18-643 Lecture 13: The Rangos Ballroom

Shashank Obla
PhD Student, Department of ECE
Carnegie Mellon University
You are designing an Event Hall

What is the first thing you do?
You are designing an Event Hall

**Specification**

Host lectures/orientation events with audience seating for >200

**Hall Design**

E.g., McConomy Auditorium
You are designing an Event Hall

Specified

- Host lectures/orientation events with seating
- Conduct Banquets
- Poster Sessions

And switch between different events quickly – no downtime

Hall Design

Some weird hybrid setup...
You are designing an Event Hall

• Host lectures/orientation events with seating
• Conduct Banquets
• Poster Sessions

Can take time to switch between but want better arrangement...

A reconfigurable room, e.g., Rangos Ballroom!

Specification

Hall Design

All pictures of Rangos from: https://www.cmu.edu/cohon-university-center/center-facilities/Rangos/index.html
18-643 Lecture 13: Why Partial Reconfiguration?

Shashank Obla
PhD Student, Department of ECE
Carnegie Mellon University
Housekeeping

• Your goal today: appreciate FPGAs as truly programmable and dynamic devices; also, why you should use DFX in Lab 3

• Notices
  – Handout #6: Lab 3, due noon, 10/30 (or 11/3)
  – Handout #7: Paper Review, sign-up due 10/27
  – Midterm in class, Wed 10/25
  – Project proposal due 10/30!!

• Readings (see lecture schedule online)
  – For a textbook treatment: Ch 4, Reconfigurable Computing
The Programmability Timescale

Note: For this lecture, programmability refers to “radically” changing the function of the device.
Bitstream defines the chip

• After power up, SRAM FPGA loads bitstream from somewhere before becoming the “chip”
  a bonus “feature” for sensitive devices that need to forget what it does

• Many built-in loading options

• Non-trivial amount of time; must control reset timing and sequence with the rest of the system

• Reverse-engineering concerns ameliorated by
  – encryption
  – proprietary knowledge
Setting Configuration Bits

• Behind-the-scene infrastructure
  – doesn’t need to be fast (usually offline)
  – simpler/cheaper the better (at least used to be)
• Could organize bits into addressable SRAM or EPROM array
  – very basic technology
  – serial external interface to save on I/O pins
Reconfiguration is a big ordeal

Can take time to switch between but want good arrangement...

Might be okay... Seems like a big process, can’t do much even if it was open.
But we made it more efficient...

We could have multiple events in a day, but the downtime is now unacceptable

- Need to bring in food for the event
- Set up the stage if required
- Scout the room beforehand
- Does the room even exist?

Reconfiguration in process!

*Takes only a couple of hours...*
Back to the Programmability Timescale

- **Years**
  - **ASIC**: Once in a lifetime
  - **FPGAs**: Field Programmability
  - **Months**

- **μs**
  - **Processor**: Context Switching

Once in a lifetime
Or as Xilinx brands it, Dynamic Function eXchange (DFX)

**DYNAMIC PARTIAL RECONFIGURATION**
Partial Reconfiguration (PR)

- Shrinks the granularity of "field programmability" to within the fabric
- Some parts of fabric retain their configured "personality" while other parts are reconfigured
  - e.g., keep the external bus interface from babbling while the functionality behind is changed
- The alive part can even control the reconfig.
  - e.g., load the bitstream through the bus
- Implemented with the ability to mask which configuration bits are written to at runtime
PR Conceptually

- Module `top()` instantiate submodules `foo(A)` and `bar(B)` with interface `A` and `B` respectively
  - `foo(A)` and `bar(B)` are “blackboxes”, i.e., interface only, no internals
  - `m1()`~`m5()` have matching interfaces, `A` or `B`
Have you used PR before?

LET’S CONNECT THESE CONCEPTS BACK TO REALITY – WHERE HAVE WE SEEN THIS BEFORE?
Imagine a world where 643 Labs didn’t use Partial Reconfiguration (PR)

• You used PR in Lab 1 already!
• Until F2021 we used the FPGA like an ASIC (u96v2_sbc_full)
• Loading a new FPGA bitstream was an ordeal
  – Copy new bitstream into the SD Card
  – *Reboot the Ultra96* to load the bitstream
  – Sometimes that didn’t work and had to reflash the SD Card 😞
• ARM system and the DRAM cannot handle the FPGA undergo a full change while they were active – need to protect the system
Role-and-Shell PR Usage

- virtualize and simplify surrounding
- enforce security and QoS
- keep system alive

e.g., 643 U96 Platform; Intel OpenCL support
Time-Sharing with PR

FPGA as an accelerator!
Amdahl’s Law

\[
\text{speedup} = \frac{1}{(1-f) + \frac{f}{s}}
\]
Turn Programmability into Performance

- Amdahl’s Law: $S_{\text{overall}} = \frac{1}{(1-f) + \frac{f}{S_f}}$
- $S_{f-ASIC} > S_{f-FPGA}$ but $f_{ASIC} \neq f_{FPGA}$
- $f_{FPGA} > f_{ASIC}$ (when not perfectly app-specific)
  - more flexible design to cover a greater fraction
  - reprogram FPGA to cover different applications

[based on Joel Emer’s original comment about programmable accelerators in general]
Lab 3 Out-of-the-Box is better with PR!

```c
void krnl_cnn_layerX(const cnndata_t* input, const cnndata_t* weights, 
    cnndata_t* output, uint64_t batch_size, uint64_t r_ofm, uint64_t c_ofm, 
    uint64_t m_ofm, uint64_t n_ifm);

VS

void krnl_cnn_layer0(const cnndata_t* input, const cnndata_t* weights, 
    cnndata_t* output, uint64_t batch_size);
void krnl_cnn_layer1(const cnndata_t* input, const cnndata_t* weights, 
    cnndata_t* output, uint64_t batch_size);
```

All have the same kernel tiling sizes, but the hardcoded layer dimensions make the difference – HLS can optimize loop bounds for each layer – overcomes the overhead of PR Time
Is designing two kernels vs one harder?

Chart showing the variation of runtime for workloads run with different shapes of systolic array with fixed number of PEs (=16384) for three dataflows (a) Output Stationary, (b) Weight Stationary, (c) Input Stationary

Tradeoff is hard... With DFX you only need to understand one layer at a time!

Back to the Programmability Timescale

Years
- ASIC
  - Once in a lifetime

Hr/Days
- FPGAs
  - Role and Shell use-case
- Processor
  - Context Switching

Months
- FPGAs
  - Field Programmability

$\mu s$
How often do we change the setting?

Event Planning

Want to maximize the time spent doing events...

Well... maybe we reconfigure only once a day and hold multiple events in the same day

May not be an ideal setup for all events in the same day, unless you have the same type of event in a day

Reconfiguration takes a couple of hours...
Relative Time Taken Matters!

Event Planning

Want to maximize the time spent doing events...

We can reconfigure between every event! The setup can now be as perfect as we can make it for that event! – We had some slack in efficiency which we made up

Specification

Reconfiguration takes 15 minutes...
Lab 3 – Analytically Speaking

Throughput = \frac{1}{2T_X}

2T_X \geq T_0 + T_1 + T_{PR}

PR is not free...
Analytically Speaking (Batching)

Batching is not free...

Layer 0 → PR → Layer 1

Data stored into DRAM

throughput = \frac{\mathcal{A}}{2NT_x}

2T_X \geq T_0 + T_1 + \frac{T_{PR}}{N}

Beyond Lab 3: Can we have layers side-by-side?

- Custom kernels gain the same benefit as when we used PR
- Can save memory bandwidth by designing the kernels to pipeline
- They must take the same amount of time to allow perfect overlap
- Ultra96 is too small to have two meaningful kernels side by side
- Doesn’t scale if we have many more layers and you don’t use PR
Renting out an Event Venue

Event Planning

What if the venue is very big, too big for certain events?

- Smaller events like a department PhD orientation or a small lecture waste a lot of space
- Cannot prepare the rest of the venue for the next event

Specification

We can split the room...
Renting out an Event Venue

Event Planning

What do we need to make use of such a setup?

- Need multiple events
- Room should be isolatable and shareable
- Pay based on the number of sections used and the event duration

We can split the room...

Specification
PR FPGA Designs Different from ASIC

FPGA logic resource is an **area-time** volume!!

\[
A_{\text{used}} = A_1 + A_2 + A_3, \text{ but } ...
\]

**“slack”** =

\[
A_{\text{used}} T_{\text{total}} - (A_1 T_1 + A_2 T_2 + A_3 T_3)
\]

\[
A_1 + A_2 + A_3 > A_{\text{used}}
\]
Exploiting Design Slack at Runtime

Advantages:
- Smaller FPGA/Lower Resource Utilization ⇒ Lower Cost

Diagram:
- Module A
- Module B
- Module C
- Shell
- Streaming Application
- Condition 1
  - Module A
  - Module B
- Condition 2
  - Module A
  - Module C
Spatial and Temporal Multitenancy

Camera → $M_A$ → $M_B$ → $M_C$ → Display
Camera → $M_D$ → $M_E$ → $M_F$ → Display
Camera → $M_G$ → $M_H$ → $M_I$ → Display

PS

ARM core
(user code + SW management)

Flash
DRAM

AXI-PCAP Bridge

AXI Master Interface

FIFO

PCAP Interface

FPGA

$M_A$ $M_B$ $M_C$ $M_G$ $M_H$ $M_I$

Overlay Crossbar

DMA DMA DMA DMA DMA Camera Display

SEEMS OBVIOUS TO USE PR THIS WAY...
Field Programmable to Programmable

• When we wanted FPGA to be an ASIC
  – programmability avoided manufacturing NRE
  – programmability reduces time to solution
    (incremental development; at speed testing; field updates, etc.)
  – BUT once programmed at power-on, FPGA is fixed
• Programmability is a very costly feature
• Let’s use programmability to be more than ASIC
  – repurpose fabric over time, at large and small time-scales
  – share fabric by multiple applications concurrently
PR been around for a long time

Bobda et al. [FCCM 2005]

Claus et al. [2007]

Arram et al. [FPGA 2015]

Niu et al. [FPGA 2015]

Stuart et al. [FPGA 2015]

Why isn’t it used?
Today’s (?) PR Overhead

- Reconfigurations take on the order of msec
- Time to reconfig grows with PR partition size (~128MB/s with Xilinx PCAP)
- Only one PR with PCAP at a time
Today’s PR Overhead (Intel Agilex 7)

For reference, a sector has a 25% higher DSP FLOP/cycle capability than the entire Ultra96v2.
Today’s Practical Constraints

• # and size of PR partitions fixed apriori
  – too few/too large: internal fragmentation
  – too many/too small: external fragmentation

• Not all PR partitions are equal – even if same interface and shape
  – a module needs a different bitstream for each partition it goes into
  – build and store upto MxN bitstreams for N partitions and M modules
Many innovative ways to get around: Hierarchical PR

Spatial and Time Multiplexing

Shell

App 1 (Default)

App 2 (Default)

Multiple simultaneous applications

Simple Role and Shell design

Shell

App 1 + App 2 (High-Performance Variants)

Avoids disadvantages of slot-based approach

But did we really get out of the “ASIC-style” of thinking?

This is where we’re at technologically...

- **Years**: ASIC (Once in a lifetime)
- **Months**: FPGAs (Field Programmability)
- **Hr/Days**: FPGAs (Role and Shell use-case)
- **μs**: Processor (Context Switching)
- **Ongoing Research**: FPGAs (Inter/Intra-Task Time-Multiplexing)
We want to push further but: chicken or egg?

Your PR tech is abysmal!

What will you do with better PR?
One Deployment, One Design

• **Compile time** choices
  – re-tune for large vs small FPGA part choices
  – re-tune for same FPGA part for different deployments

• **Runtime** choices
  – adjust datapath to changing operating conditions
  – add/change FPGA usage to changing conditions

• **Specializing** (compile time and/or runtime) by substituting or inserting custom nodes

*FPGA is more than ASIC; don’t use it as less*
Extending the CNN example: Reconfigurable Intra-Segment Pipeline Architecture

Amortize between low AI & high AI + Remove intermediate feature map accesses

Layer 1  AI of pipelined layer 1 and 2
Reacting to bursty traffic patterns

- **QoS Requirement**: Zero Packet Loss in Intrusion Detection/Prevention System
- Single NFPM sufficient for usual case of average 15Gbps stage traffic
- Bypass can handle occasional overflow cases – but what if not occasional?
- **Slack**: We don’t need the units all the time – Dynamically request more parallel processing units or faster units with PR

**Diagram:**

Input Traffic → Non-Fast Pattern Matcher (Default) → False Positives → To Next Stage

Non-Fast Pattern Matcher (High-Performance) → Bypass → To Next Stage

**Question:** Does this make sense on current FPGA architectures/deployments?
FPGAs in Datacenters (More in Week 11)

- FPGA as a data hub allows computing near-data and on data flows
- Immense demand to be near-data – PR is essential to cater to this demand and support multi-tenancy
- Traditional ASIC-style approaches under-utilize the programmability of FPGAs
  - Need better PR hardware
  - Applications designed to exploit slack

Look up Research Vector 5 at www.crossroadsfpga.org/seminars
RV5: PR is essential to Crossroads

The Crossroads FPGA is virtualized!
RV5: PR can be used for more!

How do we recognize these situations and respond to them?
It’s always been about reclaiming “Slack”

We filled the gap! But it gets harder the finer we go...
### Discussion: What needs to change in the computing stack to support such use of FPGAs?

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<td>Need generatable designs that can traverse the performance-cost design space</td>
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<td>Data forwarding optimization complicates module duplication and scaling</td>
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<td><strong>Global Communication</strong></td>
<td>RPCs, MPI (distributed computing frameworks)</td>
<td>If the FPGA is truly virtualized, this should not have to change</td>
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<td><strong>System Orchestration</strong></td>
<td>Load balancing allow tasks scale with workload demands</td>
<td>FPGAs will be part of a heterogenous local system – each component with its own niche</td>
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<td><strong>Operating System</strong></td>
<td>Scheduling processes/threads with priority using context switching</td>
<td>Handle spacial resource? What needs to scale? What’s a context?</td>
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Break further from the ASIC mentality

- **Dynamism** — actually use the programmability
  - support more functionality on same parts cost
  - achieve better performance by specializing
- **Shareability** — multitenancy to consume “slack”
  - too much resource: partition fabric spatially
  - too much throughput: repurpose fabric temporally
- **Manageability** — bring FPGA under OS purview
  - part of compute resource pool (CPU cycles, DRAM)
  - seamless interface, virtualization and isolation (security and QoS)
PR has a lot to contend with…

Intel Stratix 10 FPGA

Secure Device Manager

- SDM Pins
- Dual Purpose I/O
- Configurable Network Interface

Configuration Network

- Local Sector Manager (LSM)
- Configuration Sector

Intel Stratix 10 Blocks (All Family Variants)

SRAM

Configuration SRAM


Xilinx Versal: I. Swarbrick et al., "Versal Network-on-Chip (NoC)," 2019 IEEE Symposium on High-Performance Interconnects (HOTI), 2019, pp. 13-17
Parting Thoughts

• FPGA’s win over processor is speed and efficiency; FPGA’s win over ASIC is flexibility
• For computing, don’t use FPGA like an ASIC; but don’t think about it like a processor either
• Partial reconfiguration really does work!!
  – put it to good use in Lab 3
  – could still be much better . . . .
  – have to find strong new uses and use modality and properly integrate and support it

Go from applying FPGAs to computing
  ⇒ making better FPGAs for computing
Renting out an Event Venue

**Event Planning**

*When would I ever need Rangos to be a classroom?*

- My class is not a regular (CMU should make more classrooms if a regular class cannot fit)
- My class is not small (cannot wing it without a classroom)
- Students need to move to another event nearby on a tight schedule

**Specification**

- Rangos 1
- Rangos 2
- Rangos 3

*We can split the room...*