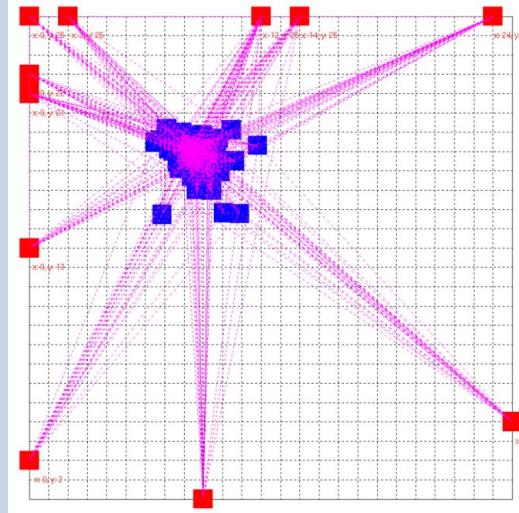
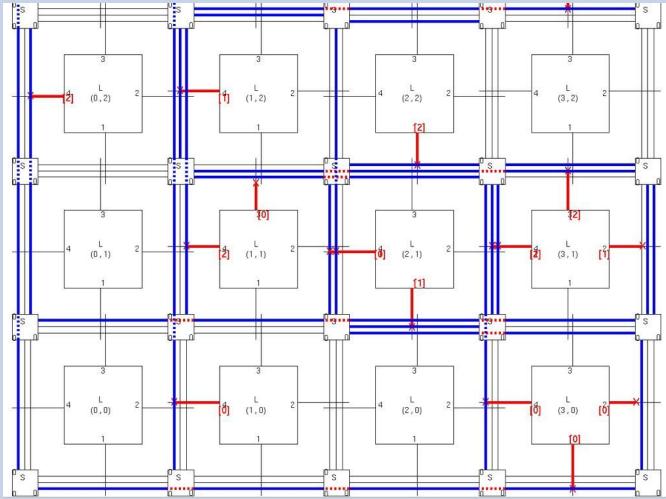
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Toronto, Canada

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If you have any suggestions then please let me know



ECE1387: CAD Course

ECE1387: CAD Course

- Goal:** To implement **analytical placement** using the Clique model and also the spreading of overused bins based on Darav's algorithm.
- Idea of AP:** Write an Equation whose minimum is placement. (Solving the problem analytically in **One Shot!**)

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IEEE TRANSACTIONS ON COMPUTER-AIDED DESIGN OF INTEGRATED CIRCUITS AND SYSTEMS, VOL. 27, NO. 8, AUGUST 2008

Session 4: CAD

FPGA '19, February 24–26, 2019, Seaside, CA, USA

Kraftwerk2—A Fast Force-Directed Quadratic Placement Approach Using an Accurate Net Model

Peter Spindler, Ulf Schlichtmann, *Member, IEEE*, and Frank M. Johannes

Abstract—The force-directed quadratic placer “Kraftwerk2,” as described in this paper, is based on two main concepts. First, the force that is necessary to distribute the modules on the chip is separated into the following two components: a hold force and a move force. Both components are implemented in a systematic manner. Consequently, Kraftwerk2 converges such that the module overlap is reduced in each placement iteration. The second concept of Kraftwerk2 is to use the “Bound2Bound” net model, which accurately represents the half-perimeter wirelength (HPWL) in the quadratic cost function. Aside from these features, this paper presents additional details about Kraftwerk2. An approach to remove halos (free space) around large modules is described, and a method to control the module density is presented. In order to choose the important tradeoff between runtime and quality, a systematic quality control is shown. Furthermore, plots demonstrating the convergence of Kraftwerk2 are presented. Results using various benchmark suites demonstrate that Kraftwerk2 offers both high quality and excellent computational efficiency.

Index Terms—Bound2Bound, force-directed, half-perimeter wirelength (HPWL), Kraftwerk2, quadratic placement.

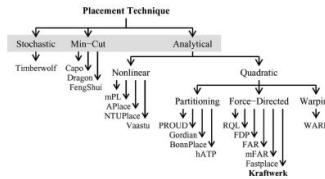


Fig. 1. Three main placement techniques and various placers.

Analytical placers define a suitable analytical cost function for the placement problem and minimize the cost function through numerical optimization methods. Depending on the cost function, analytical placers can be subdivided into the

Multi-Commodity Flow-Based Spreading in a Commercial Analytic Placer

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ABSTRACT

Modern analytic placement tools are commonly built around the idea of iterative Lower Bound (LB) and Upper Bound (UB) placement. The LB step optimizes wirelength and timing while ignoring overlap and cell-type constraints, whereas the UB step attempts to spread cells and satisfy constraints without harming design quality. Top-down geometric partitioning techniques have traditionally been used to spread cells during UB placement. We propose a new, network flow-based approach for UB placement which does a better job of preserving quality by optimizing the displacement of cells in the LB placement. Our approach preserves the UB constraint, but also accommodates complex region constraints and simultaneously spreads unit-sized logic, carry chains, and blocks like RAMs and DSPs. Our technique is scalable, does not require geometric partitioning, and is suitable for both flat and clustered placement flows. We deployed our algorithm in a commercial FPGA CAD flow, and show that it reduces HPWL by 6.4% average (up to 22.8% in the best case) while improving worst-clock timing in over 90% of designs, compared to a state-of-the-art alternative.

1 INTRODUCTION

Placement is a key component in the Computer-Aided Design (CAD) flow in that it accounts for a majority of the runtime while being largely responsible for overall design quality. Traditional placement algorithms based on simulated annealing [2] or min-cut partitioning [14] generally do not scale well, and this has led to a significant increase in interest for analytic placement techniques.

Many analytic placers are built upon the idea of iterative LB and UB placement. This strategy has been shown to produce competitive solutions in both the Application Specific Integrated Circuit (ASIC) [6, 10, 11, 12, 13] and field-programmable gate array (FPGA) [9, 12, 15, 16] domains. Within the LB step, several objectives, such as wirelength and timing—are optimized while ignoring overlap constraints and other placement restrictions. The UB step seeks to produce a fairly non-overlapping placement with the goal of preserving the relative positions provided by the LB placement. To spread movable objects subject to defined constraints, the UB step in many modern ASIC and FPGA placement tools [6, 9, 11–13, 15, 16] exploits the idea of *rough legalization*. Full legalization and detailed improvement are applied to further enhance the quality and satisfy

CAD FLOW

3. Major Steps: high. Logic & Layout.

[BACKEND of
CAD Flow.]

High Level Synthesis

- Software-like Representation
 - of behaviour
- No clock (Untimed)
- E.g: C/C++ Code

(Allocation + Scheduling + Binding)

↑
[All Optimized]

I^C Media
(target)

Logic Synthesis

- FSM Optimization [Encoding, Type]
- Synchronous Optimization
 - Lesser critical path
- Logic optimization. (K-map reduction)
- Technology Mapping

→
[RTL]
Verilog
VHDL
Timed

[All Optimized]

Verilog to
Netlist ↗

Netlist
LUTs
O/P

↑
I^C Media
(target)

↓
FFs
+
Gates
+
Primitive
Blocks
[Hard CPU
DSP]

Layout Synthesis

- Partitioning
- Placement
- Routing. [Assignment no. 1]

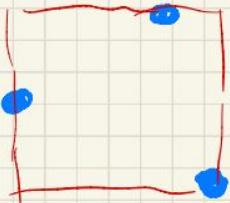
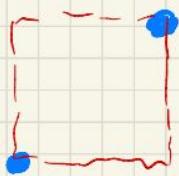
Bitstream
GDS-II

[All Optimized]

↑
I^C Media
(target)

We need estimated wirelength for Placement

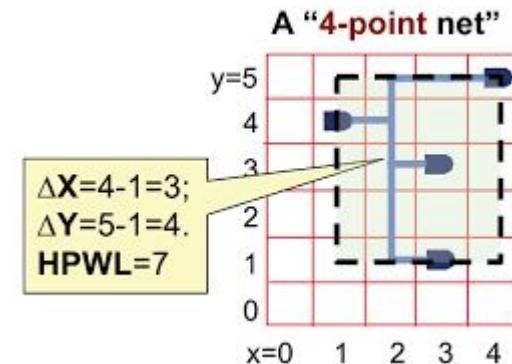
When is HPWL an accurate measure of true routed WL?



2,3 pin nets:
accurate (ignoring congestion)

4+ pins
more of
an underestimate
of actual
true routed WL

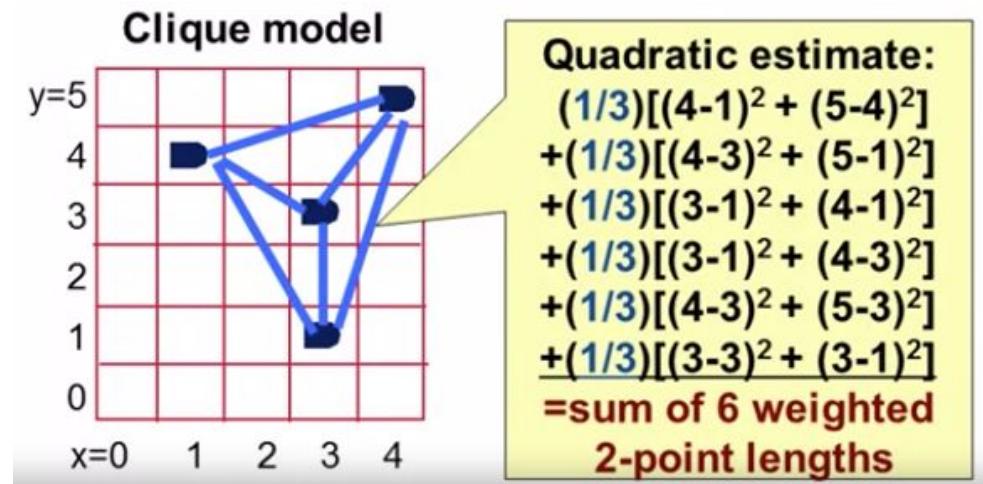
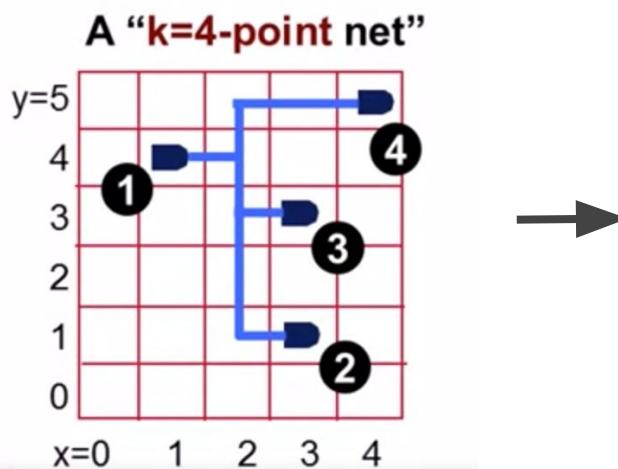
HPWL



**Understatement
for 4+ Nets**

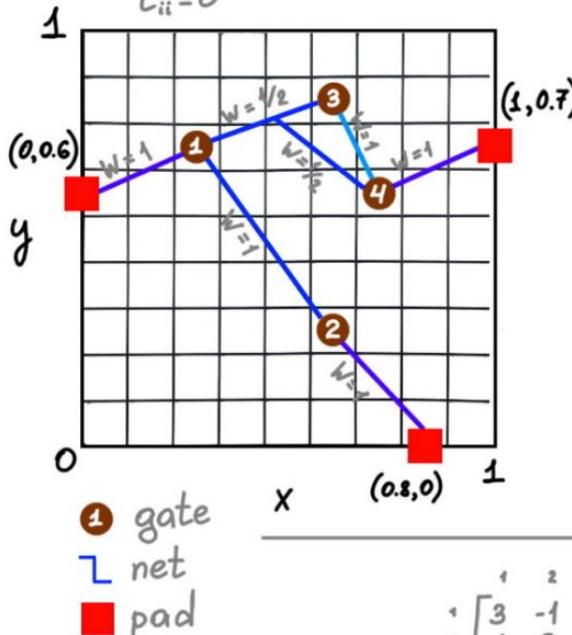
CLIQUE MODEL

- Idea of Clique Model: We can convert K-Net into $K(K-1)/2$ Nets. (Each Net's weight gets changed.)



Analytical Placement

N gates Connectivity matrix $N \times N$
 $N = 4$
 $C_{ij \neq i} = \text{total weight of the wires connecting gates } i \text{ and } j$
 $C_{ii} = 0$



$$C = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 2 & 0 & 1 & 0.5 \\ 3 & 0.5 & 0 & 0 \\ 4 & 0.5 & 1.5 & 0 \end{bmatrix}$$

$$Ax = b_x \quad Ay = b_y$$

$$A_{ij \neq i} = -C_{ij}$$

$$A_{ii} = \sum_{j=1}^N C_{ij} + \sum W_{\text{pad-gate}i}$$

$$b_x = \sum_{\text{pad}} W_{\text{pad-gate}i} \cdot X_{\text{pad}}$$

$$b_y = \sum_{\text{pad}} W_{\text{pad-gate}i} \cdot Y_{\text{pad}}$$

$$A = \begin{bmatrix} 1 & 2 & 3 & 4 \\ 2 & 0 & 1 & 0.5 \\ 3 & 0.5 & 0 & 0 \\ 4 & 0.5 & 1.5 & 0 \end{bmatrix} \quad b_x = \begin{bmatrix} 0 \\ 0.8 \\ 0 \\ 1 \end{bmatrix} \quad b_y = \begin{bmatrix} 0.6 \\ 0 \\ 0 \\ 0.7 \end{bmatrix}$$

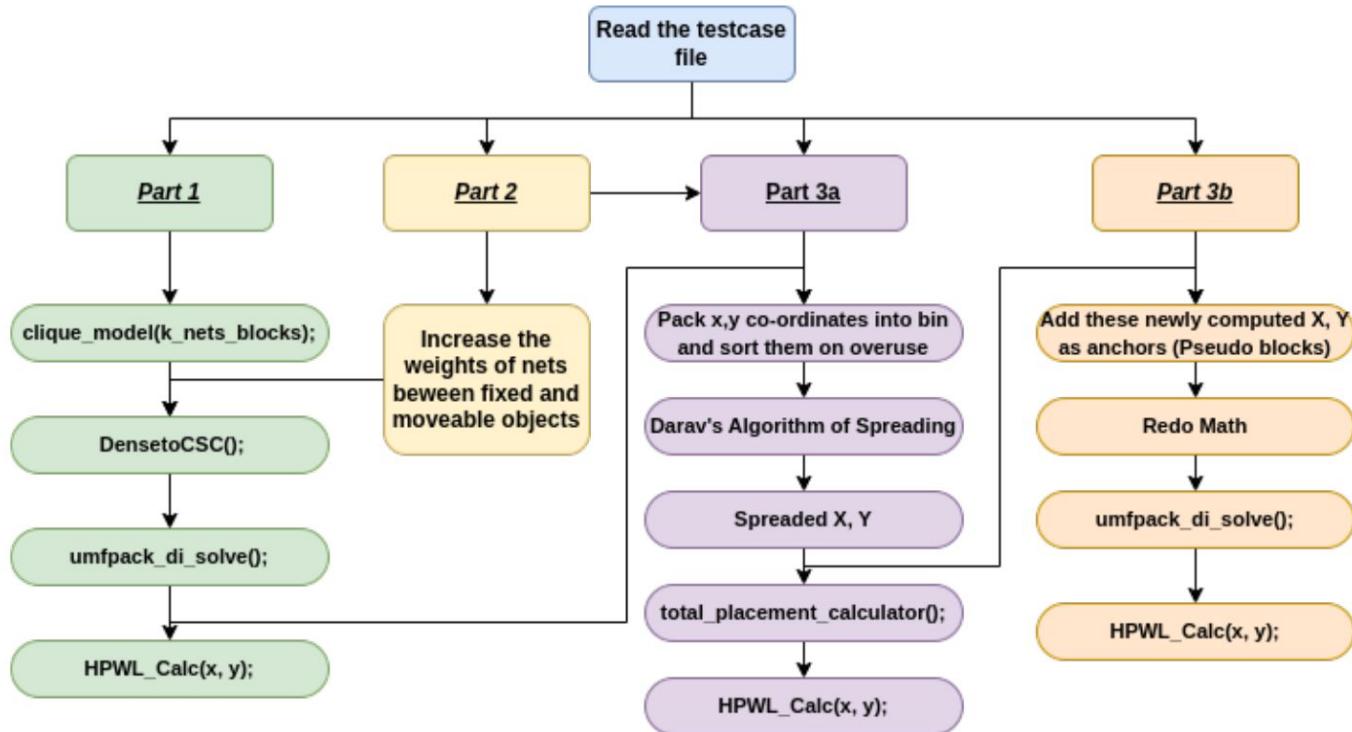


Figure 1: Flow Diagram of Assignment 2

Need to Spread Placement.

3.2.3 CC3

- Most of the blocks are placed surrounding coordinates: 12, 14.
- Considering each block is of unit size, they all are overlapping.
- The HPWL in this case is **7395.24**.

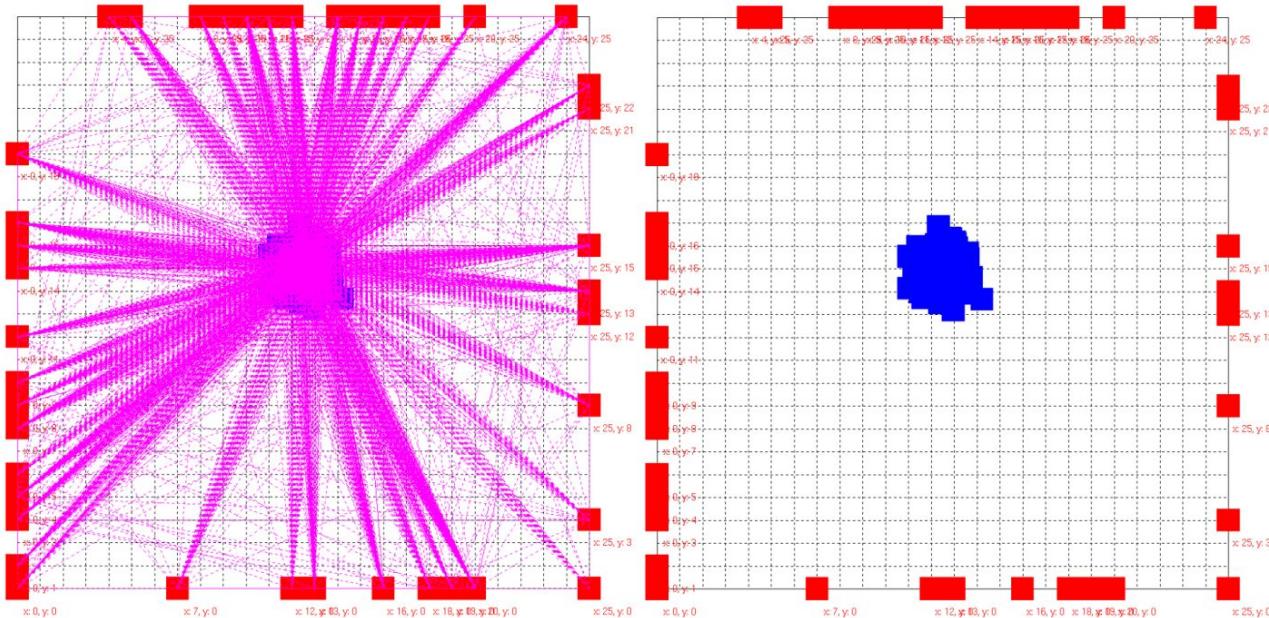


Figure 7: cc3 placement with ratsnet

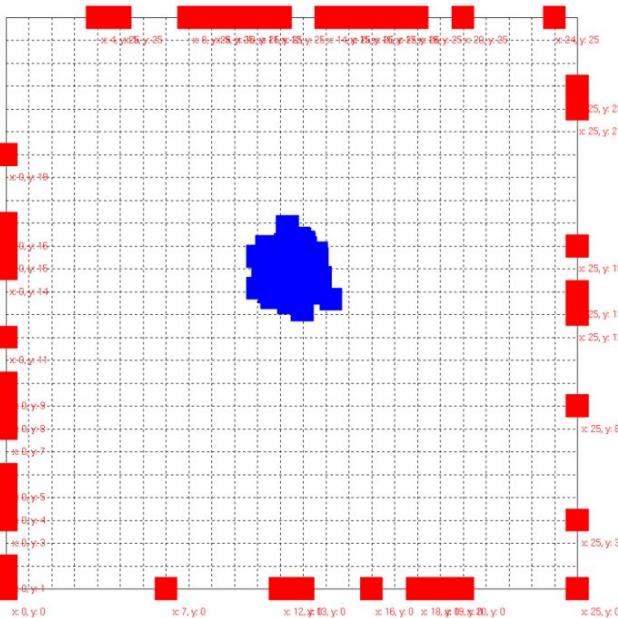
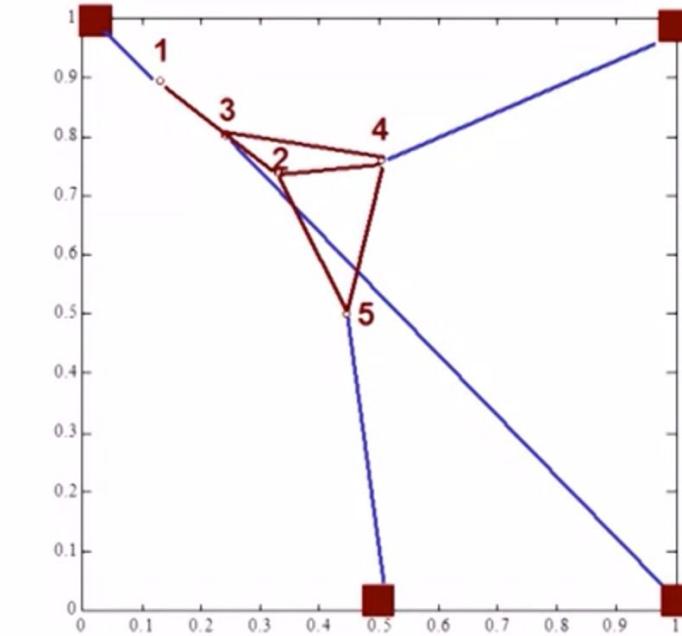
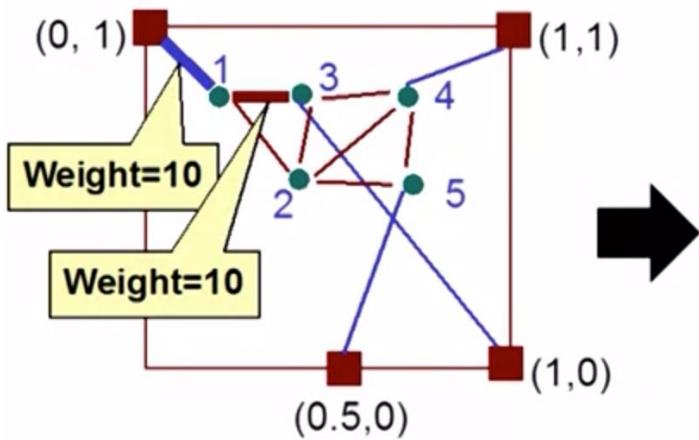


Figure 8: cc3 placement without ratsnet

One Option: Keep blocks connecting fixed pad weights very high



One Option: Keep blocks connecting fixed pad weights very high

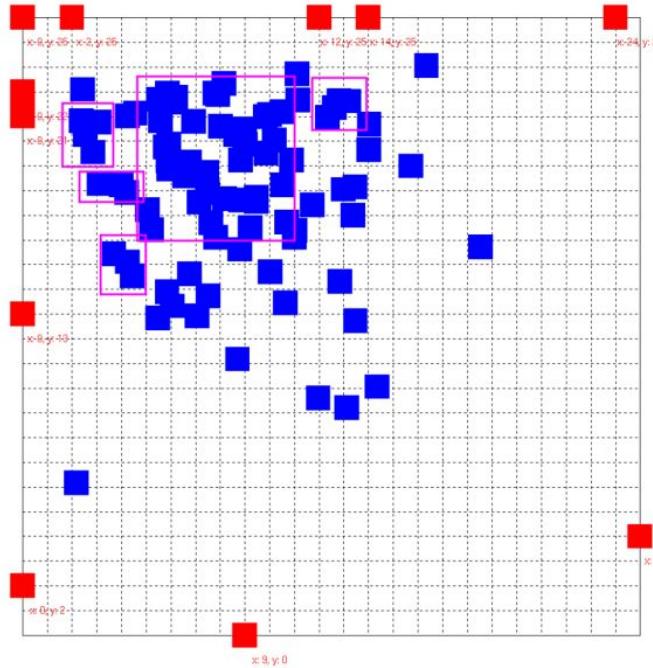


Figure 11: CC2: Weak weight between fixed and variable blocks

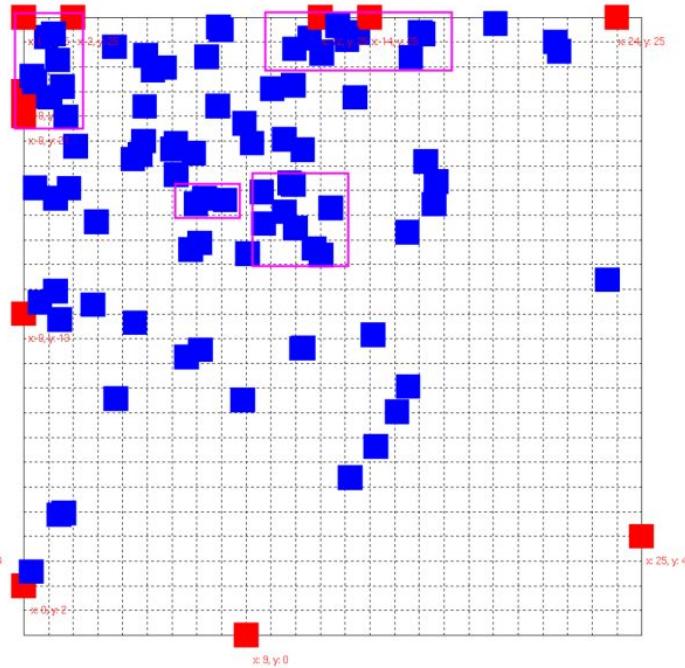


Figure 12: CC2: Strong weight between fixed and variable blocks

One Option: Keep blocks connecting fixed pad weights very high

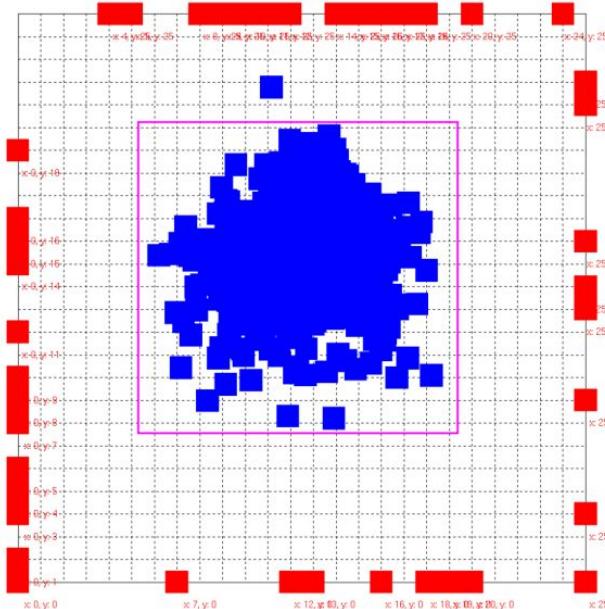


Figure 13: CC3: Weak weight between fixed and variable blocks

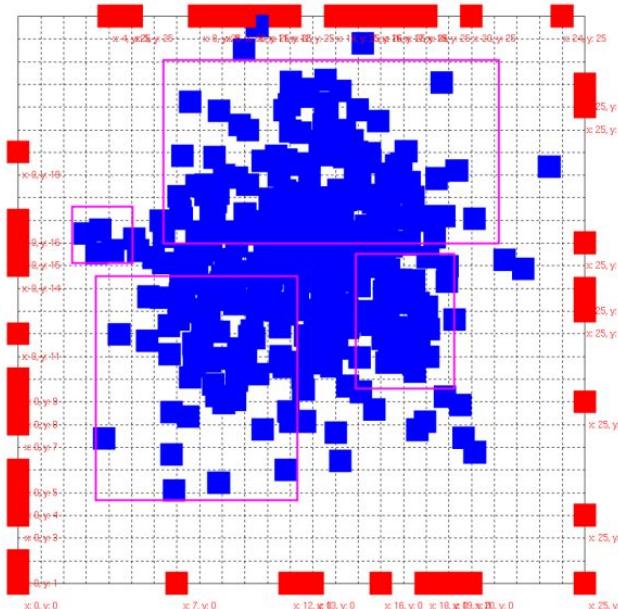
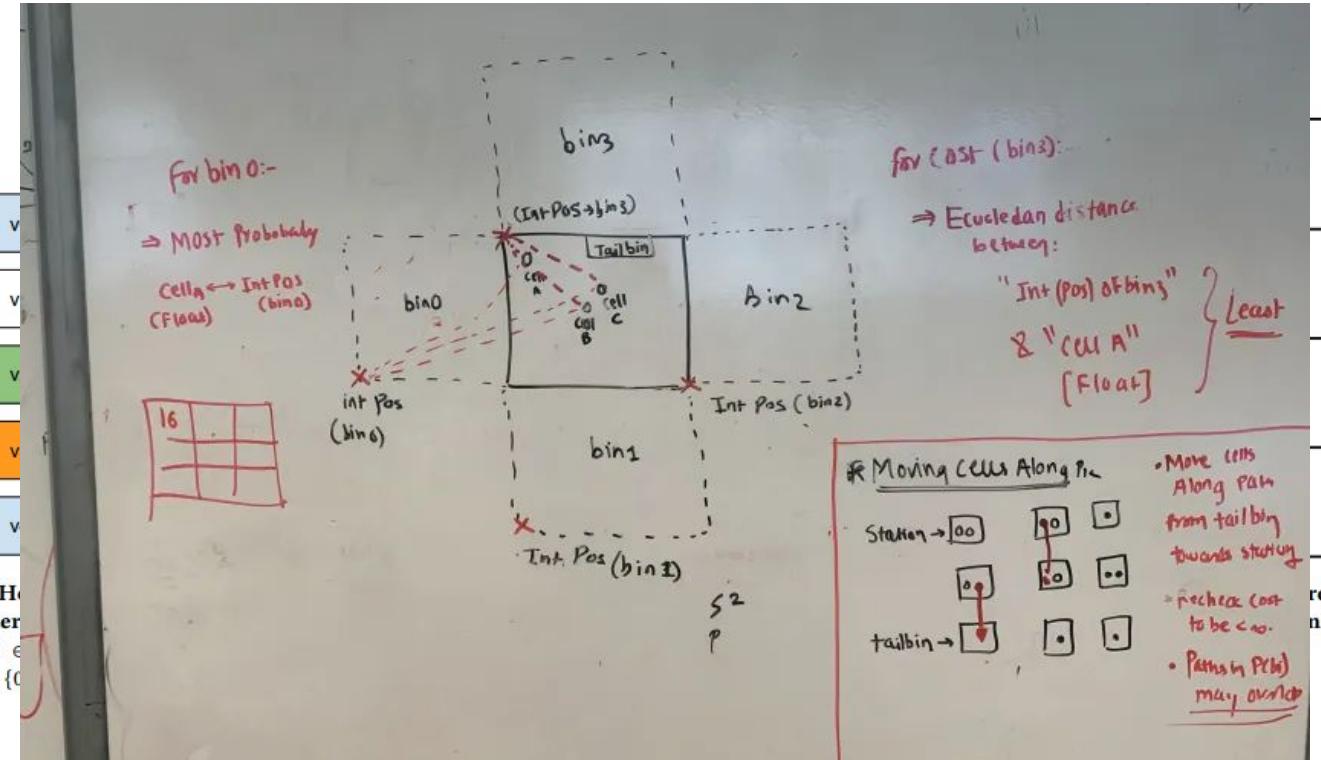


Figure 14: CC3: Strong weight between fixed and variable blocks

Second Option: Darav's Spreading Algorithm



Second Option: Darav's Spreading Algorithm

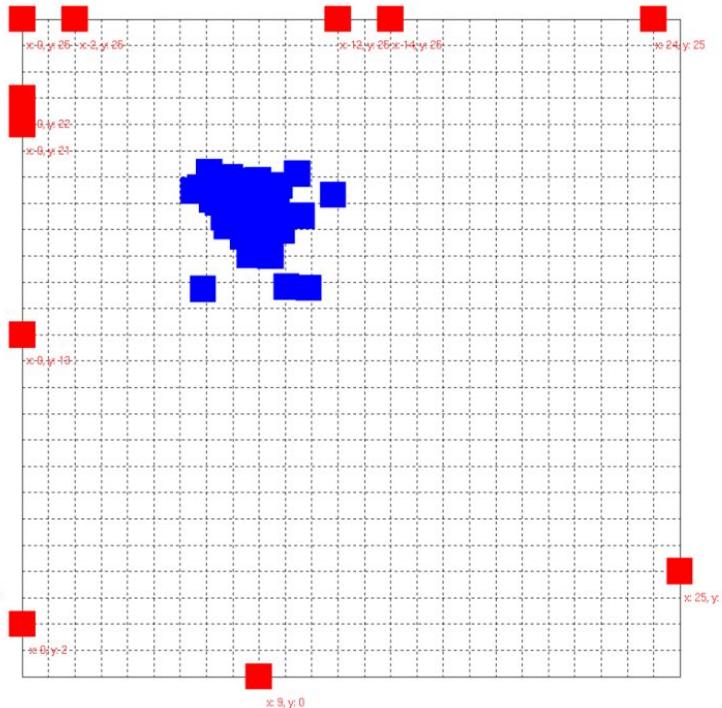


Figure 6: cc2 placement without ratsnet

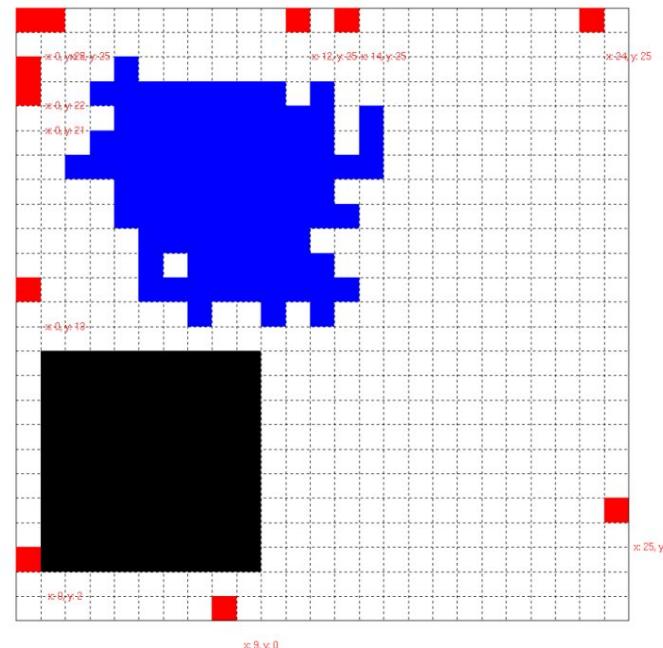


Figure 15: CC2: Spreading with Approach 1: Least constraint method

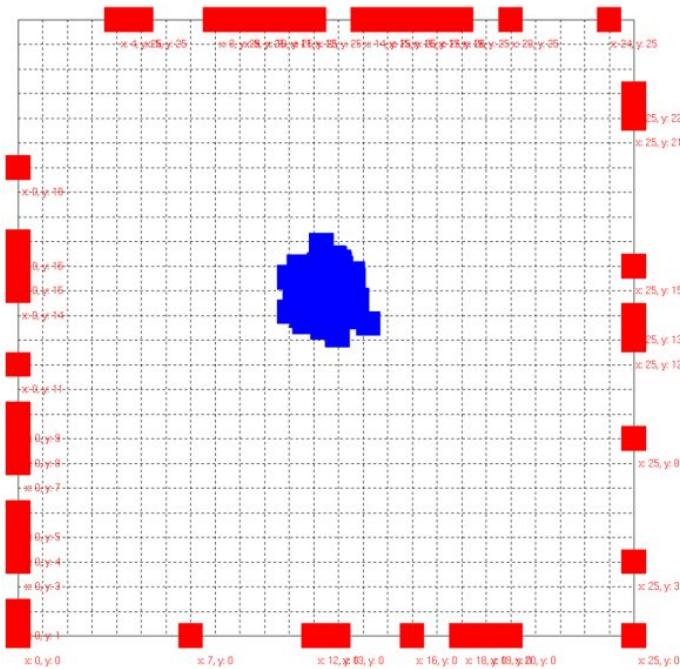
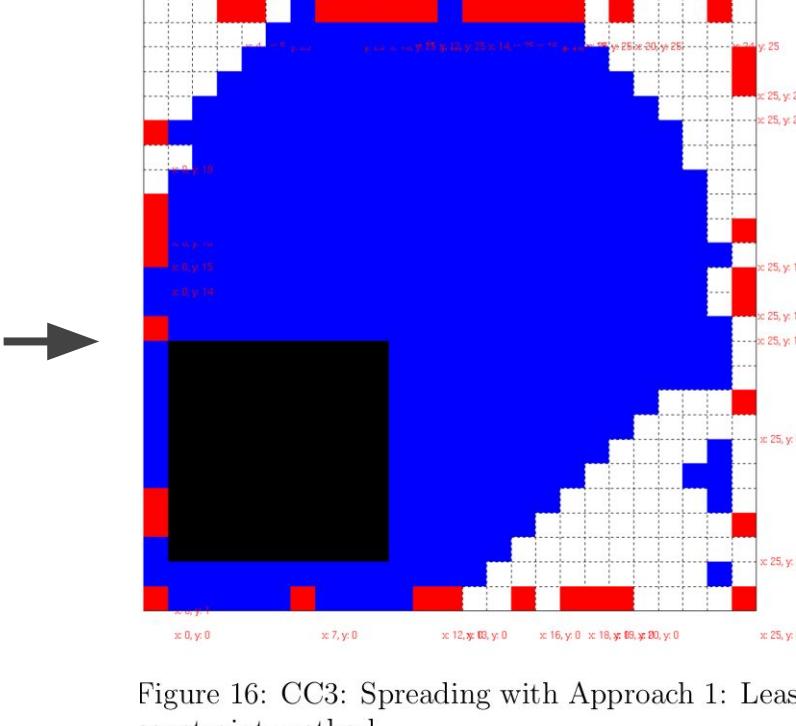
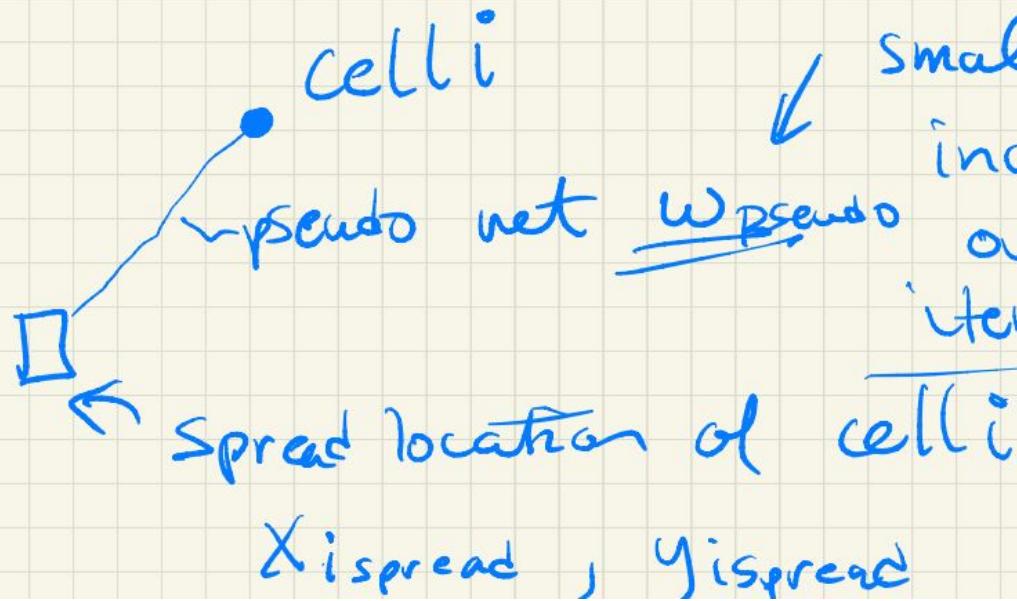


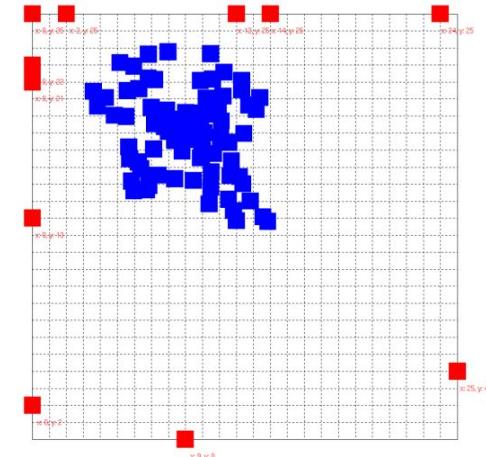
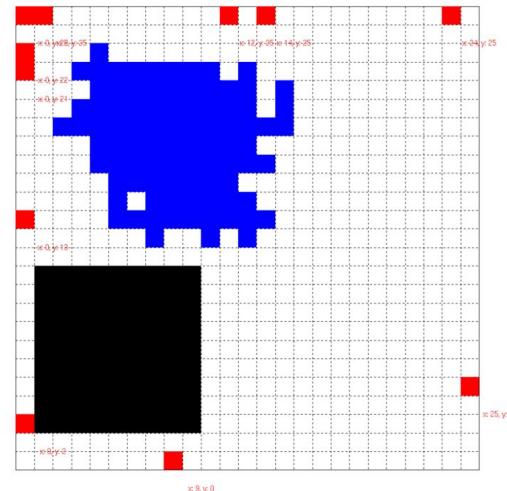
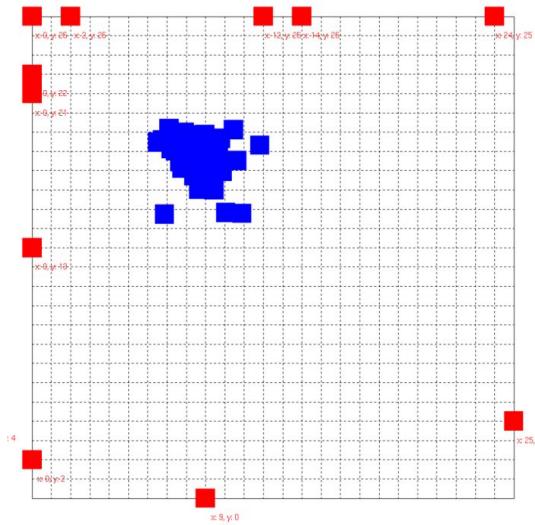
Figure 8: cc3 placement without ratsnet



Still needs to actually place the cell at spreaded location!



Place -> Spread -> Place



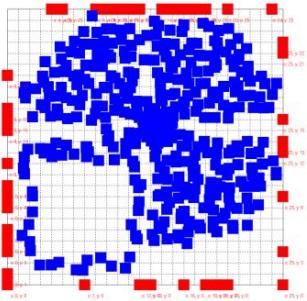


Figure 23: CC3 Part 3B Strong

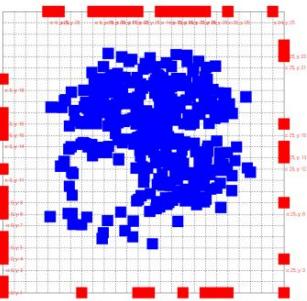


Figure 24: CC3 Part 3B Weak

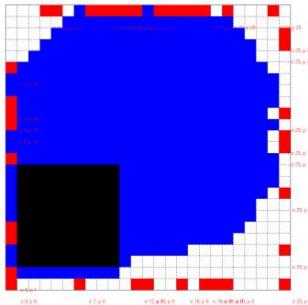


Figure 25: CC3 Expected spread

Figure 26: Comparison of CC2 Part 3B results

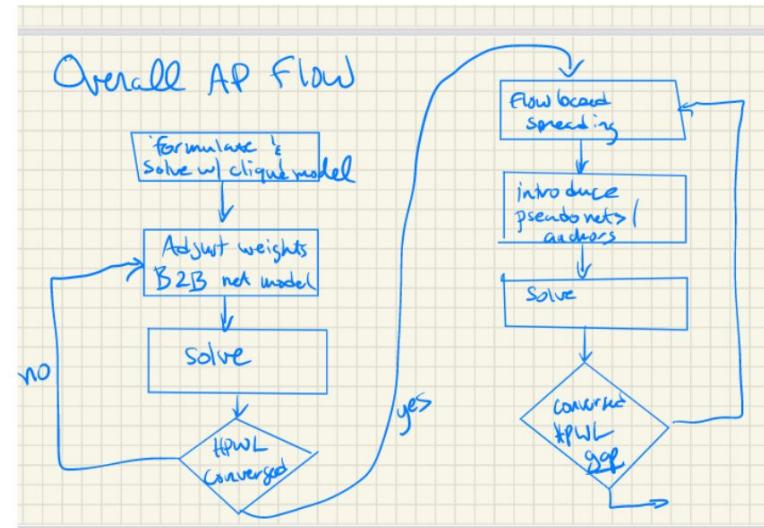


Figure 27: Analytical Placement Flow

ECE552: Computer Architecture

Journal of Instruction-Level Parallelism 13 (2011) 1-16

Submitted 3/10; published 1/11

Storage Efficient Hardware Prefetching using Delta-Correlating Prediction Tables

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Abstract

This paper presents a novel prefetching heuristic called Delta Correlating Prediction Tables (DCPT). DCPT builds upon two previously proposed techniques, RPT prefetching by Chen and Baer and PC/DC prefetching by Nesbit and Smith. It combines the storage-efficient table based design of Reference Prediction Tables (RPT) with the high performance delta correlating design of PC/DC. DCPT substantially reduces the complexity of PC/DC prefetching by avoiding expensive pointer chasing in the GHB (Global History Buffer) and recomputation of the delta buffer.

We evaluate this prefetcher on a simulated processor using CMP\$im and the SPEC2006 benchmarks. We show that DCPT prefetching can increase performance by up to 3.7X for single benchmarks, while the geometric mean of speedups across all SPEC2006 benchmarks is 42% compared to no prefetching.

Address: 10 11 20 21 30
 Deltas: 1 9 1 9

Figure 3: Example delta stream.



Figure 4: Format of a Delta Correlating Prediction Table Entry.

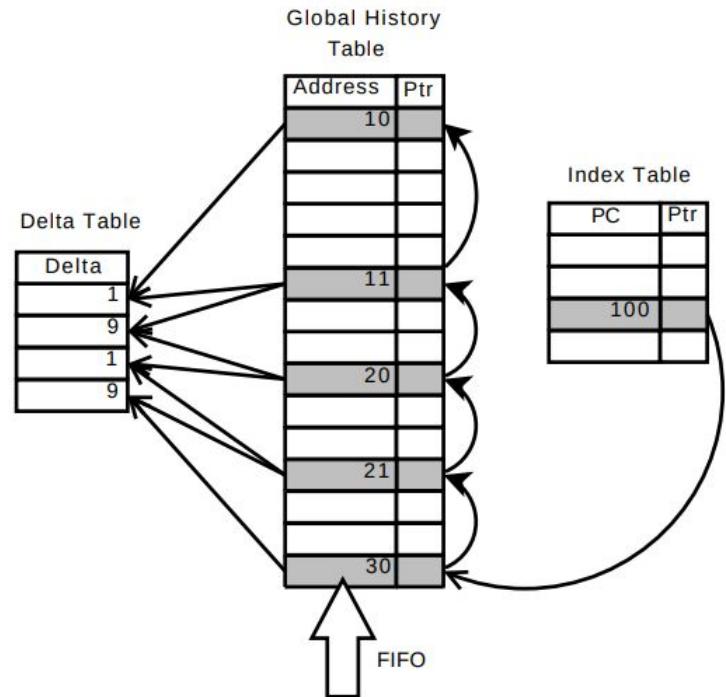


Figure 2: Example of a Global History Buffer.



THANK YOU