

Fundamentals of FPGA-based Acceleration

Presented By

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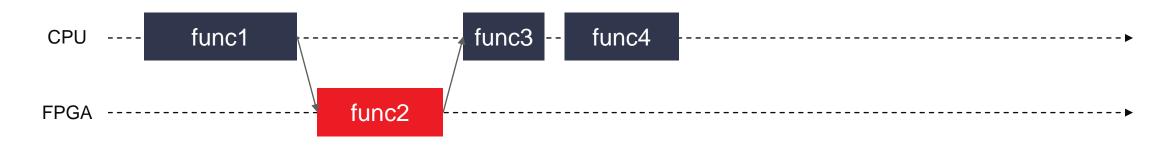


FPGA Acceleration: Boosting Application Performance

Without acceleration



With FPGA acceleration



FPGA handles compute-intensive, deeply pipelined, massively parallel operations. CPU handles the rest





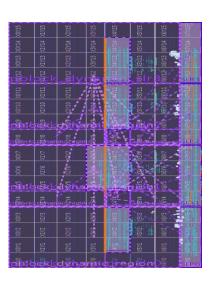
Customizable Architectures – The FPGA Advantage

CPUs and GPUs

- > Fixed instruction set and rigid memory hierarchy
- > Developer adapts the program to the architecture

FPGAs

- > Flexible, fully customizable architecture
- > Developer adapts the architecture to the program







FPGAs – The Ultimate Parallel Processing Device

- > No predefined instruction set or underlying architecture
- > Developer customizes the architecture to his needs
 - >> Custom datapaths
 - >> Custom bit-width
 - Custom memory hierarchies
- > Excels at all types of parallelism
 - >> Deeply pipelined (e.g. Video codecs)
 - Bit manipulations (e.g. AES, SHA)
 - Wide datapath (e.g. DNN)
 - Custom memory hierarchy (e.g. Data analytics)
- > Adapts to evolving algorithms and workload needs



2.5 million system logic cells

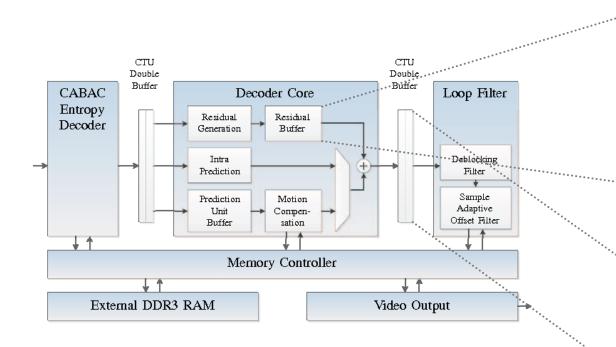
6,800 DSP engines

345 Mb on-chip memory



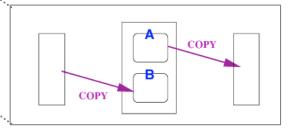


Custom Architectures – The Key to Acceleration



- > Custom datapaths, parallel and pipelined
- > User-defined bitwidths

- > Custom dataflow pipelines
- > Multiple stages executing simultaneously
- > Streaming programming model



- > Custom memory architectures
- > Double-buffers, FIFOs, Shift-registers





FPGAs – High-Performance and Versatility





Jian Ouyang et al. "SDA: Software-Defined Accelerator for General-Purpose Big Data Analysis System." Hotchips 2014. [Link]

Pattern Matching

Shreyas G Singapura et al. "FPGA Based Accelerator for Pattern Matching in YARA Framework." CENG 2015. [Link]

Genomic Analysis

Edico Genome. "DRAGEN Genome Pipeline." Last accessed April 6, 2017. [Link]





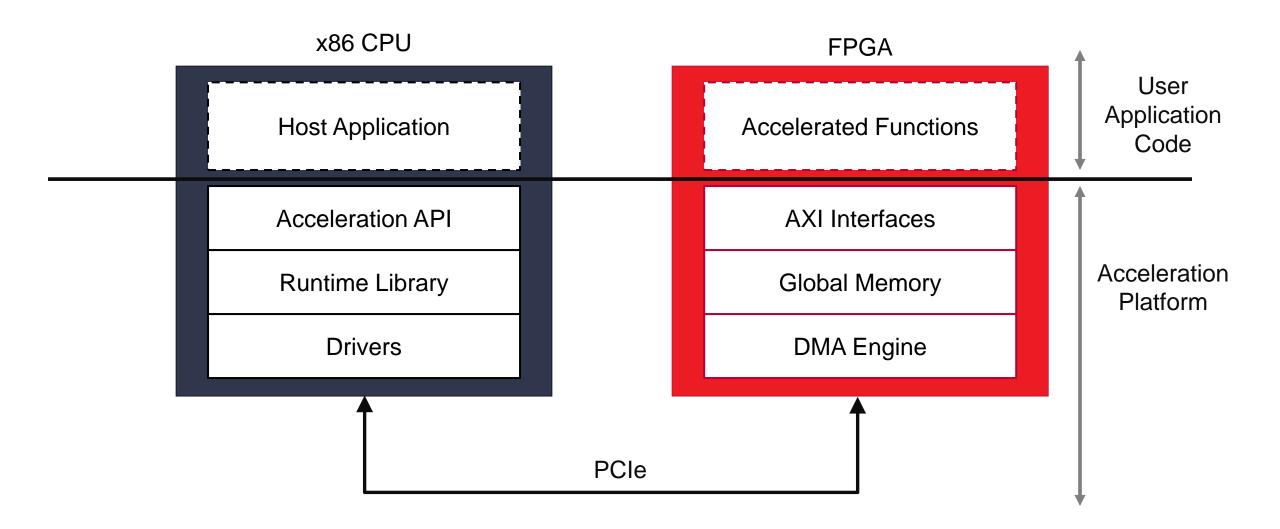








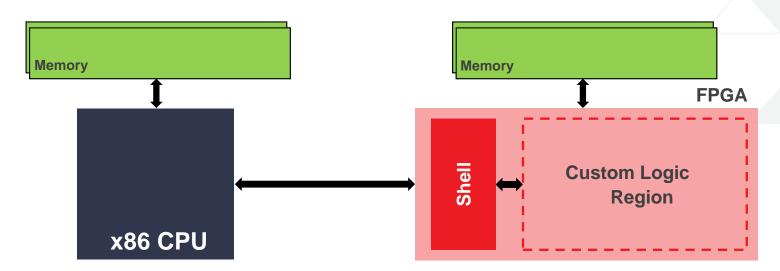
Architecture of an FPGA Accelerated Application





Initializing the Application

- > When the application starts, the FPGA device only contains the "Shell"
 - >> The Shell will be managing the communications with the host

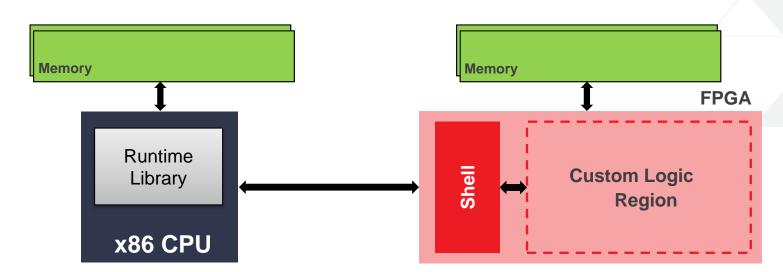






Initializing the Application

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 - >> The Shell will be managing the communications with the host
- > First, the host initializes the runtime

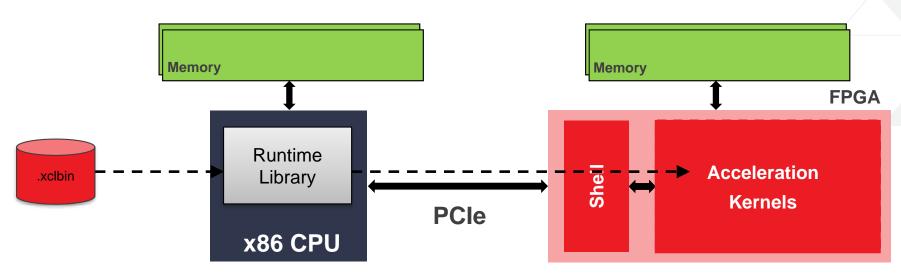






Initializing the Application

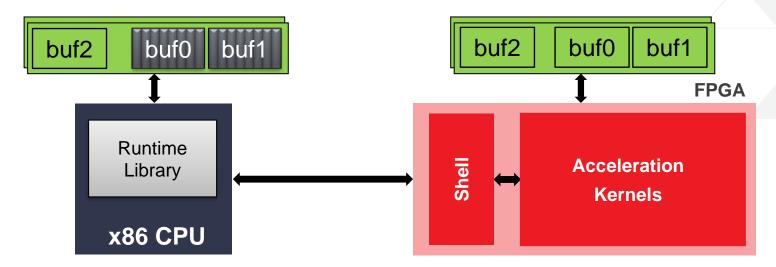
- > When the application starts, the FPGA device only contains the "Shell"
 - >> The Shell will be managing the communications with the host
- > First, the host initializes the runtime
- > Then programs the device with the desired FPGA binary





Allocating Buffers and Migrating Data to the Device

- > Host allocates input and output buffers in the device
 - >> Buffers are used to transfer data from the CPU to the FPGA and back

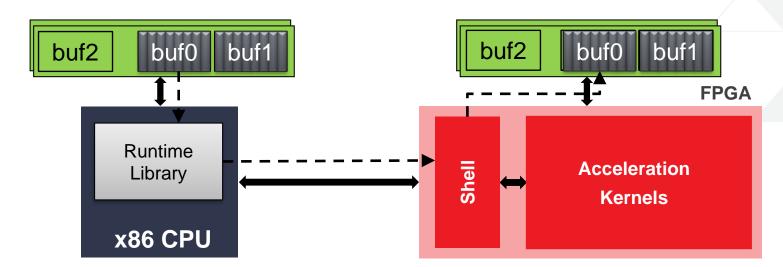






Allocating Buffers and Migrating Data to the Device

- > Host allocates input and output buffers in the device
 - >> Buffers are used to transfer data from the CPU to the FPGA and back
- > Host migrates data to be processed by the accelerator to the buffer FPGA

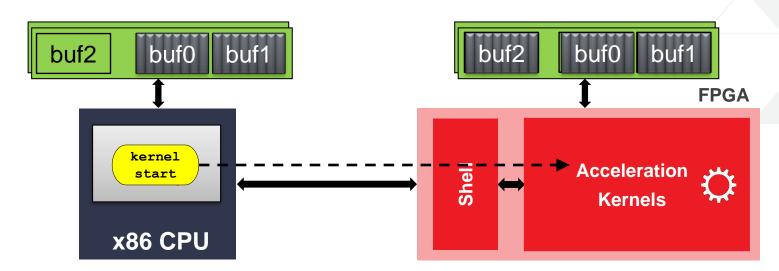






Running the Accelerators

- > Host schedules execution of the desired kernel
- > The Runtime is responsible for starting the kernel at the right moment
- > Kernel reads data from the input buffer, processes it and writes results in the output buffer previously allocated

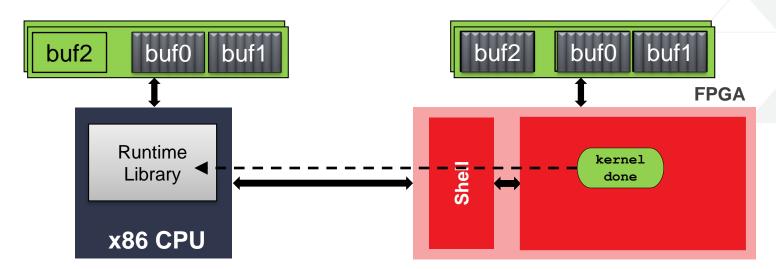






Running the Accelerators

- > Host schedules execution of the desired kernel
- > The Runtime is responsible for starting the kernel at the right moment
- > Kernel reads data from the input buffer, processes it and writes results in the output buffer previously allocated
- > After the kernel finishes processing the data, it notifies the host

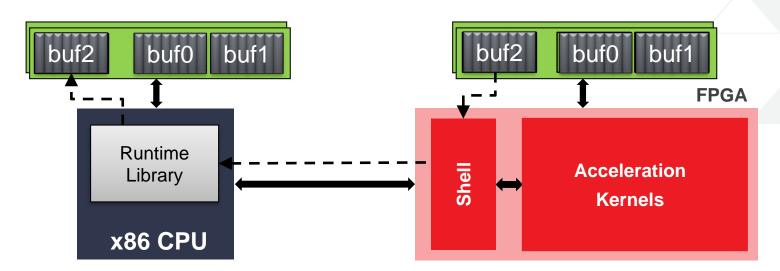






Migrating Data Back to the Host

> The host retrieves the results by scheduling a copy of the desired buffer back to host memory





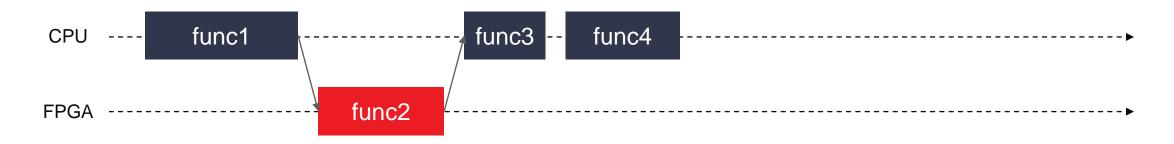


FPGA Acceleration : A Simplified View

Without acceleration



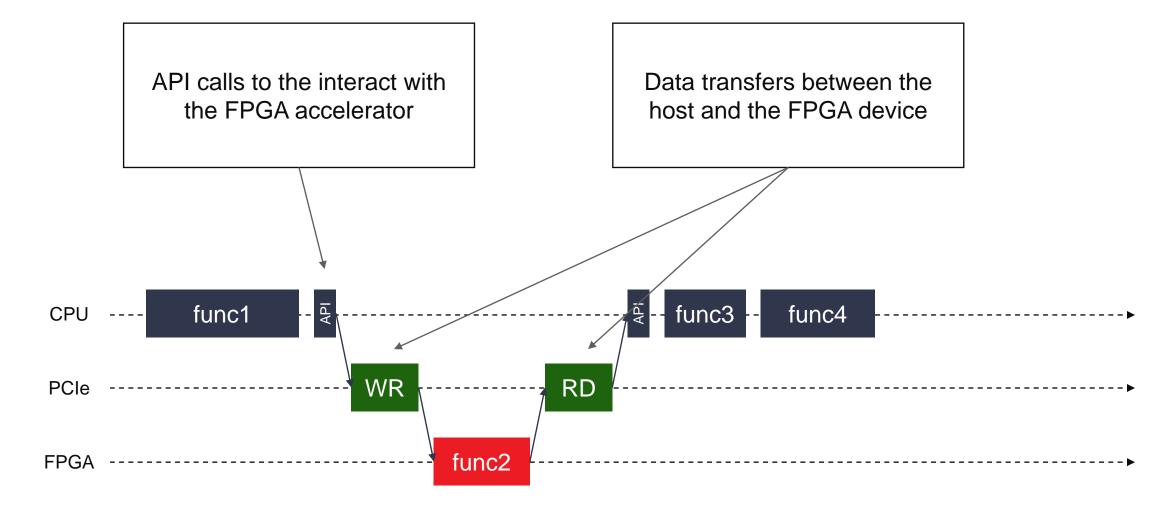
With FPGA acceleration







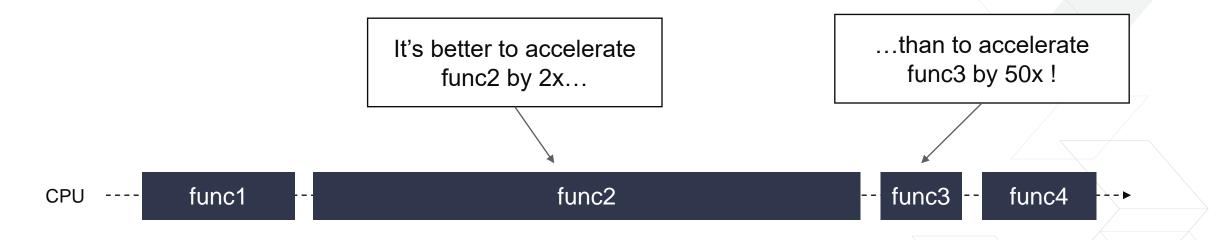
FPGA Acceleration: A More Accurate View







Rule #1 – Remember Amdahl's Law

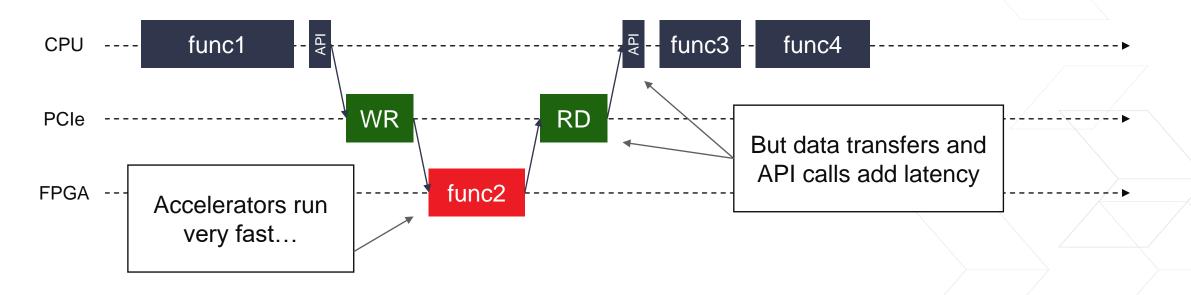


- > Consider overall performance, not just individual functions
- > When working "top-down", identify performance bottlenecks in the application
 - >> Use profiling tools, analyze the "roof line" of a Flame Graph
- > Target accelerators that will impact end-to-end performance of the application





Rule #2 – Target Large, Compute-Bound Tasks

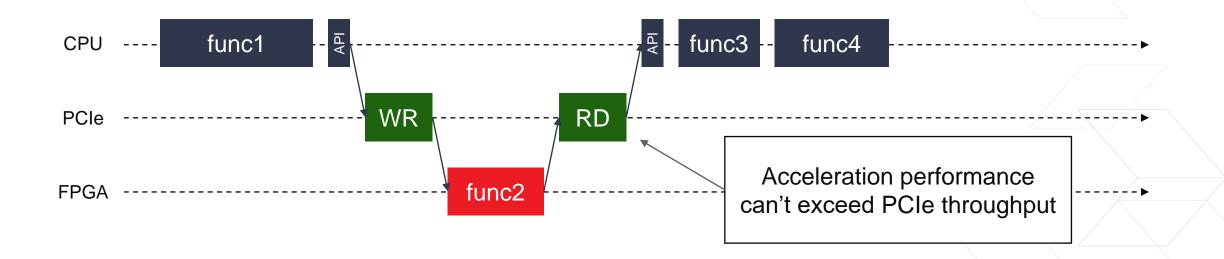


- > Look for functions with where {compute time} is much greater than {data transfer time}
 - >> Good: Monte-Carlo a few inputs, a lot of computations
 - >> Bad: Vector-addition 2x more inputs than computations
- > Prefer functions that perform a lot of processing per invocation to small functions which get called many times
 - >> Minimizes API calls and event management overhead





Rule #3 - Know Your Ceiling

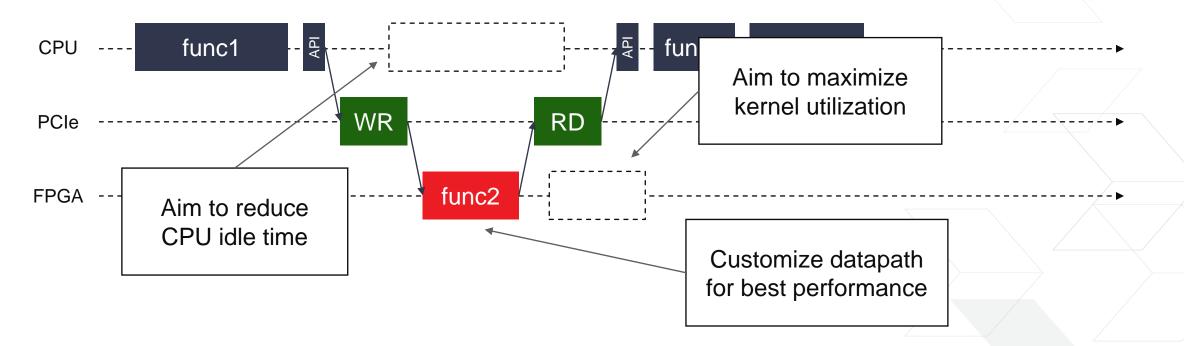


- > Compute-bound problems (on the CPU) are good for FPGA acceleration
- > But maximum throughput will be limited by PCle
- > Maximum acceleration potential : {PCle throughput} / {SW throughput}





Rule #4 – Think Throughput, not only Latency



- > Target applications with inherent SW and HW parallelism
 - >> Task-level, Data-level, Instruction-level, Bit-level parallelism
- > Adapt programming model to exploit parallelism
 - >> Threads, asynchronous programming, dataflow model





FPGA-Based Acceleration

> When to USE

- Algorithm allows for parallelization
- Many similar tasks

When May Not be beneficial

- Small problem size
- Cost of Host to Device transfers outweighs benefit

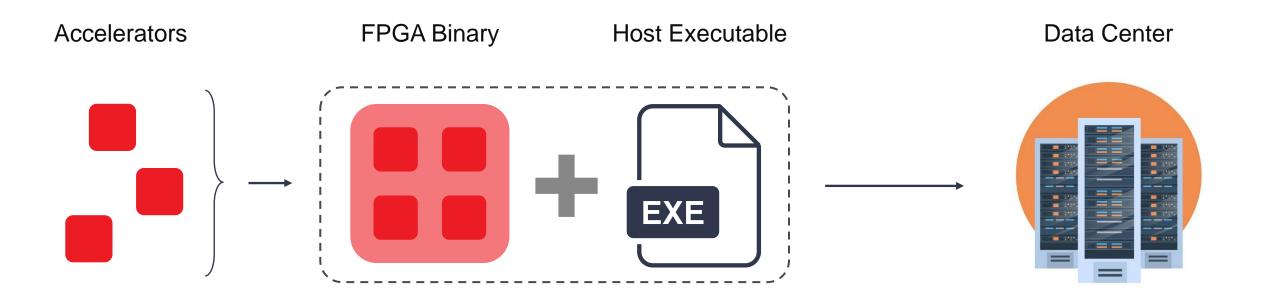
When NOT beneficial

- Little to no parallelism
 - Algorithm is highly sequential over multiple data
 - Tasks are highly dependent





Developers vs End Users



Developers

- > Require development tools and skills
- > Can use 3rd party libraries of accelerated functions
- > Develop for own use or for external customers

End Users

- > No need for development tools and skills
- > Run Apps on FPGA-equipped servers
- > Cloud or on-premise





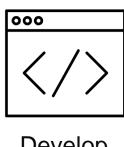
The SDAccel Development Environment

- > Fully integrated Eclipse-based IDE
- > Develop host applications in C/C++





> Supports both GUI and command-line users



Develop





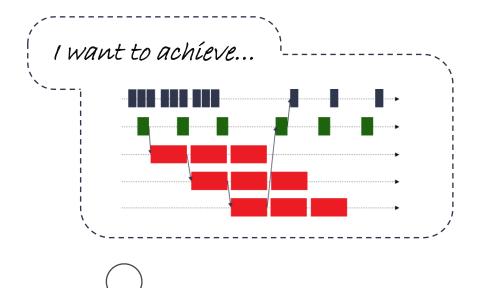


Optimize



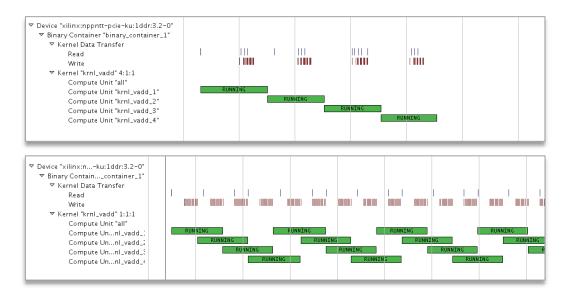


SDAccel Supports and Guides the Optimization Process





SDAccel Application Timeline View





- > Start with the end in mind → conceptualize desired results
- > Use visualization and guidance tools → confirm and converge





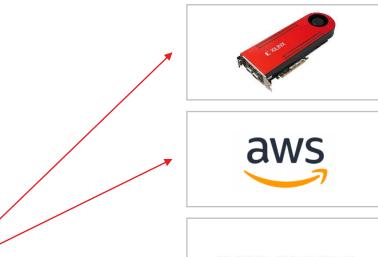
SDAccel Makes FPGA Applications Portable

> Develop once



> Build for different target platforms

> Deploy on-premise or in the cloud









VCU1525, U200, U250

F1 2x.large, 16x.large

VCU1525, U200, U250

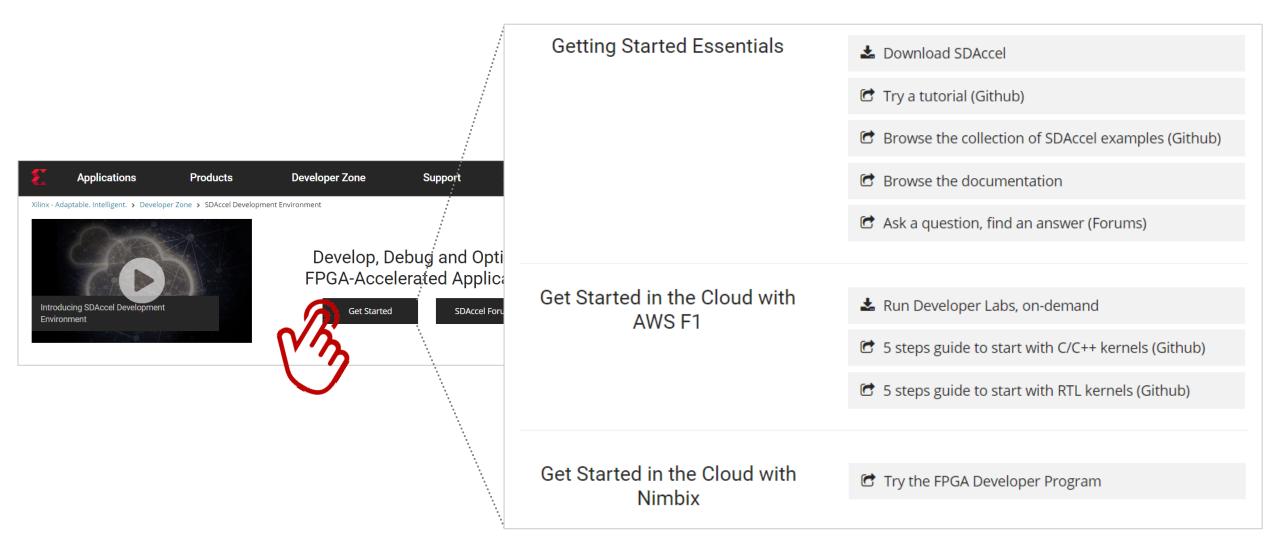
FP1

F2, F3





Visit <u>www.xilinx.com/sdaccel</u> to Get Started!



Learn and practice how to accelerate applications with FPGAs





