

# OPTIMIZING COARSE- GRAINED UNITS IN FLOATING POINT HYBRID FPGA

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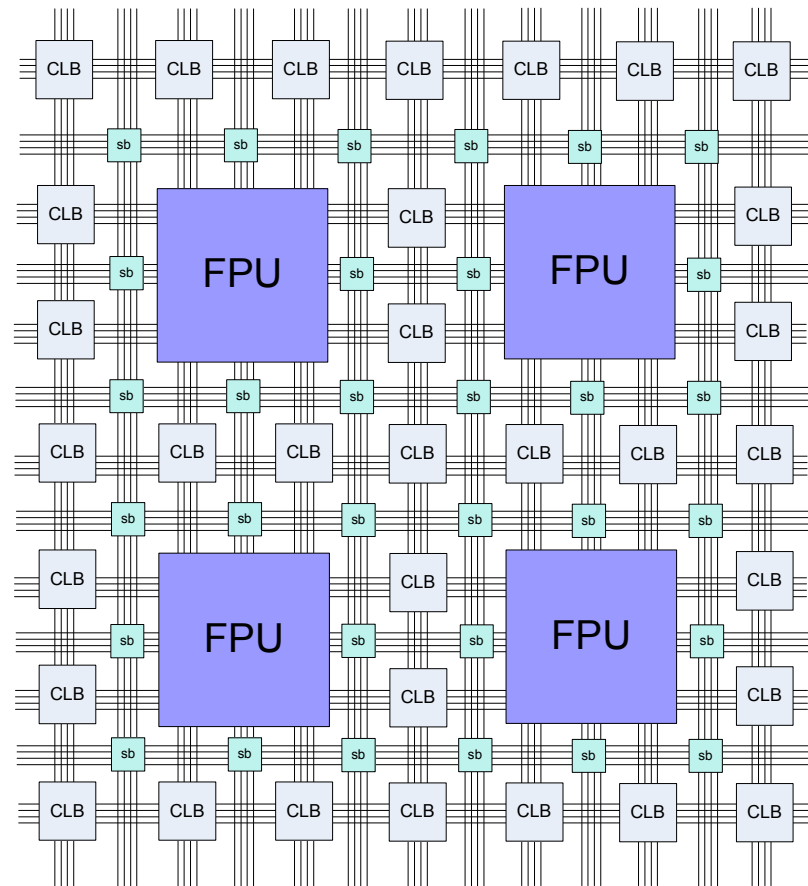
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# Outline

1. Motivation and background
2. Contributions
3. Methodology
4. Study of FPU's architecture
5. Quantitative system level analysis
6. Conclusion

# 1. Motivation

- Aim: to optimize coarse-grained Floating Point Units (FPUs)
- Internal optimization: area, speed and utilization of individual FPU
- System level optimization:
  - impact of density and flexibility of FPUs on the system
  - area, speed and routing resources



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# Background

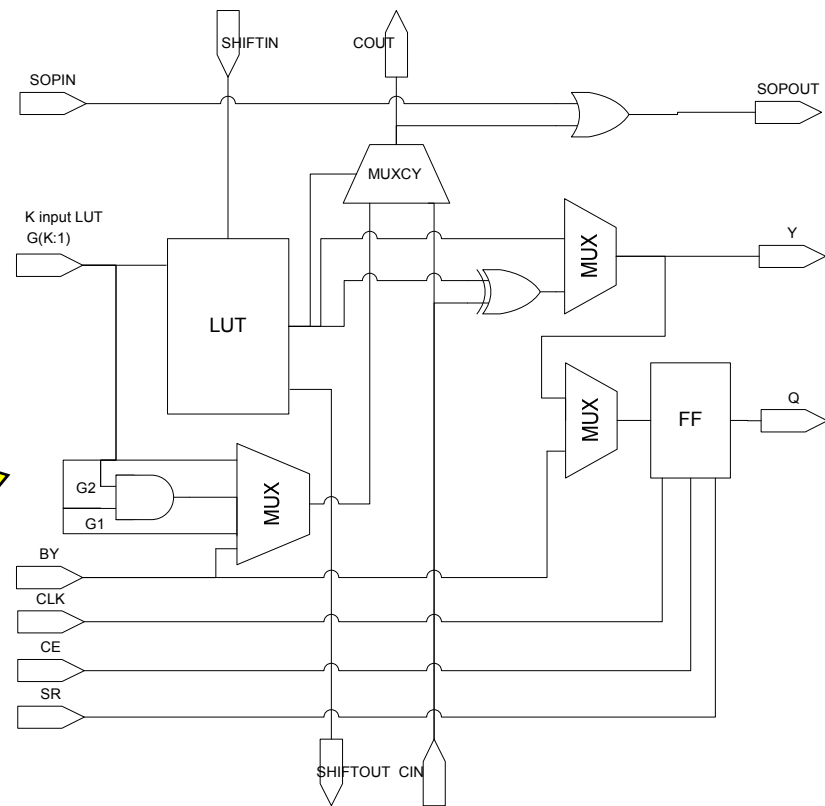
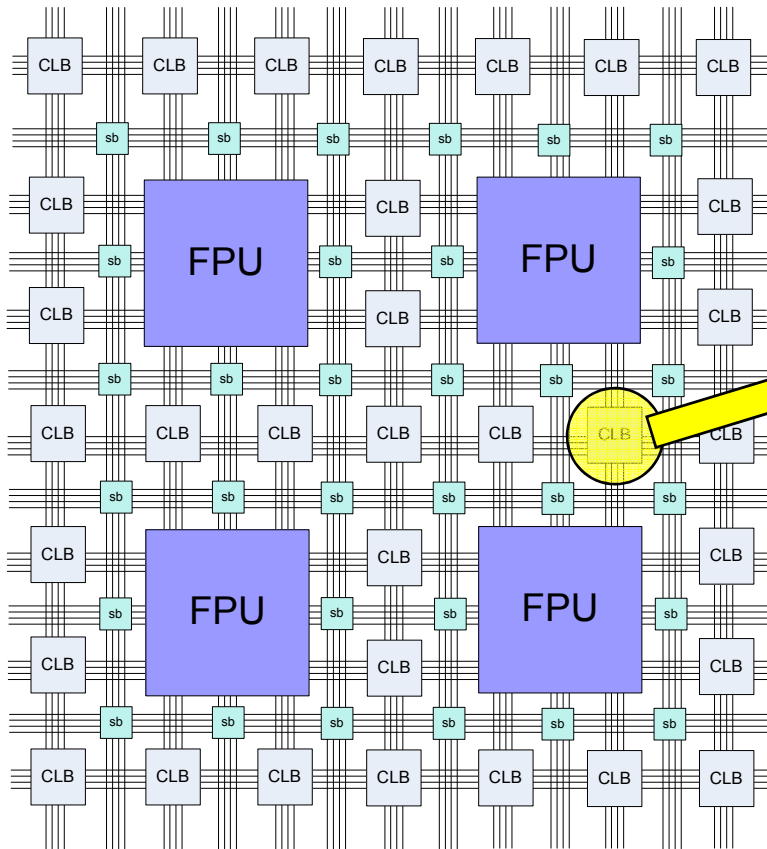
- Coarse-grained blocks, e.g. DSP48 in XC4V devices
  - improve area and delay of fine-grained FPGA
- Domain-specific hybrid FPGA architecture
  - floating point applications
  - improve slices usage by *18 times* over XC2V3000
- Optimized interface for floating point hybrid FPGA
- Internal architecture of coarse-grained blocks: little study

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## 2. Contributions

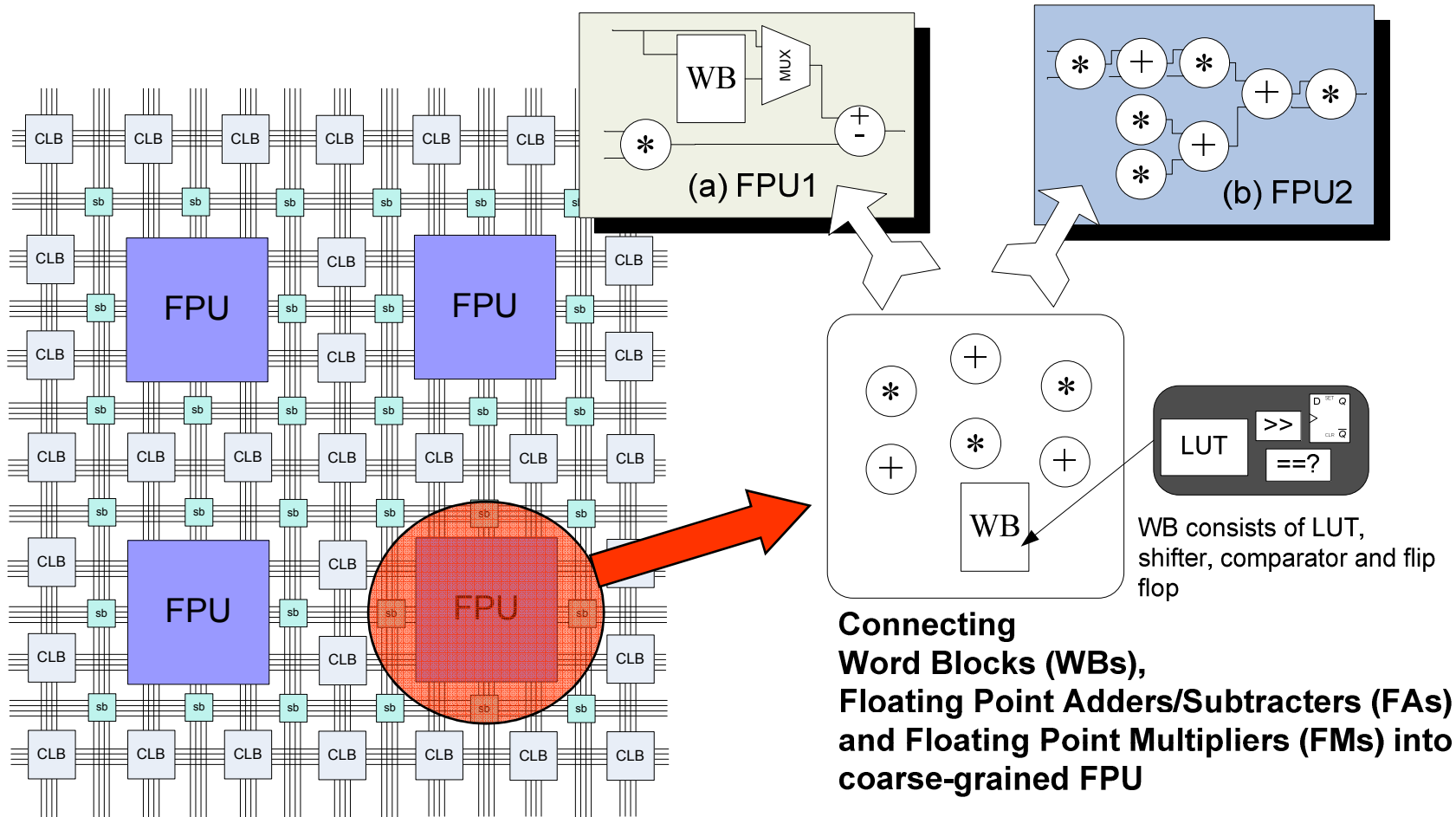
- Methodology
  - optimize the floating point hybrid FPGA
  - consider mixture of FPUs
- Study of FPUs architecture
  - use common subgraph extraction
- Quantitative system level analysis
  - speed: **16.7%** faster with only floating point add/mult
  - area: **27.4%** smaller with highest density system
  - routing resources: **14.8%** fewer with highest density system

# 3. Methodology: Fine-grained assumption



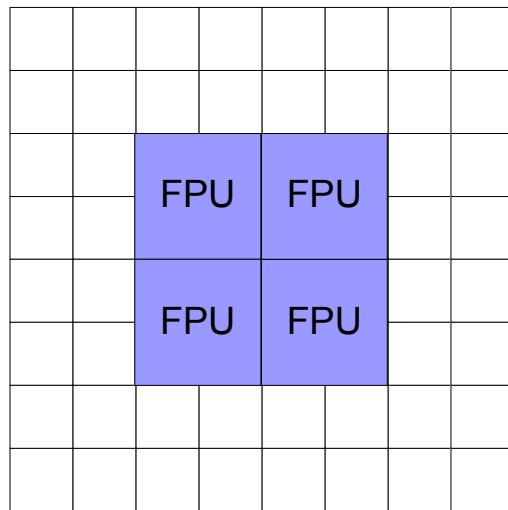
**Fine-grained (configurable logic block)**

# Coarse-grained assumption

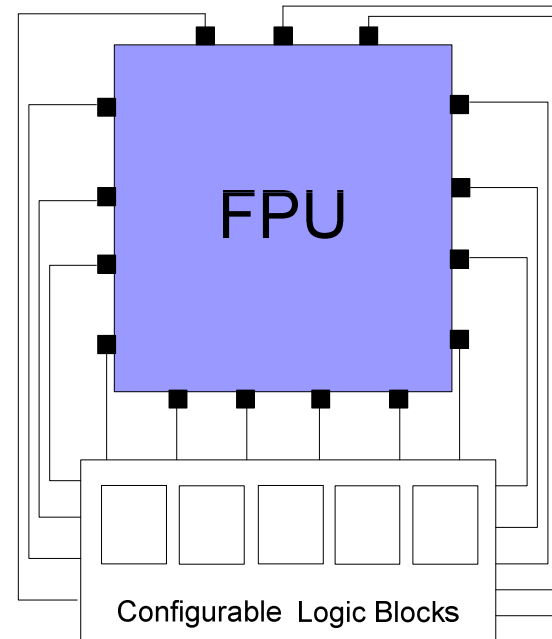


# Interface assumption

- FPU are square
- FPU are in the center of FPGA
- FPU pins on four sides



FPU are in the center of FPGA



CLBs connect to four sides of FPU



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# Optimization parameters

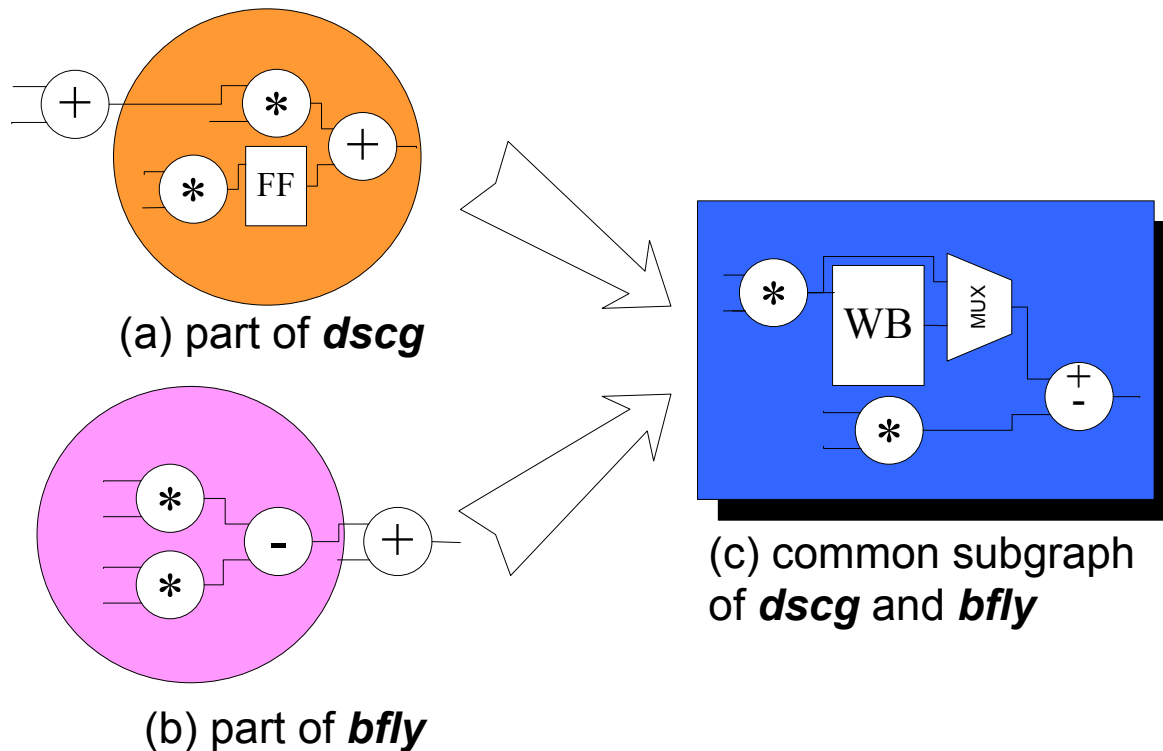
- **Internal optimization of FPU**

- performance of individual FPU
- according to different combination of Word Blocks, Floating Point Adders/Subtractors and Multipliers

- **System level optimization**

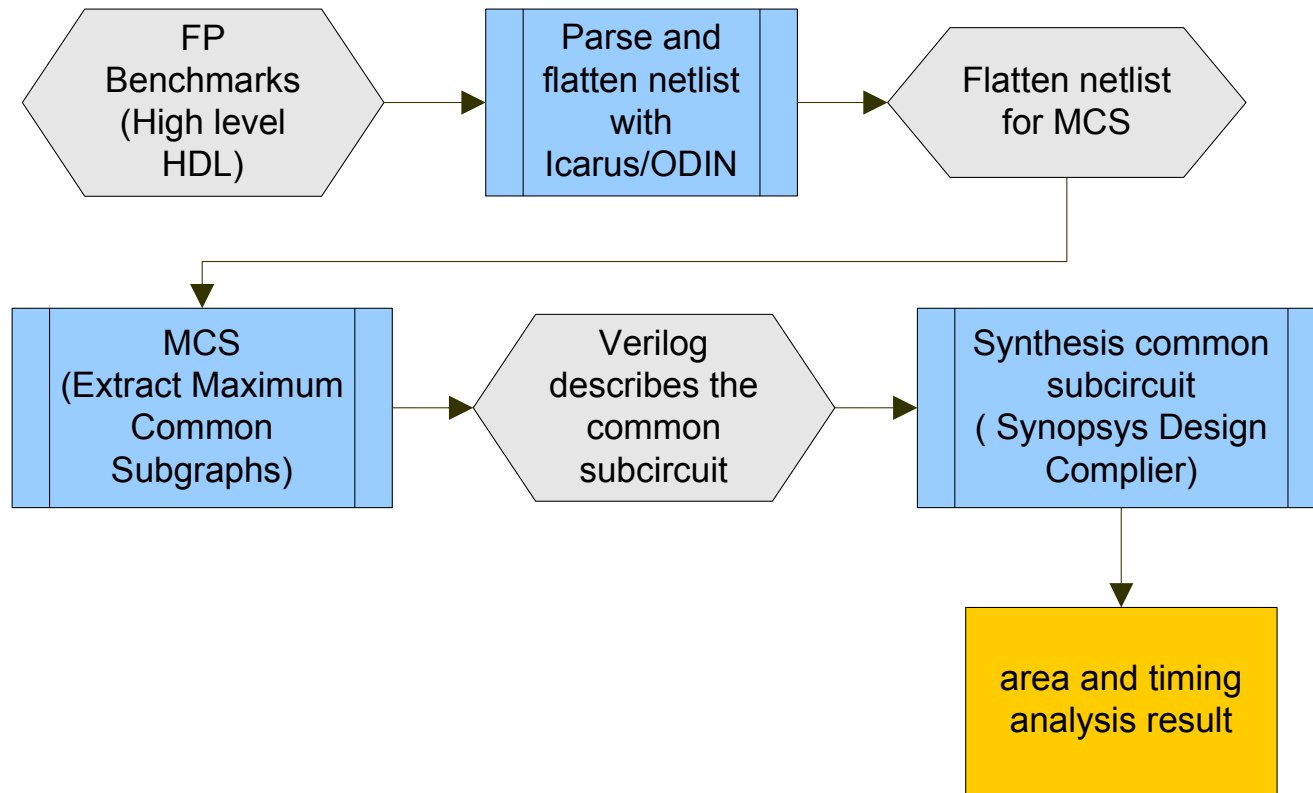
- density and flexibility of FPU
- affect area, speed and routing resources of system

# 4. Study of FPUs architecture: Common subgraph extraction



An example of common subgraph extraction for floating point computation

# Common subgraph extraction



Design flow of common subgraph extraction

# Benchmarks

- dscg – digital sine cosine generator
- bfly – basic component of Fast Fourier Transform
- fir4 – 4-tap finite impulse response filter
- ode – ordinary differential equation
- mm3 – 3x3 matrix multiplication circuit
- bgm – Monte Carlo simulations of interest rate model derivatives
- syn2 and syn7 – synthetic benchmark circuits

Benchmarks	dscg	bfly	fir4	ode	mm3	bgm	syn2	syn7
No. of FAs	4	4	3	3	2	9	5	25
No. of FMs	4	4	4	2	3	11	4	25

Number of FAs and FMs used in each benchmarks

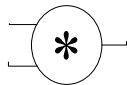
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# Results

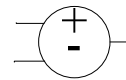
- 41 common subgraphs
- Different area, speed and flexibility
- 3 systems to explore
  - purely FA/FM FPGA
  - highest flexibility FPGA
  - highest density FPGA

# Selection of systems – Purely FA/FM FPGA

➤ **Purely FA/FM FPGA** - 2 types of FPU



25x FM



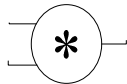
25x FA

Graph no.	Occurrence in benchmarks								Area in CLB	Delay (ns)
	dscg	bfly	fir4	ode	mm3	bgm	syn2	syn7		
FA	4	4	3	3	2	9	5	25	7	2.77
FM	4	4	4	2	3	11	4	25	14	3.18

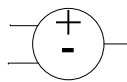
Statistic of the occurrence of FA and FM in benchmarks

# Selection of systems – Highest flexibility FPGA

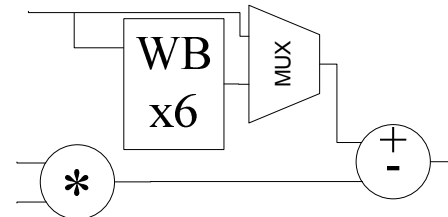
➤ **Highest flexibility FPGA: *FPGA\_12\_15\_26*** - 5 types of FPU



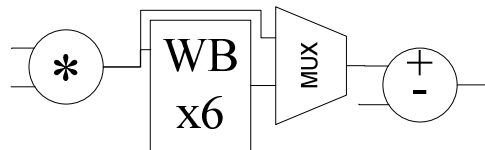
**7x FM:** 14 CLBs,  
3.18ns



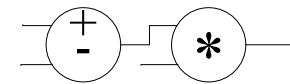
**7x FA:** 7 CLBs,  
2.77ns



**16x Graph 12:** 38 CLBs,  
3.66ns



**2x Graph 15:** 38 CLBs,  
3.53ns



**2x Graph 26:** 20 CLBs,  
3.39ns

**The FPUs are most common in the benchmarks**

# Selection of systems – Highest flexibility FPGA

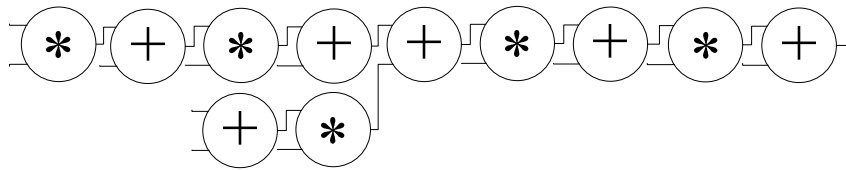
Graph no.	Number of FA, FM and WB represented in benchmarks								Total number of FA, FM and WB represented
	dscg	bfly	fir4	ode	mm3	bgm	syn2	syn7	
12	16	4	6	8	2	44	0	32	112
15	16	4	6	2	10	30	0	32	100
26	4	0	0	2	0	10	2	30	48

Order of the subgraphs to be selected by total number of FA, FM and WB represented in benchmarks

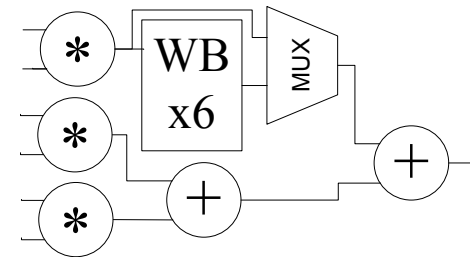


# Selection of systems – Highest density FPGA

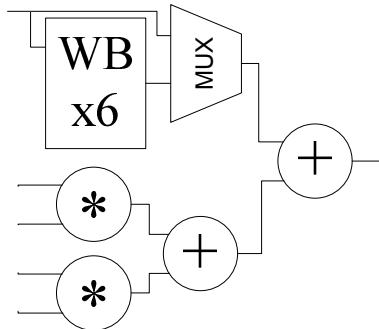
➤ Highest density FPGA: **FPGA\_41\_20\_37\_12\_26** - 7 types of FPU



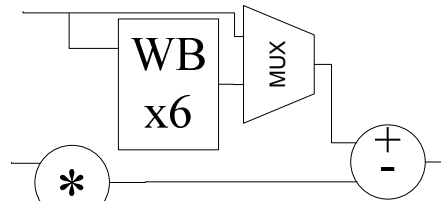
1x Graph 41: 97 CLBs,  
3.68ns



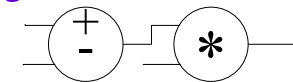
1x Graph 20: 66 CLBs,  
3.54ns



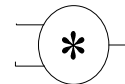
2x Graph 37: 57 CLBs,  
3.74ns



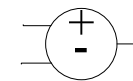
8x Graph 12: 38 CLBs,  
3.66ns



3x Graph 26: 20 CLBs,  
3.39ns



5x FM: 14 CLBs,  
3.18ns



4x FA: 7 CLBs,  
2.77ns

**The FPUs have highest area efficiency in the benchmarks**

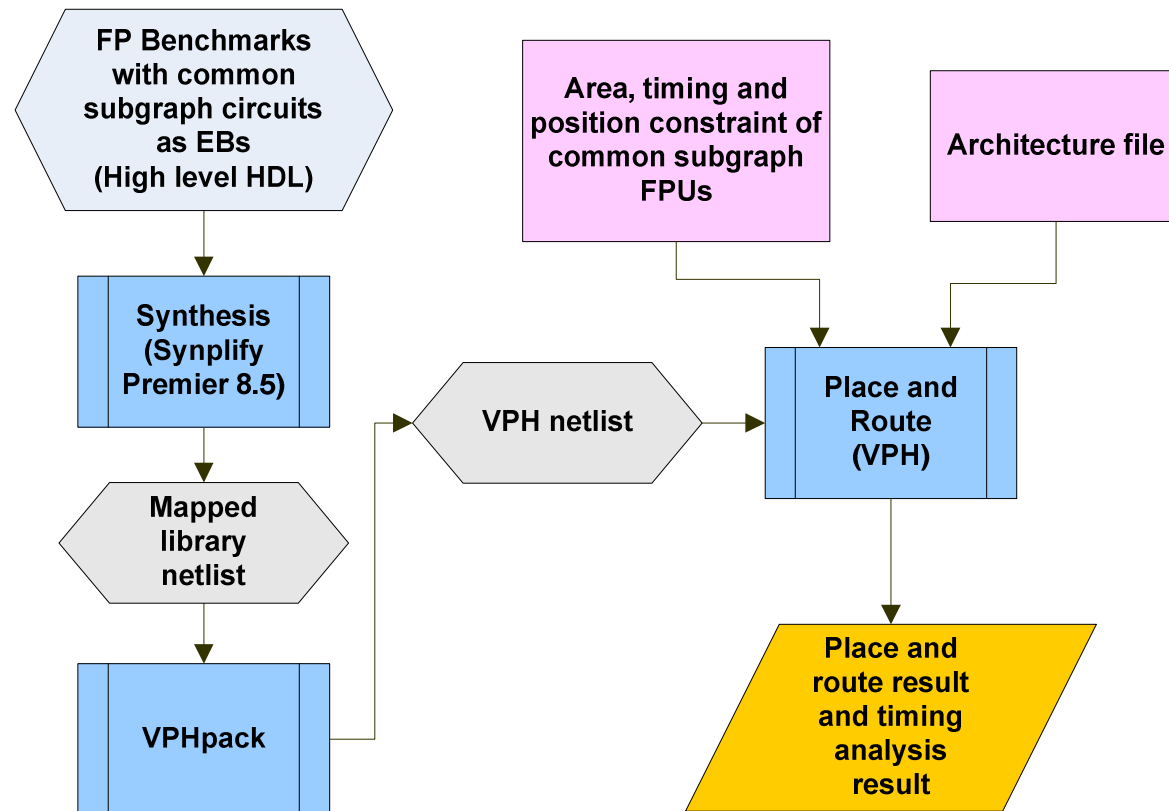
# Selection of systems – Highest density FPGA

Graph no.	No. of FA in the subgraph	No. of FM in the subgraph	Total number of FA, FM (no. of WB)
41	6	5	11
20	2	3	5 (6)
37	2	2	4(6)
12	1	1	2 (6)
26	1	1	2

Order of the subgraphs to be selected by area efficiency of each subgraph (area of WB is insignificant compared to FA and FM)

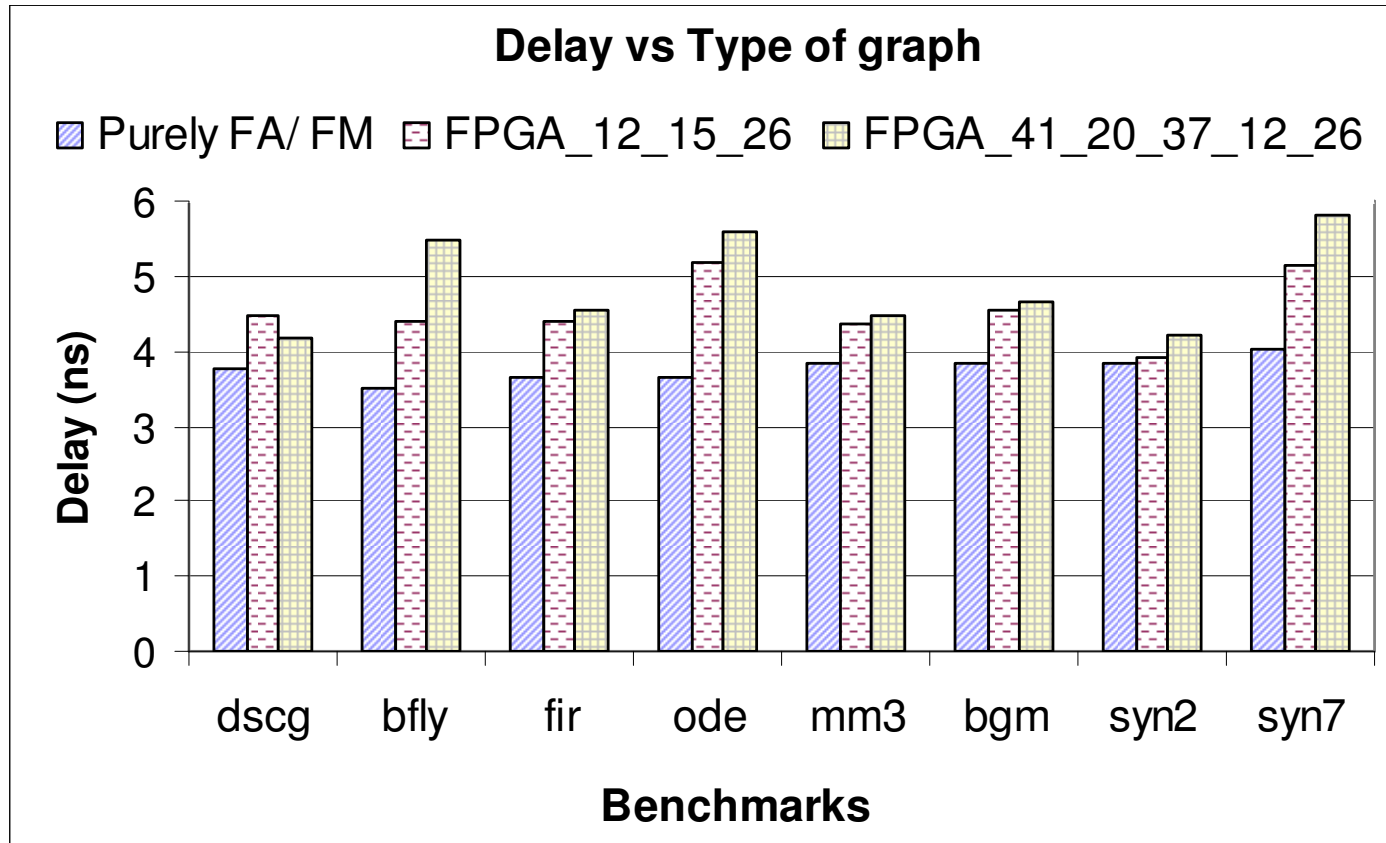
## 5. Quantitative system level analysis

# Versatile Place and Route for Hybrid FPGAs (VPH)



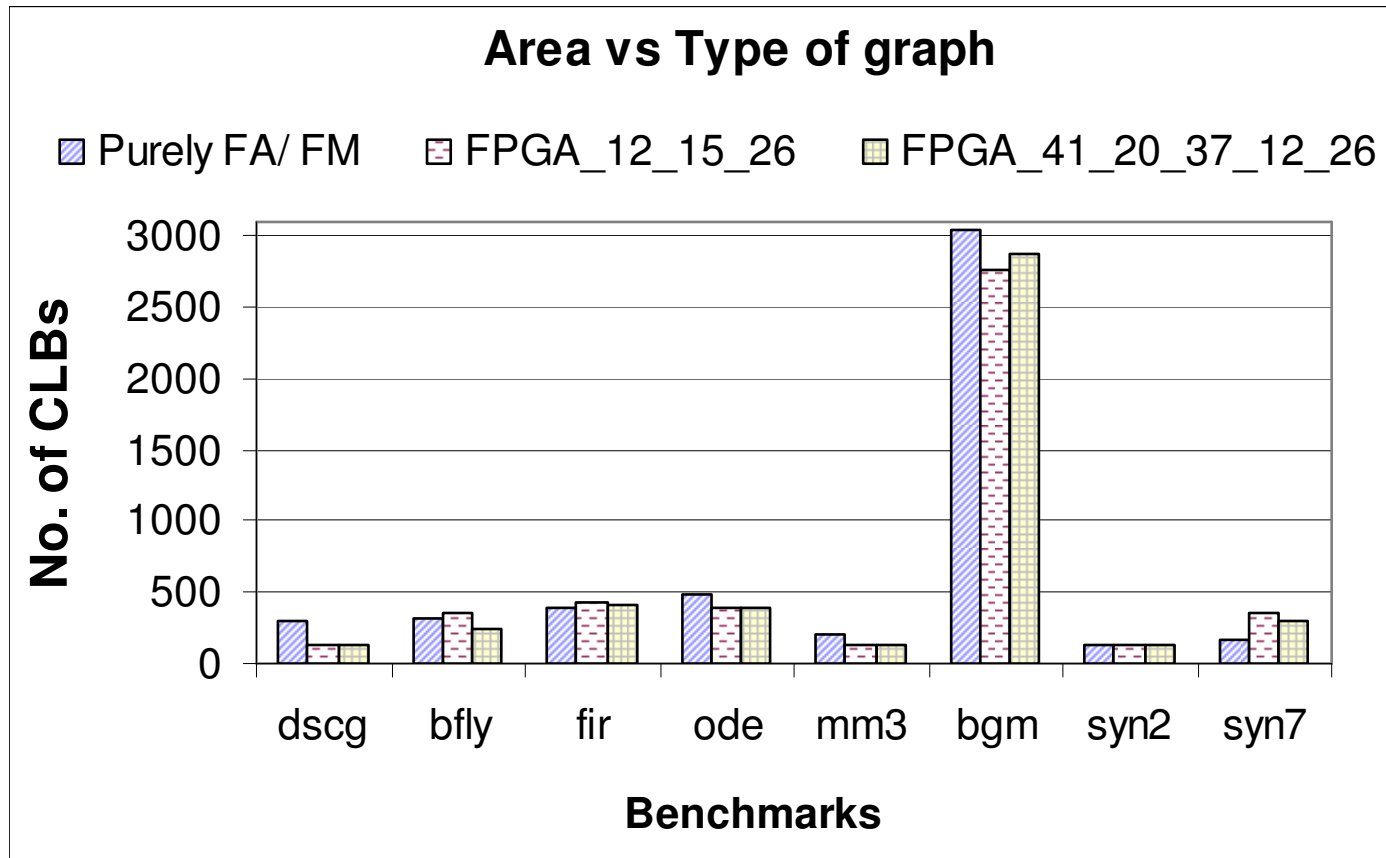
Design flow of VPH with common subgraph

# Delay impact



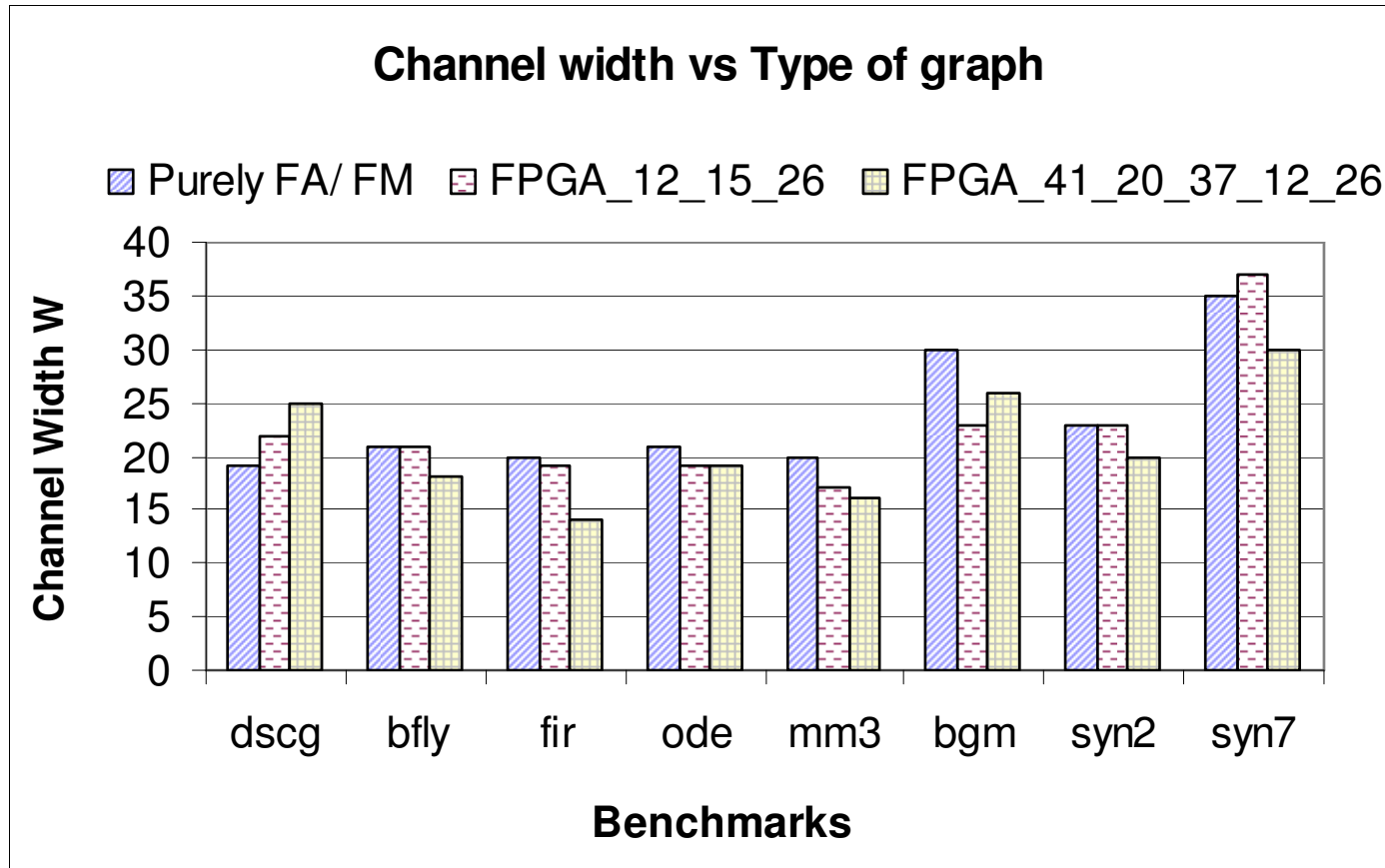
*Purely FA/FM* is at least **16.7%** faster than *FPGA\_12\_15\_26*

# Area impact



*FPGA\_41\_20\_37\_12\_26* reduces **27.4%** area compared to *Purely FA/FM*

# Routing resources impact



*FPGA\_41\_20\_37\_12\_26* requires **14.8%** fewer routing resources than *Purely FA/FM*

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## 6. Conclusion

- Common subgraph extraction
  - determine optimized floating point coarse-grained blocks in hybrid FPGAs
- Optimizing floating point hybrid FPGA
  - FAs and FMs only system has highest speed, **16.7%** faster
  - higher density subgraphs reduce **27.4%** of system area
  - higher density subgraphs reduce **14.8%** of routing resources
- Future: apply approach to FPGAs for different application domains
  - medical imaging
  - financial analysis