Implementation of a Heterogeneous System for Image Processing on an FPGA.

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Introduction

- ► Embedded systems, we need more and more performance to compute faster and better. (Quick example on why they are useful).
- Heterogenous Systems
 - Everything is heterogeneous (Computers with network cards and HDD to supercomputer with GPGPU).
 - ▶ Why do they exist?
 - ▶ Better Energy efficiency under constraint
 - Better flexibility thanks to PMCAs
 - ▶ Why do we need them?
 - Autonomous systems
 - High processing power on ULP systems.

HERO Platform

- ▶ What is HERO? Why does this system exist?
 - ► Technical specs (configurations available: simulator + RISC/ Arm host + L1/L2 cache)
 - ► Toolchains / SdK
 - Goal of the project: Fully working platform, easier to experiment with heterogeneous systems.
- Quick presentation of OpenMP, and it's advantages/disadvantages.

Halide

- Presentation of Halide
 - Programmation model
 - ▶ Why this language is interesting for developpement

Simple Pipeline example

- Pipeline definition: Functions, variables and expressions.
- Schedule definition: Basic Idea on how to schedule + description of some primitives

How to compile to the hardware simulation

- Easiest way is to create a RISC-V object file.
- Add functions to the pulp-rt
- ▶ Then we need to create a wrapper application that will be compiled using gcc
- ▶ And we link the object file during compilation

What about performances, does Halide perform well?

- Quick comparaison between Halide and OpenMP with the results in parallel and single threaded.
- good results on this application, but can we do better?

Optimization of a schedule

- Explain methodology, plus benchmarks
- ► Automated tool for optimizing schedule

Next step: Compiling for the full Hero System

- What we tried?
 - Using the risc V object file and linking it manually
 - ▶ Using the OpenMP pragma calls to tell the compiler the function will run on PULP, then use the object file
 - Output the code to C, and then include it

Conclusion

- ► What is working and what isn't
- ► Future work on Halide