CS250B: Modern Computer Systems

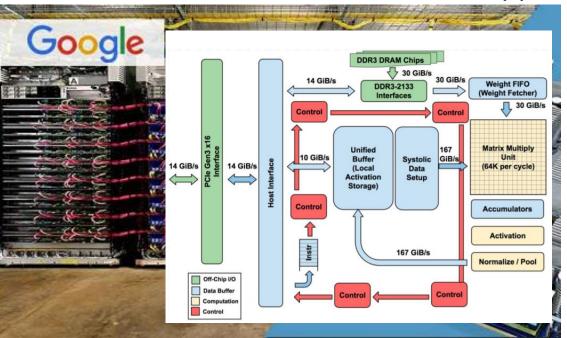
What Are FPGAs And Why Should You Care

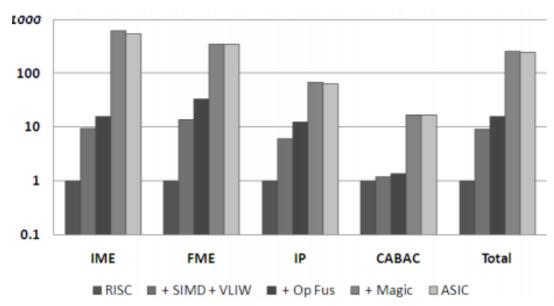
Sang-Woo Jun



Remember: Magic Instructions For Performance and Power Efficiency

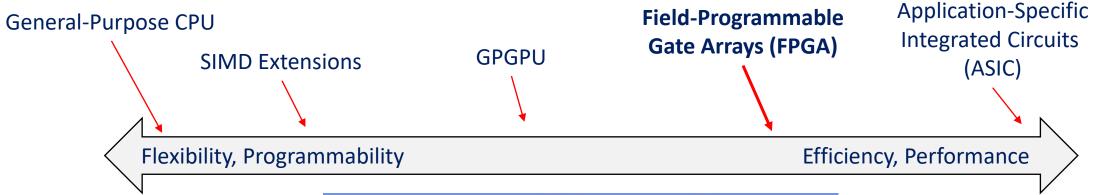
- ☐ Need to break free from regularly structured ISAs
- ☐ Application-specific instructions, memory, interface necessary
- ☐ ASICs are expensive (Time, effort, cost, peripherals, ...)
 - Makes sense for common apps





Hameed Rehan et. al., "Understanding sources of inefficiency in general-purpose chips," ISCA 2010

Scaling From CPU To ASICs





What Are FPGAs

- ☐ *Field-Programmable* Gate Array
- ☐ Can be configured to act like any ASIC More later!
- ☐ Can do many things, but we focus on computation acceleration



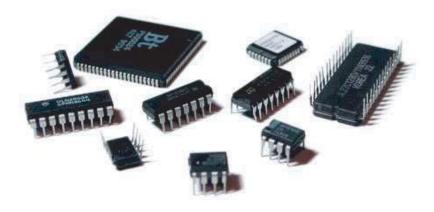


Analogy

CPU/GPU comes with fixed circuits



FPGA gives you a big bag of components



To build whatever

Could be a CPU/GPU!

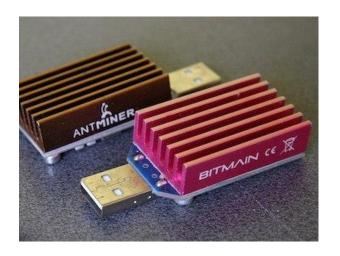


[&]quot;Experimental Investigations on Radiation Characteristics of IC Chips" benryves.com "Z80 Computer"

Shadi Soundation: Homebrew 4 bit CPU

How Is It Different From ASICs

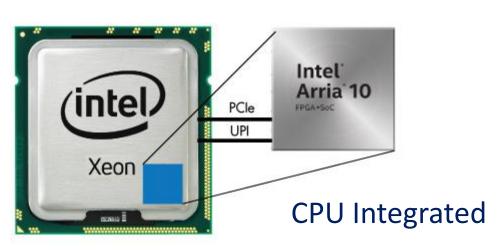
- ☐ ASIC (Application-Specific Integrated Circuit)
 - Special chip purpose-built for an application
 - o E.g., ASIC bitcoin miner, Intel neural network accelerator
 - Function cannot be changed once expensively built
- + FPGAs can be *field-programmed*
 - Function can be changed completely whenever
 - FPGA fabric *emulates* custom circuits
- Emulated circuits are not as efficient as bare-metal
 - ~10x performance (larger circuits, faster clock)
 - ~10x power efficiency

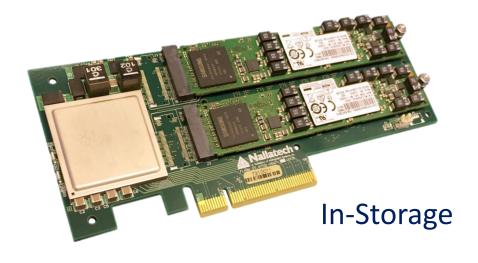




FPGAs Come In Many Forms



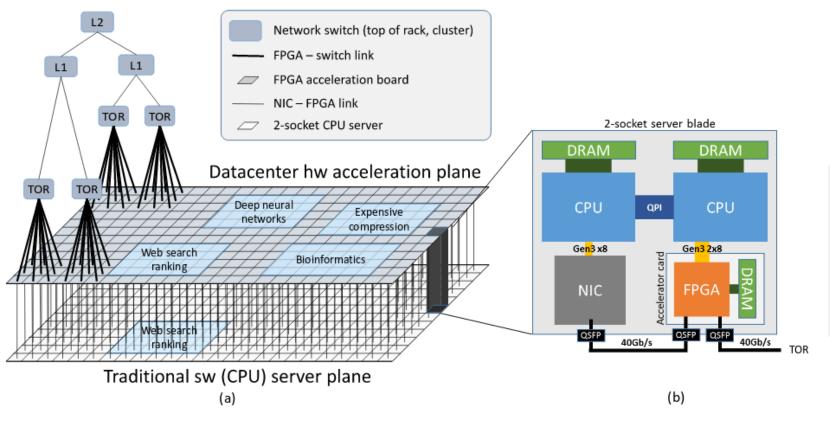


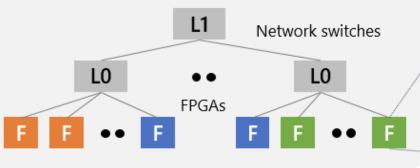




In-Network

Industry Example: Microsoft Azure



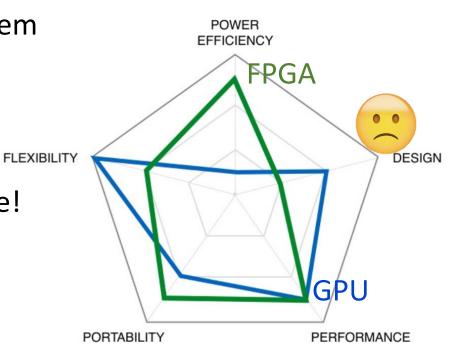


Scalable DNN Hardware Microservice

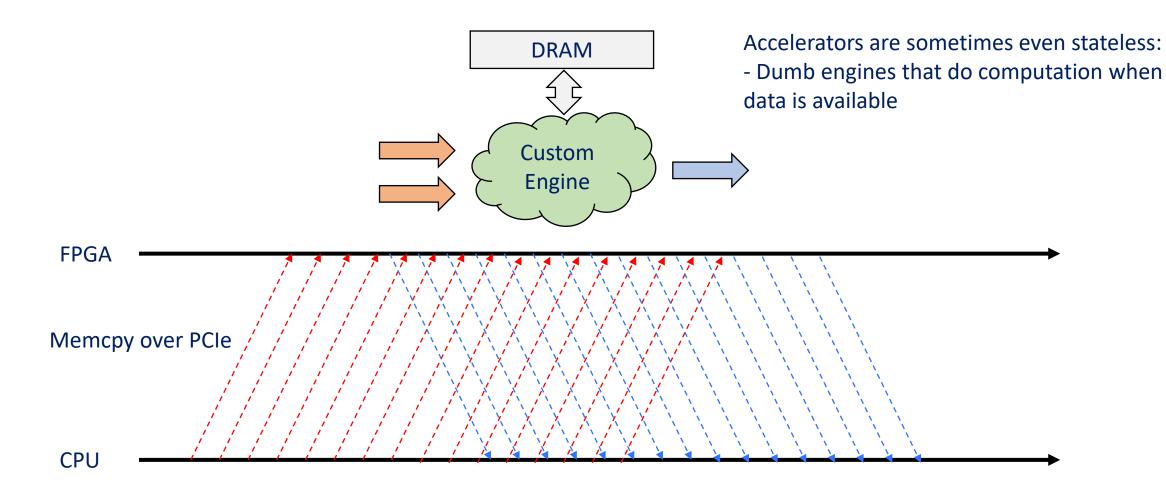
Fig. 1. (a) Decoupled Programmable Hardware Plane, (b) Server + FPGA schematic.

How Is It Different From CPU/GPUs

- ☐ GPU The other major accelerator
- ☐ CPU/GPU hardware is fixed
 - o "General purpose"
 - we write programs (sequence of instructions) for them
- ☐ FPGA hardware is not fixed
 - "Special purpose"
 - Hardware can be whatever we want
 - Will our hardware require/support software? Maybe!
- ☐ Optimized hardware is very efficient
 - GPU-level performance**
 - 10x power efficiency (300 W vs 30 W)

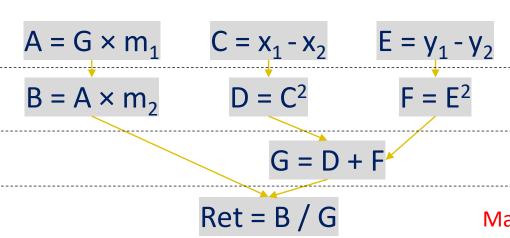


Example Use of an FPGA Accelerator



Fine-Grained Parallelism of Special-Purpose Circuits

- \square Example -- Calculating gravitational force: $\frac{G \times m_1 \times m_2}{(x_1 x_2)^2 + (y_1 y_2)^2}$
- \square 8 instructions on a CPU \rightarrow 8 cycles**
- ☐ Special-purpose units can spawn many ALUs for parallelism



A = G × m₁ × m₂ B =
$$(x_1 - x_2)^2$$
 C = $(y_1 - y_2)^2$
D = B + C

Ret = B / G

3 cycles with compound operations

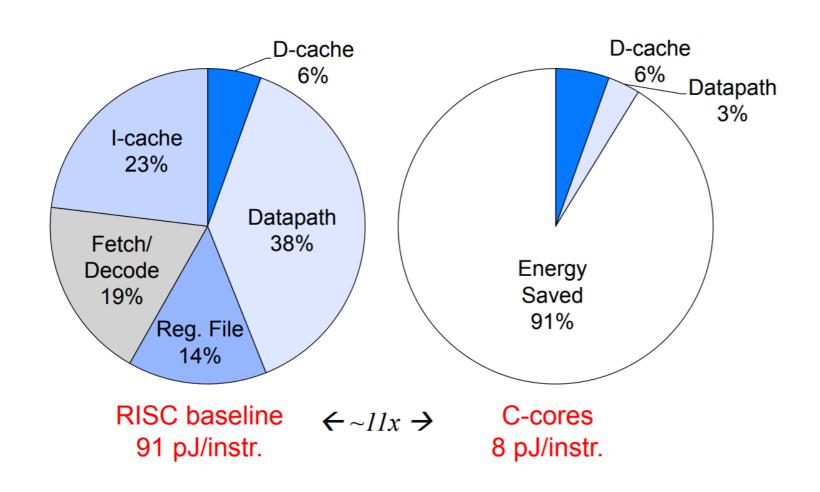
May slow down clock

Latency: 4 cycles with basic operations Throughput: 1 answer per cycle!

Ret =
$$(G \times m_1 \times m_2) / ((x_1 - x_2)^2 + (y_1 - y_2)^2)$$

1 cycle with even further compound operations

Also, Remember:



Coarse-Grained Parallelism of Special-Purpose Circuits

- ☐ Typical unit of parallelism for general-purpose units are threads ~= cores
- ☐ Special-purpose processing units can also be replicated for parallelism
 - Large, complex processing units: Few can fit in chip
 - Small, simple processing units: Many can fit in chip
- Only generates hardware useful for the application
 - o Instruction? Decoding? Cache? Coherence?

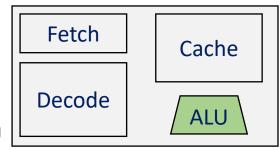
Hurdles of FPGA Programming

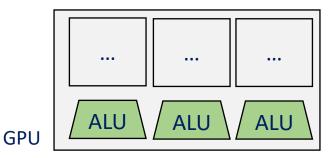
- ☐ Very close to actually designing a chip, with all associated difficulties
 - Signal propagation delays, clock speeds
 - Circuit design with acceptable propagation delay
 - Explicit pipeline design for performance
 - On-chip resource management (Number of available transistors, SRAM, ...)

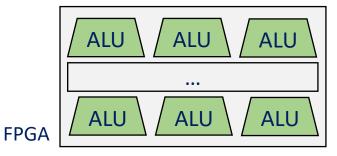
- ☐ High-level tools exist, but not yet very effective
 - Often trade-off between ease of programming and performance/utilization
 - More on this later!

Prominent Technology For Performance Scaling

- ☐ Efficient use of increasing transistor budget
 - Platform for specialized architectures
- ☐ Reconfigurable based on application/algorithm changes
 - Kind of like software running on a hardware processor
 - Single FPGA hardware can be shared between different applications
- ☐ Common operations often embedded using ASIC blocks
 - High-performance, low-power, small size
 - Arithmetic, shifters, neural network operations, high-speed communications, etc.





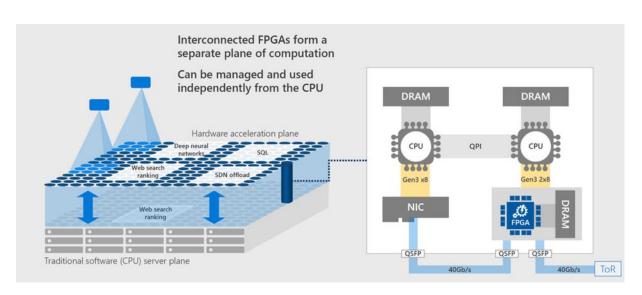


Prominent Technology For Performance Scaling

- ☐ Intel acquires Altera (no. 2 in FPGA industry) for \$16.7 B (2015)
 - Largest acquisition in Intel history
- ☐ AMD acquiring Xilinx (no. 1 in FPGA industry) (2021)
 - Stock-swap valued at \$35 B

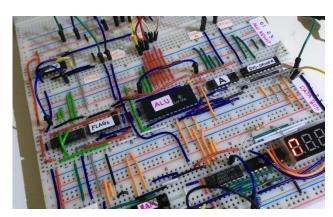
Unfortunately, learning curve is still quite high...



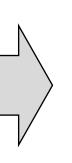


FPGA Architecture Goals

- ☐ Reconfigure a physical chip to act like a different circuit
- ☐ Transistors within an integrated circuit are fixed during fabrication!
 - O How can FPGAs change themselves?

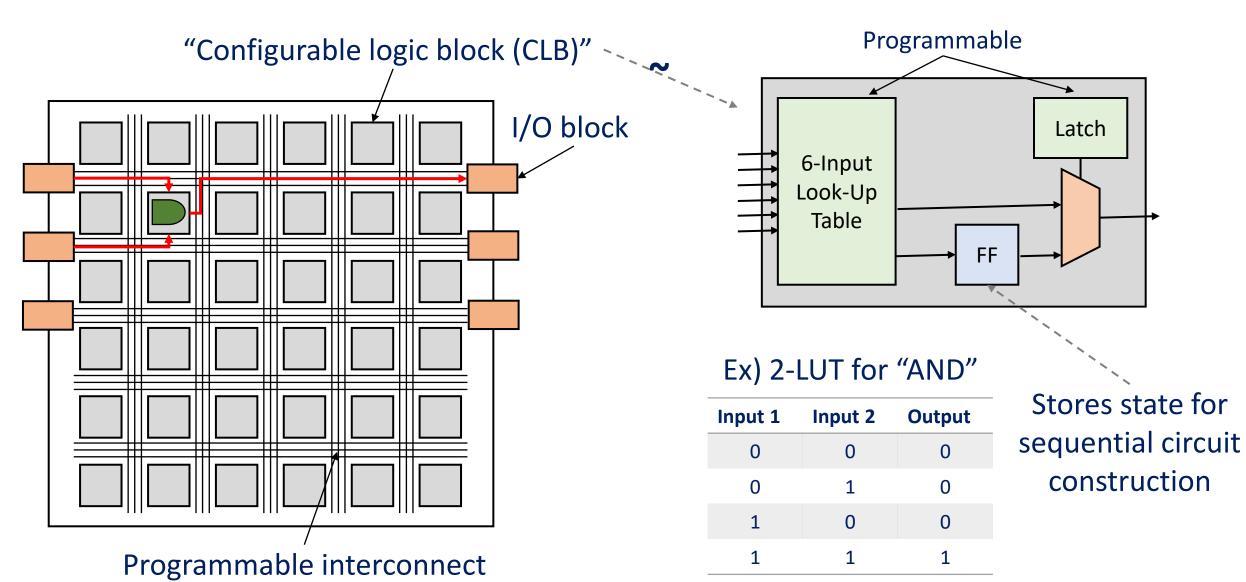




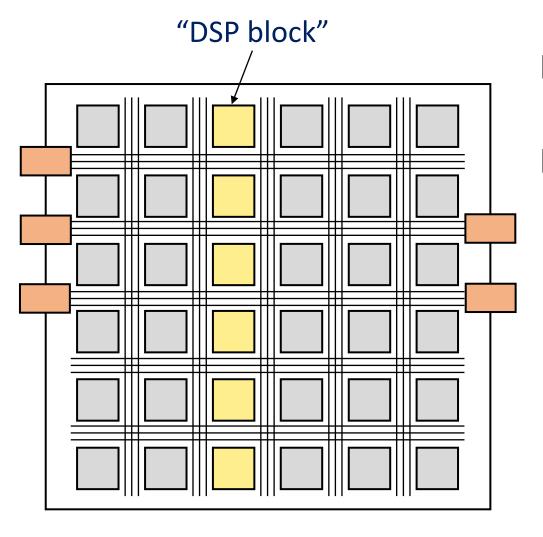




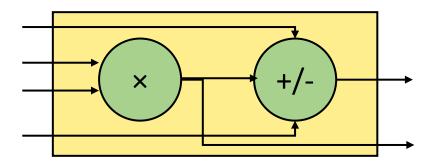
Basic FPGA Architecture



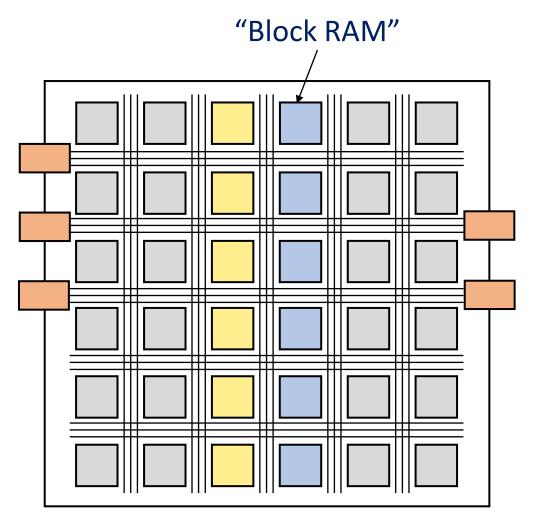
Basic FPGA Architecture – DSP Blocks



- ☐ CLBs act as gates Many needed to implement high-level logic
- ☐ Arithmetic operation provided as efficient ALU blocks
 - "Digital Signal Processing (DSP) blocks"
 - Each block provides an adder + multiplier

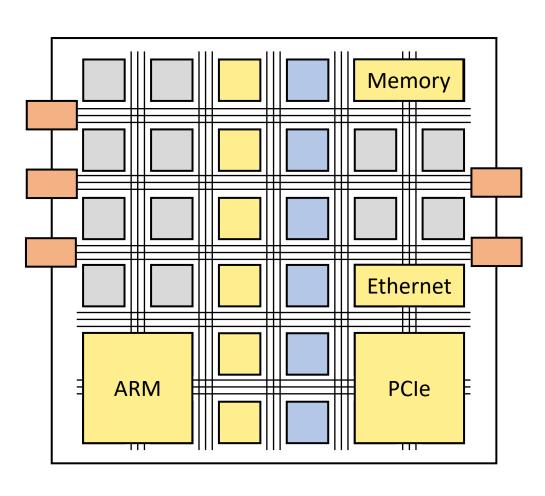


Basic FPGA Architecture – Block RAM



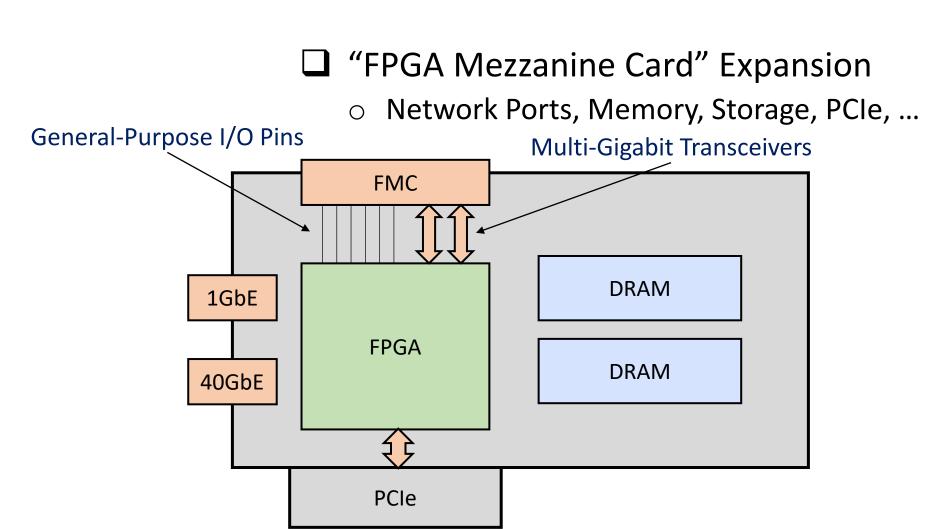
- ☐ CLB can act as flip-flops
 - (~N bit/block) tiny!
- ☐ Some on-chip SRAM provided as blocks
 - ~18/36 Kbit/block, MBs per chip
 - Massively parallel access to data → multi-TB/s bandwidth

Basic FPGA Architecture – Hard Cores

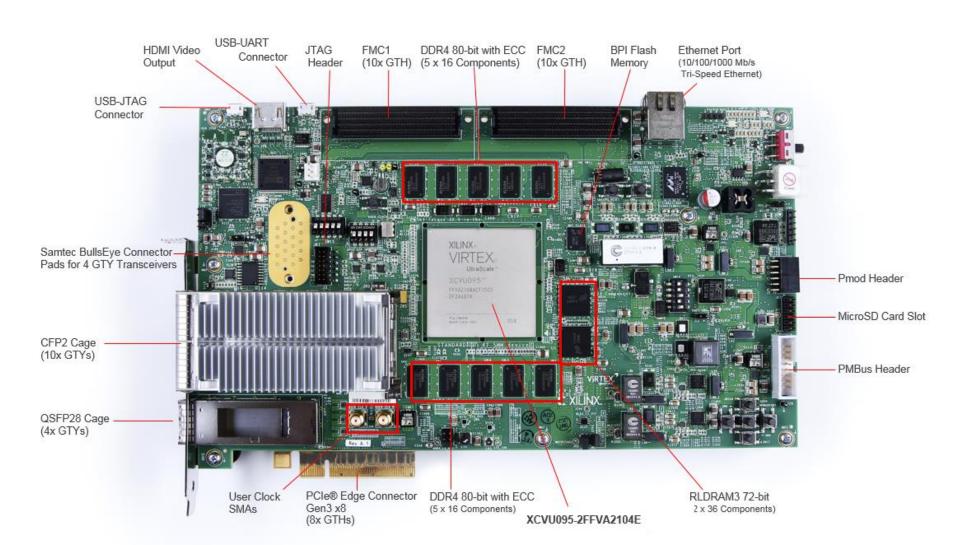


- ☐ Some functions are provided as efficient, non-configurable "hard cores"
 - Multi-core ARM cores ("Zynq" series)
 - Multi-Gigabit Transceivers
 - PCIe/Ethernet PHY
 - Memory controllers
 - 0 ...

Example Accelerator Card Architecture



Example Development Board (Xilinx VCU108)



Example Development Board (Intel Stratix 10)



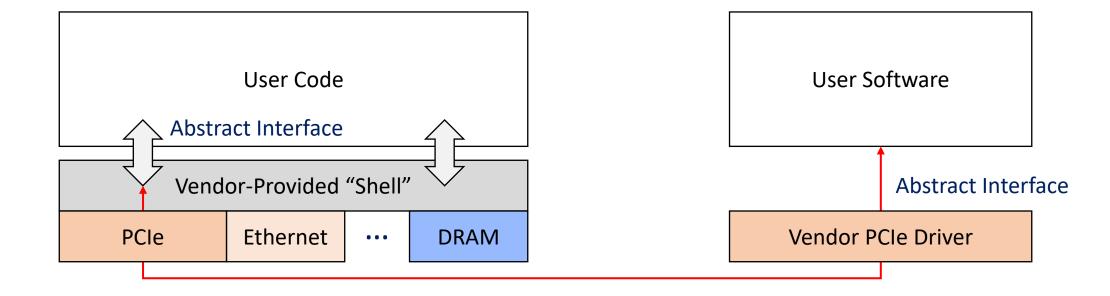
Example Accelerator Card (Xilinx Alveo U250)



Programming FPGAs

- ☐ Languages and tools overlap with ASIC/VLSI design
- ☐ FPGAs for acceleration typically done with either
 - Hardware Description Languages (HDL): Register-Transfer Level (RTL) languages
 - High-Level Synthesis: Compiler translates software programming languages to RTL

Example System Abstraction For Accelerators



Hardware Software

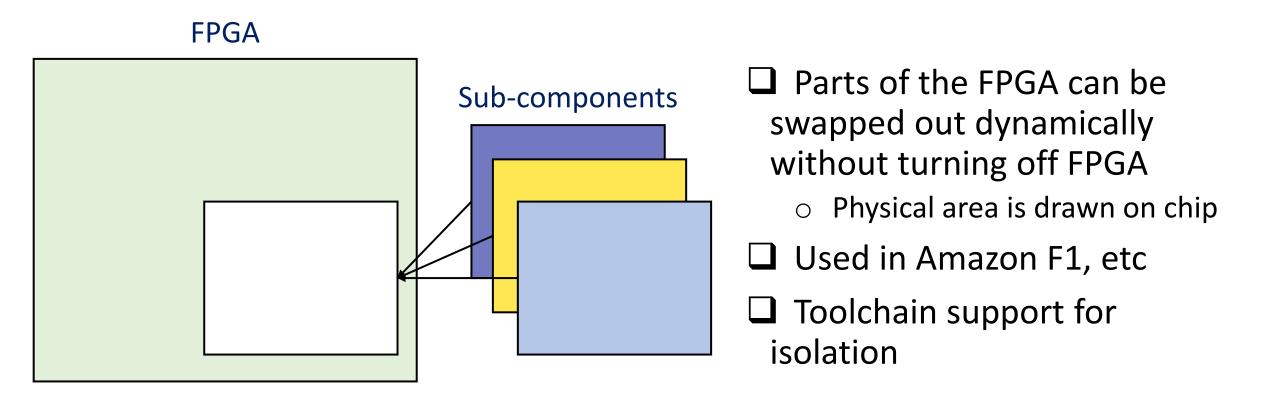
Programming/Using an FPGA Accelerator

- ☐ Bitfile is programmed to FPGA over "JTAG" interface
 - Typically used over USB cable
 - Supports FPGA programming, limited debugging access, etc.
 - Kind of slow...
 - Bitfile often stored in on-board flash for persistence
- ☐ Modern FPGAs provide faster programming methods as well
 - On-chip accelerator to load from local memory
 - e.g., Xilinx ICAP (Internal Configuration Access Port)
 - Milliseconds to program a new design

Programming/Using an FPGA Accelerator

- ☐ PCIe-attached FPGA accelerator card is typically used similarly to GPUs
 - Program FPGA, execute software
 - Software copies data to FPGA board, notify FPGA
 - -> FPGA logic performs computations
 - -> Software copies data back from FPGA
- ☐ FPGA flexibility gives immense freedom of usage patterns
 - Streaming, coherent memory, ...
 - Copy to on-board DRAM, or directly to on-chip memory, ...
 - Decompress before loading to DRAM, etc!

Partial Reconfiguration



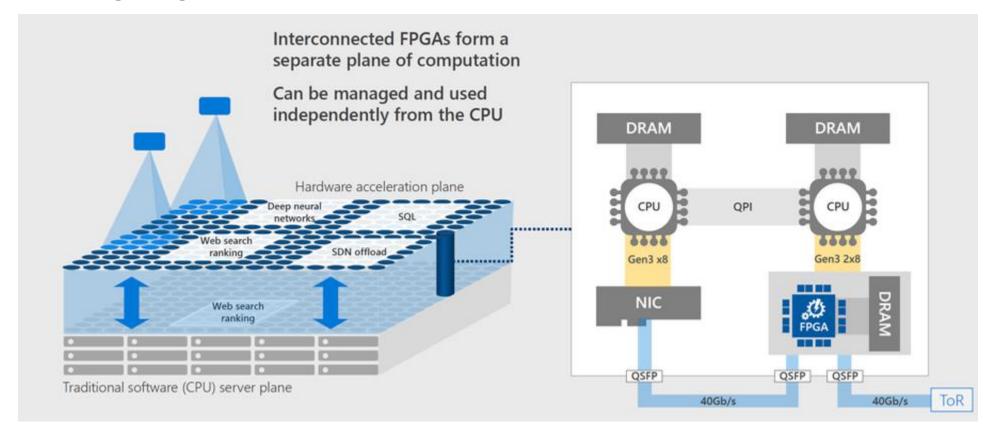
FPGAs In The Cloud

 \square Amazon EC2 F1 instance (1 – 4 FPGAs)



FPGAs In The Cloud

- ☐ Microsoft Azure with FPGAs embedded in the network
 - o Powering Bing, etc



Questions?