



A Fast and Stand-alone HLS Methodology for Hardware Accelerator Generation Under Resource Constraints

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Organization of the presentation

1 - Context

- Design of digital circuits and HLS
- Limits of current HLS flows

2 - The proposed HLS methodology

- Design space exploration
- Structure of the HLS tool

3 - Implementation and results

- Modification of the UGH tool
- Experiments

4 - Conclusion

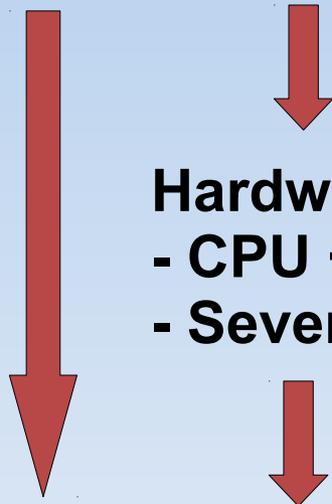
Use of FPGA technologies

- **Advantages of FPGA solutions (vs CPU/GPU):**
 - **High performance**
 - **Low consumption**
 - **Massive and fine-grain parallelism**
 - **High optimization level**
- **Used in a broad range of application fields**
- **But difficult to program.**

Our context

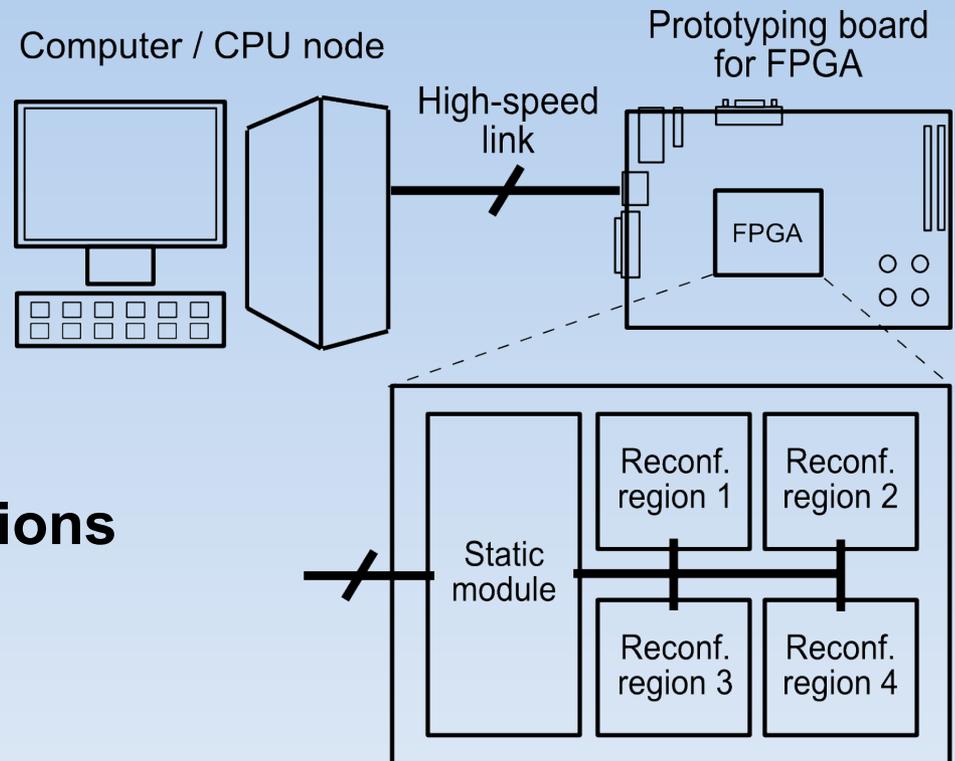
HPC with hardware accelerators:

- Several accelerated modules
- Frequent evolution
- Users have low FPGA expertise



Hardware target :

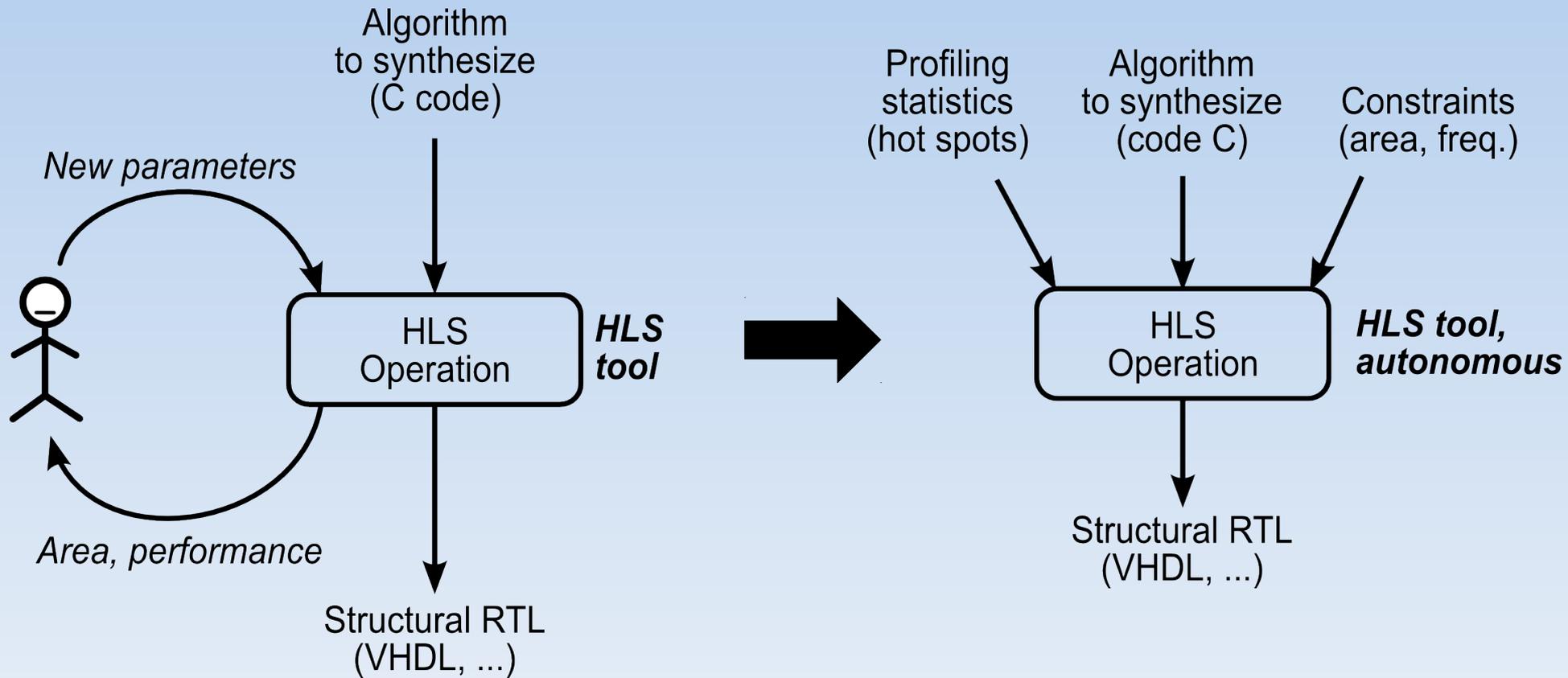
- CPU + FPGA
- Several reconfigurable regions



Needed design flow for accelerators:

- Fast
- DSE: find an efficient solution
- Respect given resource constraints
- Automated (compilation-like)

Current HLS flow... and needed HLS flow



Context:
Automatic & fast DSE for HLS

- **Exploration with genetic algorithms**
- **Altera: OpenCL-based flow**
- **Design-Trotter (ref. 8 in abstract)**
 - **Limited scalability**
(ROM-based FSM, exhaustive BB implem)
 - **Other works, using GAUT:**
DSE from latency constraint

1 - Context

- Current HLS flows and their limits
- Related works

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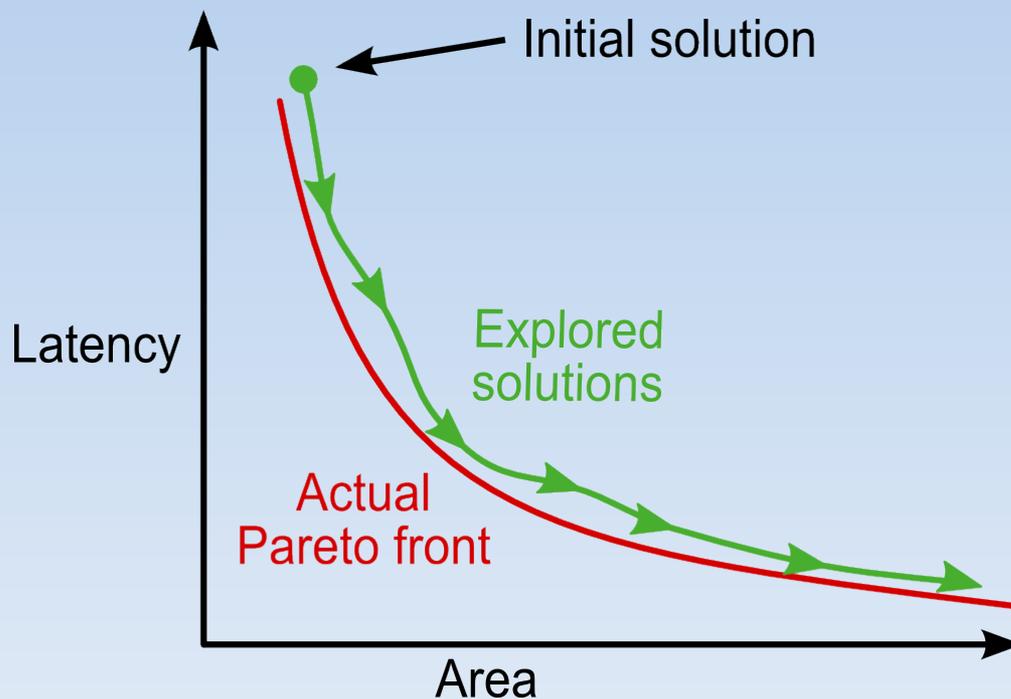
Design Space Exploration

Exploration priorities:

- 1) Respect constraints
- 2) Find an efficient solution

Exploration algorithm:

- Start: small circuit
- Then, iterative transformations



Respecting constraints

Exploration priorities:

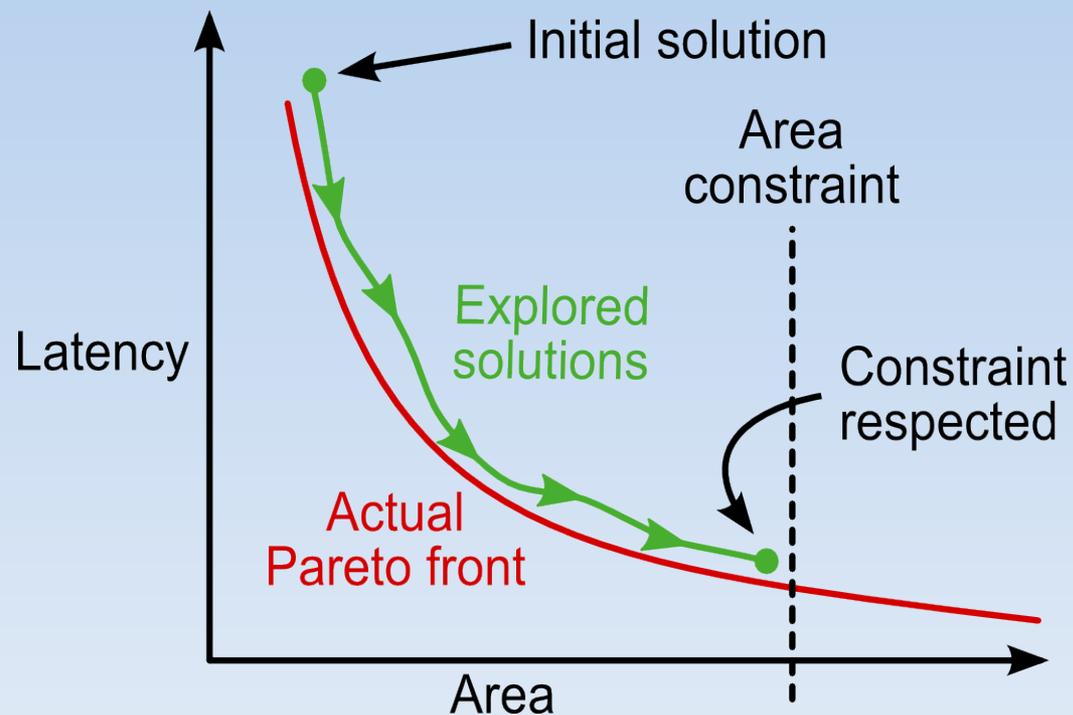
- 1) Respect constraints
- 2) Find an efficient solution

Exploration algorithm:

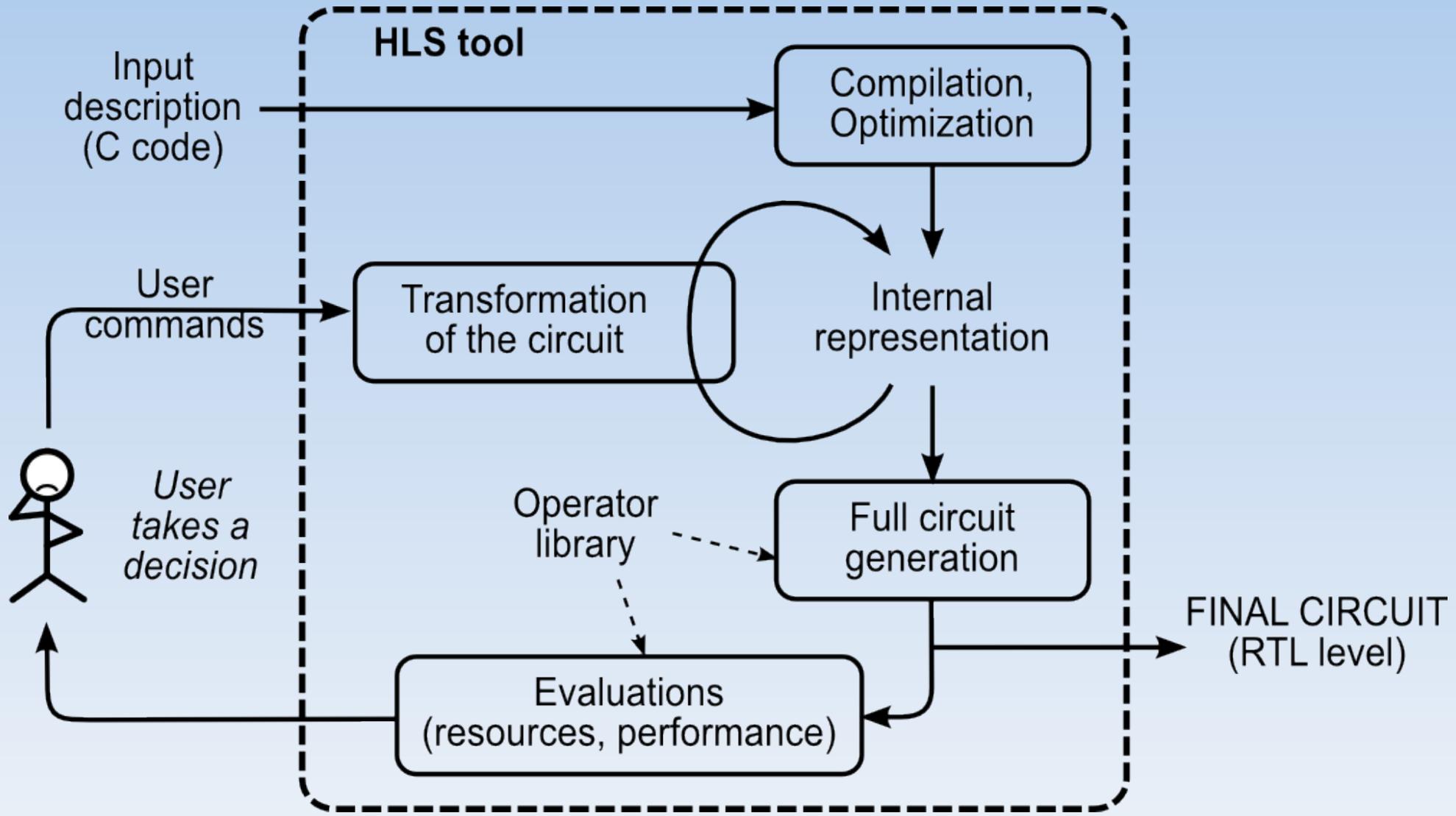
- Start: small circuit
- Then, iterative transformations

Convergence:

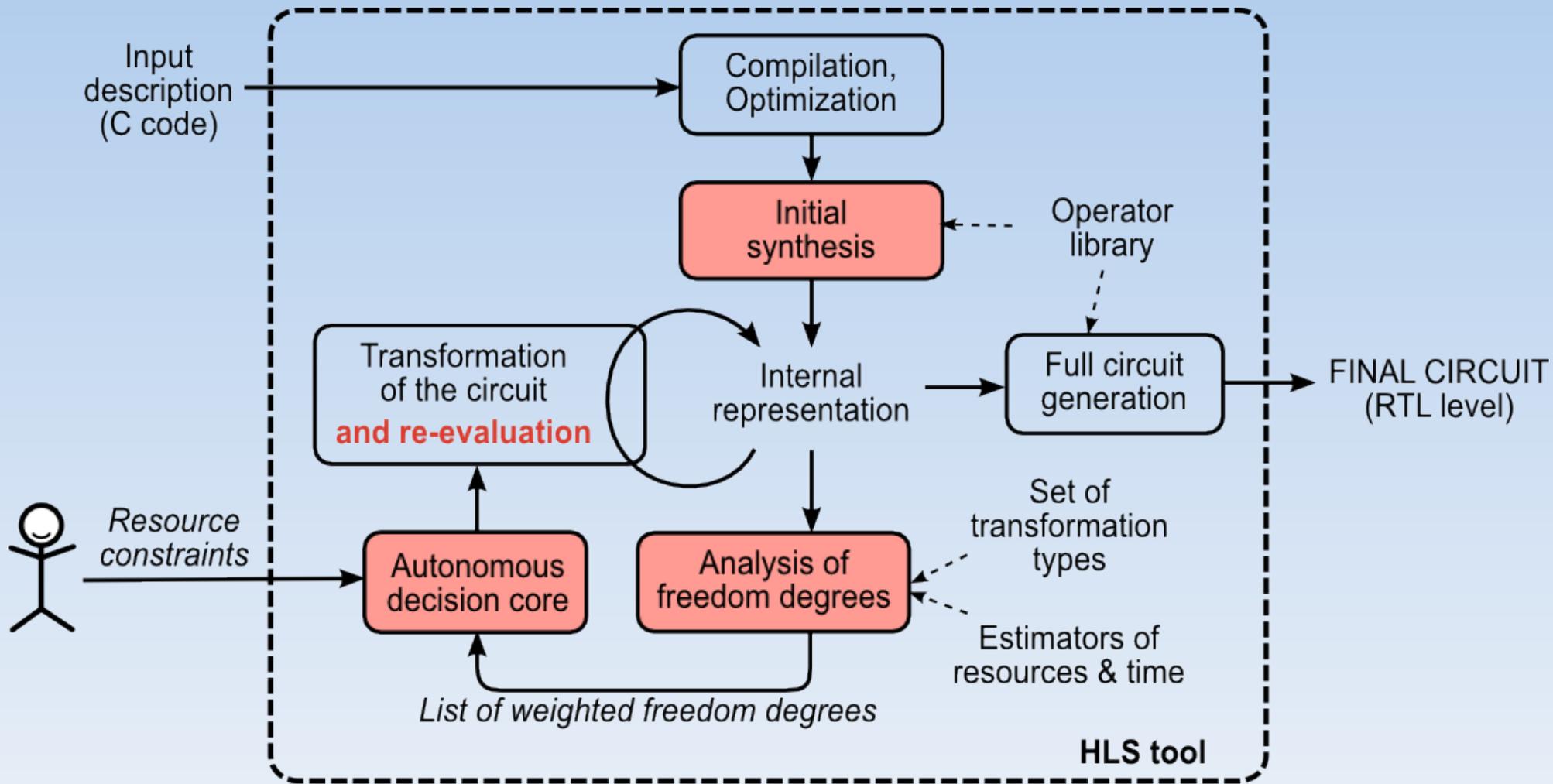
- Greedy progression
- Guaranteed convergence



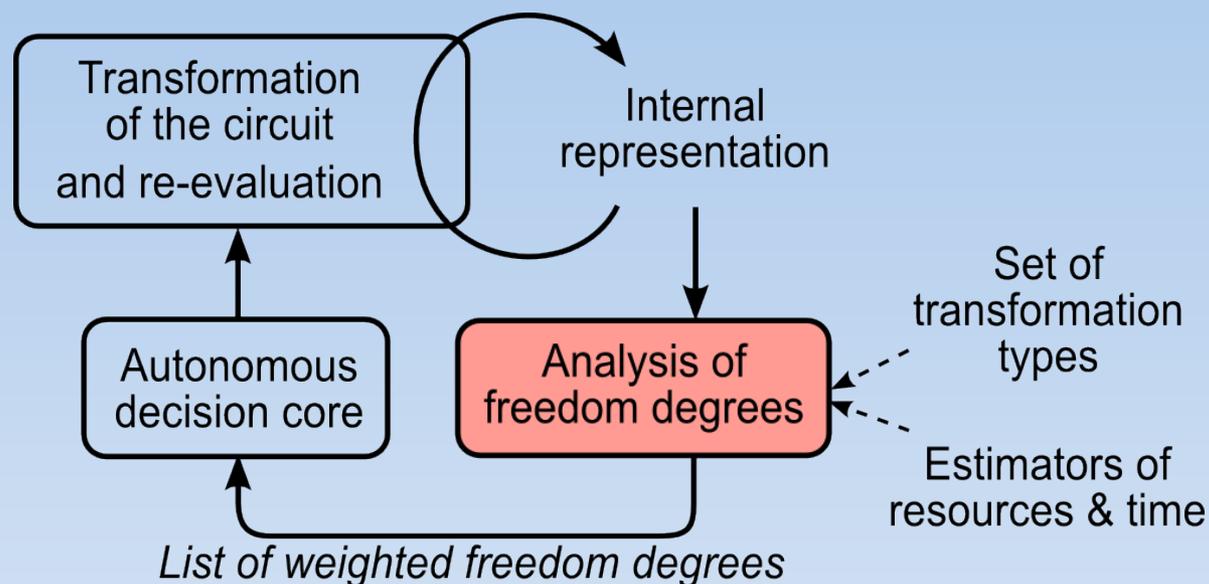
Structure of current HLS tools



Proposed HLS tool structure



Analysis of freedom degrees



Transformation types:

- Loop unrolling
- Adding operators

...

***Freedom degree* =
One transformation applied
to one place of the circuit**

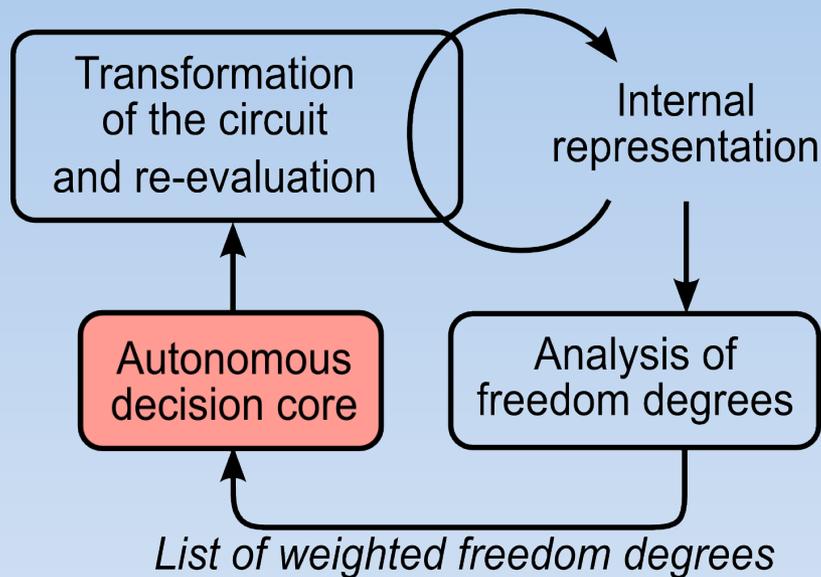
Weighting (estimations):

- Resource cost
- Circuit acceleration

Estimators:

- Forecast of the consequences of a freedom degree
- Dedicated to a transformation type

Choice of the most appropriate freedom degrees



**Final weighting of freedom degrees:
a measure of the "global" quality**

Computed from:

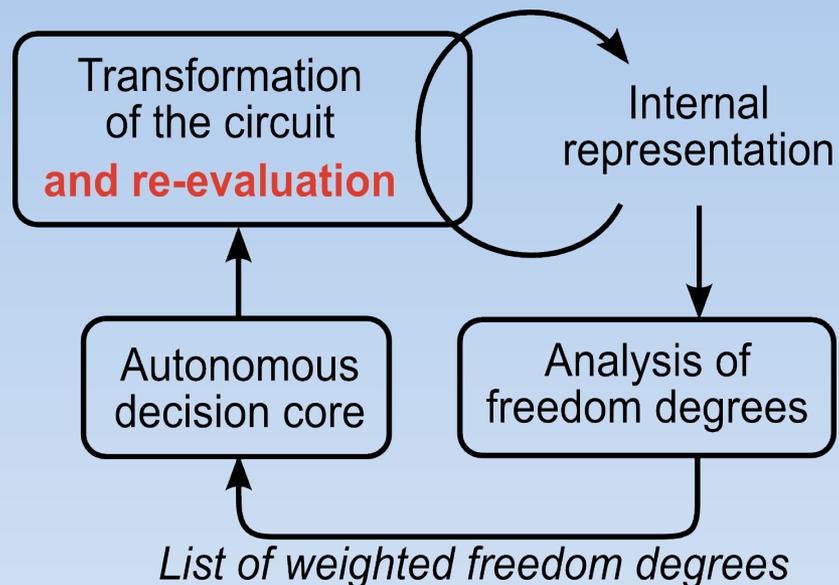
- Resources cost (estimated)
- Circuit acceleration (estimated)

$$\text{Quality} = \frac{\text{Circuit acceleration}}{\text{Resource cost}}$$

Final choice : the freedom degree with best "quality".

**For DSE rapidity: select extra freedom degrees
(within 10% of remaining resources)**

Respect constraints: re-evaluation of the solution



Objectives of the re-evaluation:

- Verify accuracy of estimations (area)
- Update the internal representation

Provide precise evaluations:

- Generate structural RTL (low optimization)
- Use operator library characterizations
- Take all entities into account (MUX, FSM, etc)

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Host HLS tools

Choosing the host HLS tool

- **Availability of the source code**
- **Precise operator library**
- **Allocation-first strategy**
- **Complexity level: accessible**

The UGH tool

- **UGH = User Guided High-level synthesis**
- **Open-source, academic tool**
- **Developped at LIP6 (Paris) & TIMA (Grenoble)**
- **Simple internal generation flow**

Modification de UGH

Main modifications

- **Operator library:**
 - Calibration fo technologies Xilinx Virtex-5
- **Extend internal representation: hierarchy**
- **Replaced scheduler, mapper and retiming**
- **Added exploration core**

Source code

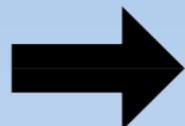
- **UGH: ~450k lines of C/C++**
- **Added ~36k lines of C code, much removed...**
- **AUGH: ~150k lines of C code**

Transformation types

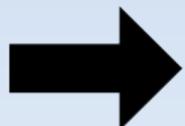
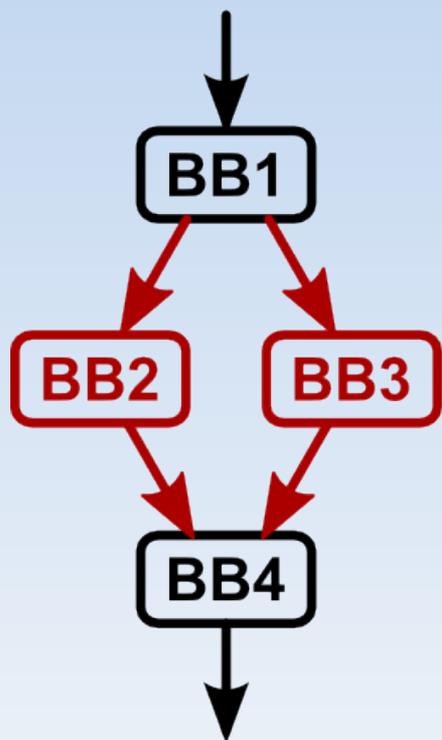
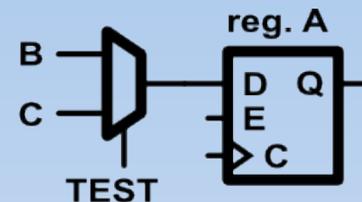
- **Adding operators**
- **Loop unrolling**
- **Condition wiring**

Condition wiring

```
if(TEST) A = B;  
else     A = C;
```

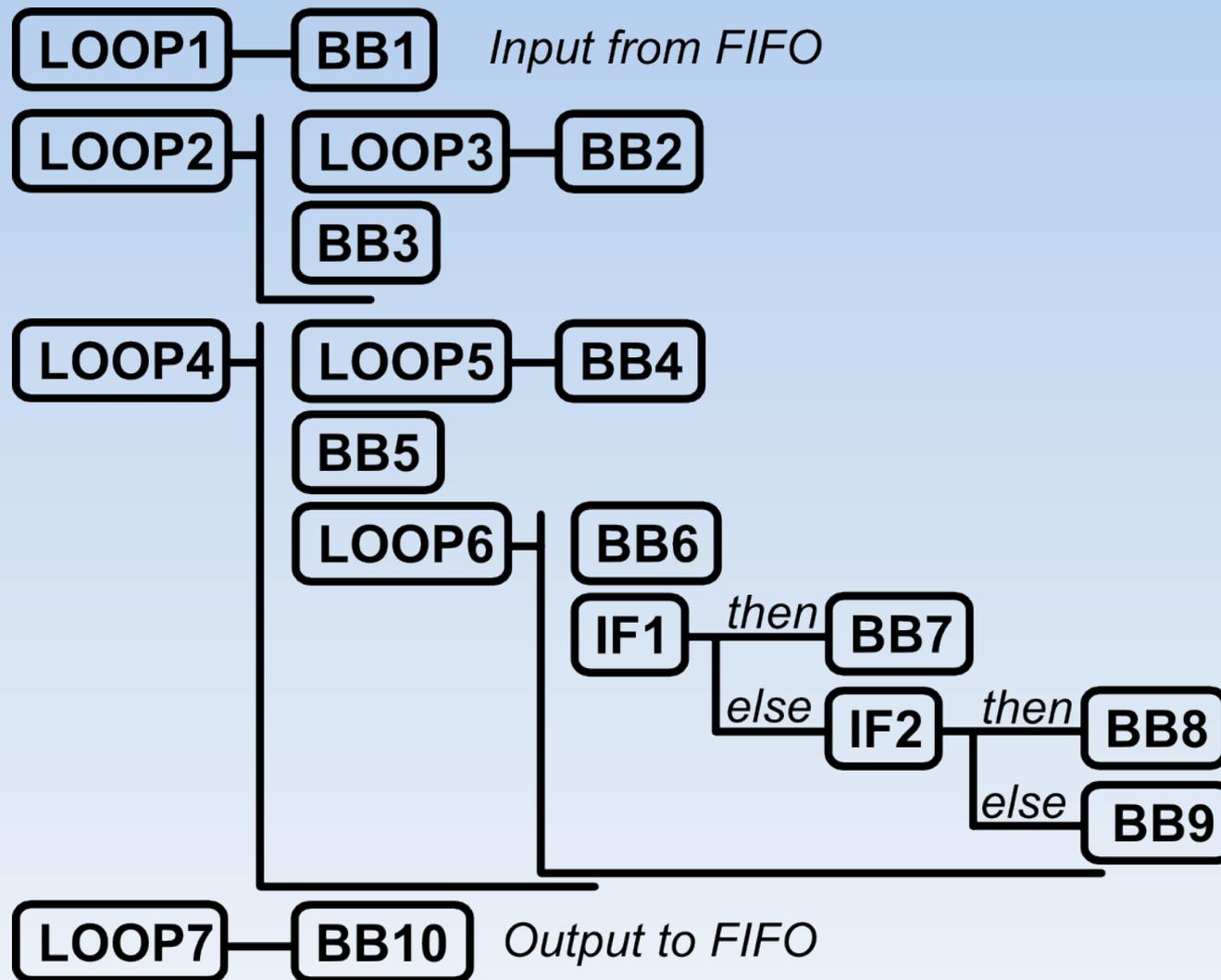


```
A = TEST ? B : C;
```

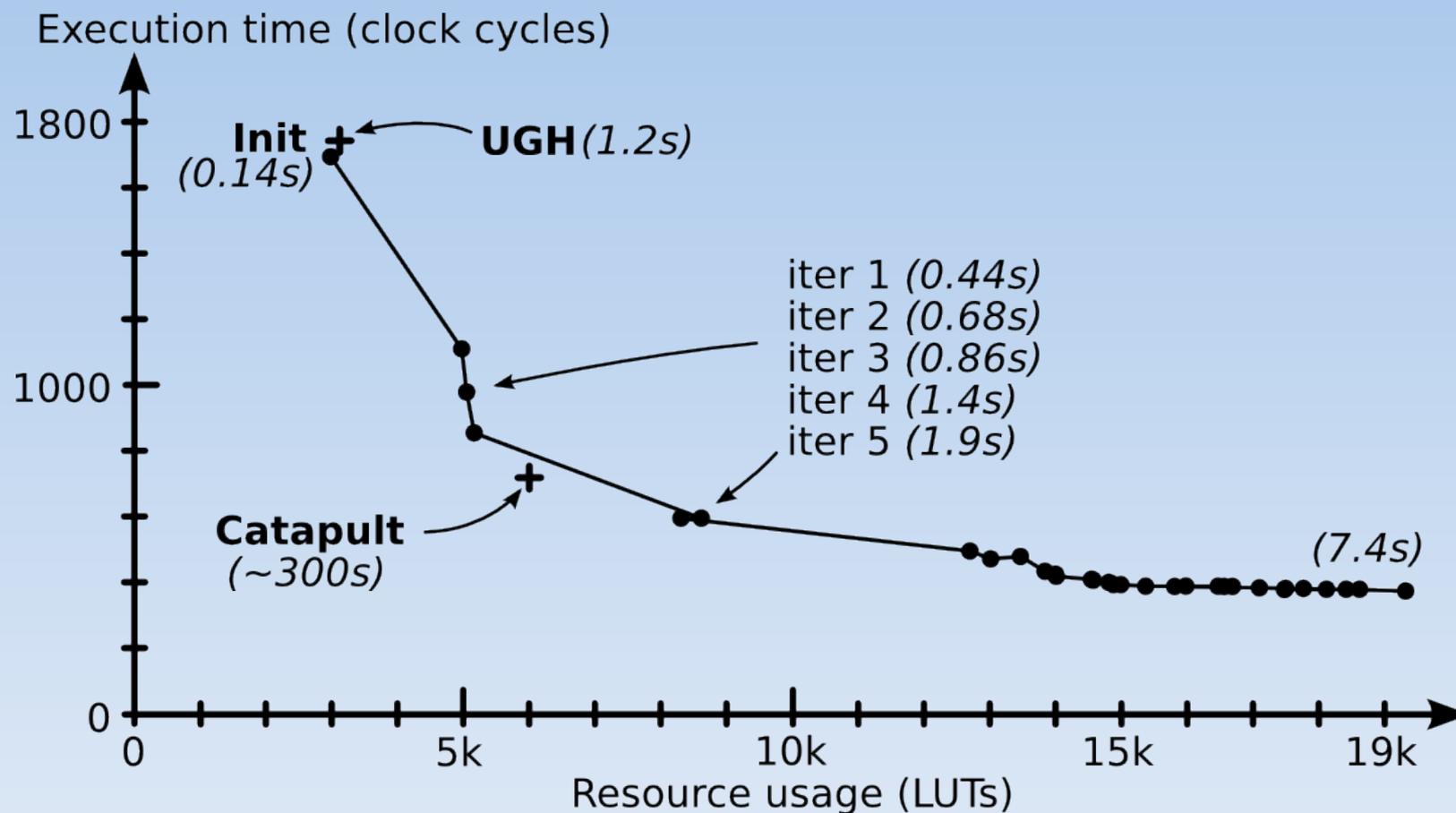


Synthesis of the 2D IDCT 8x8

Structure of the algorithm IDCT 2D (Loeffler implem.)



Results



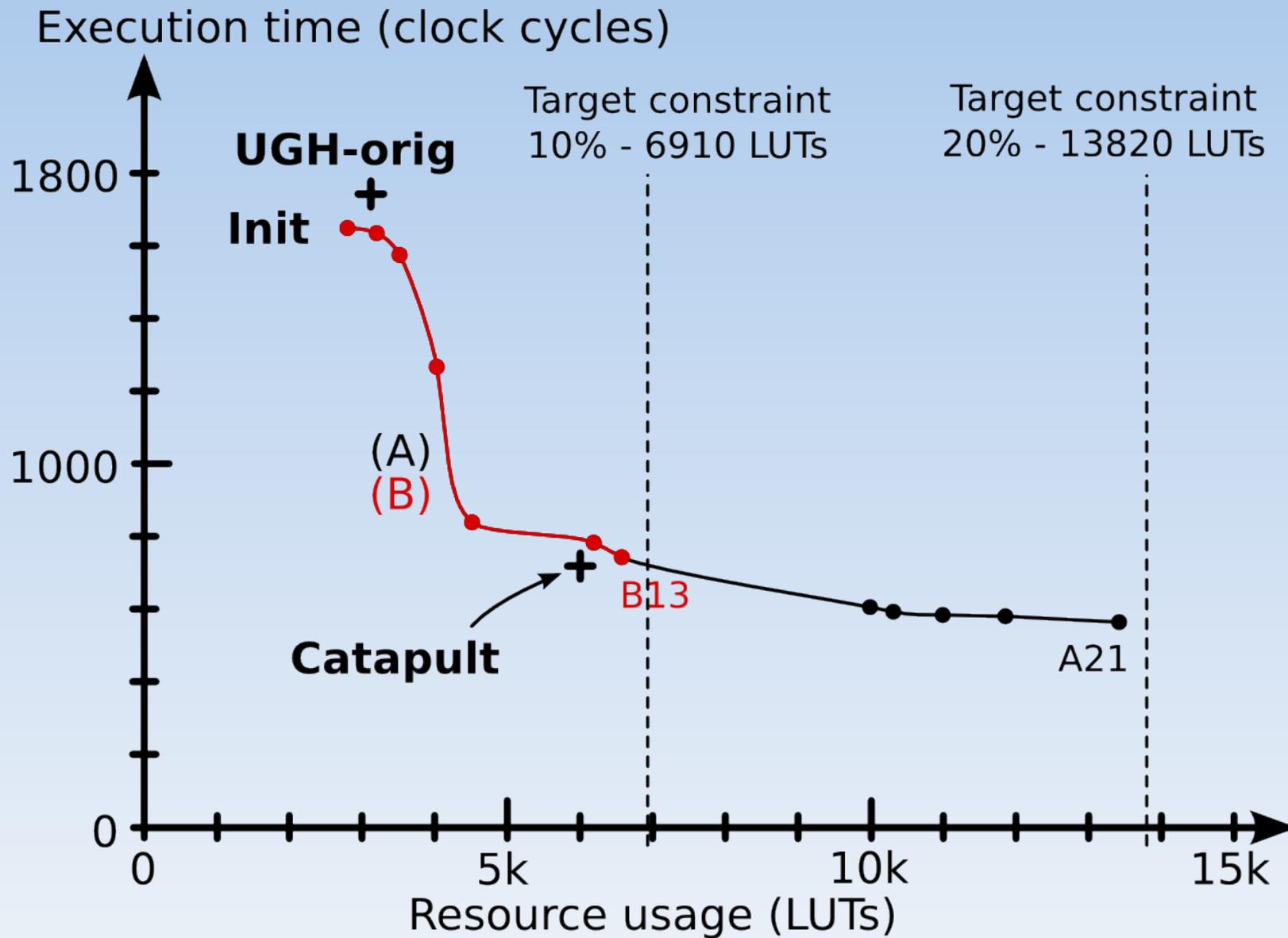
Experiment UGH:
duration 1.2s

Experiment Catapult:
duration 300s

Experiment Vivado HLS:
duration 60s

Experiment AUGH:
duration 7.4s
iterations: 20

Respect of resource constraints (older results)



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Conclusion

We have proposed a new HLS methodology:

- **DSE is autonomous**
- **DSE is fast**
- **Resource constraints are respected**
- **Flow close to compilation**

Design for FPGA more accessible to non-experts.

Further works being done:

- **Additional transformation types**
- **Multi-port memories**
- **Scheduler improvements**
- **Calibrations for other technologies**

Important contribution to the open-source community