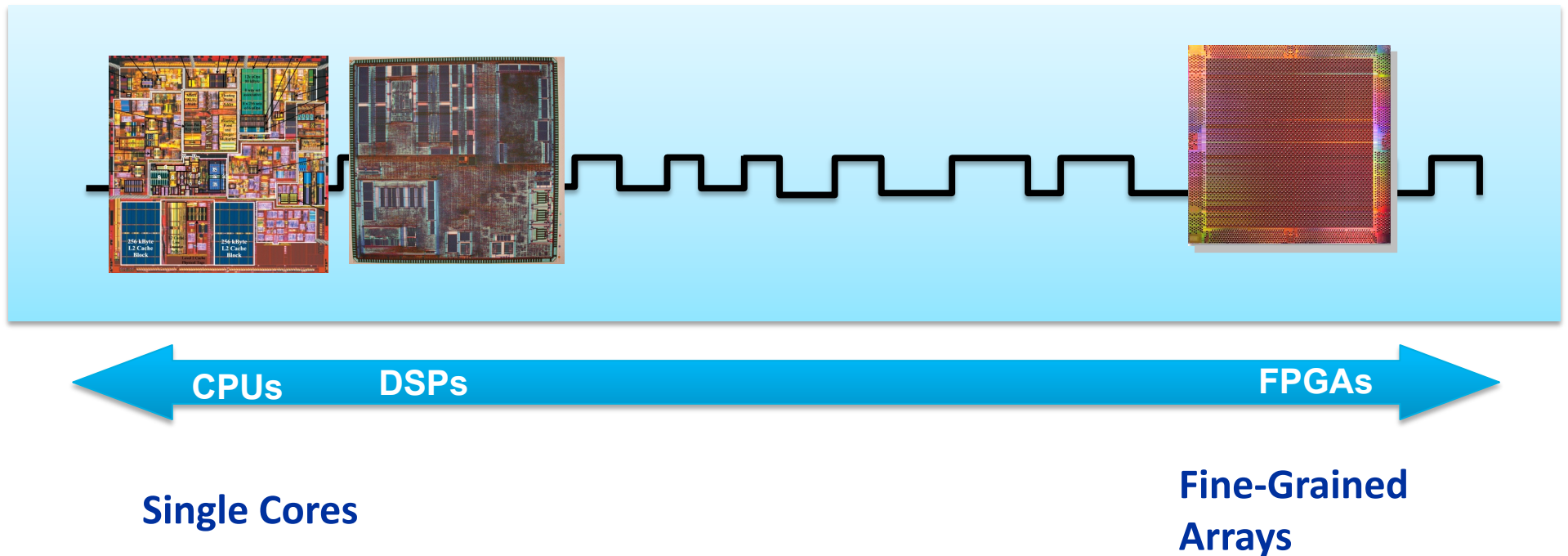


# Higher Level Programming Abstractions for FPGAs using OpenCL

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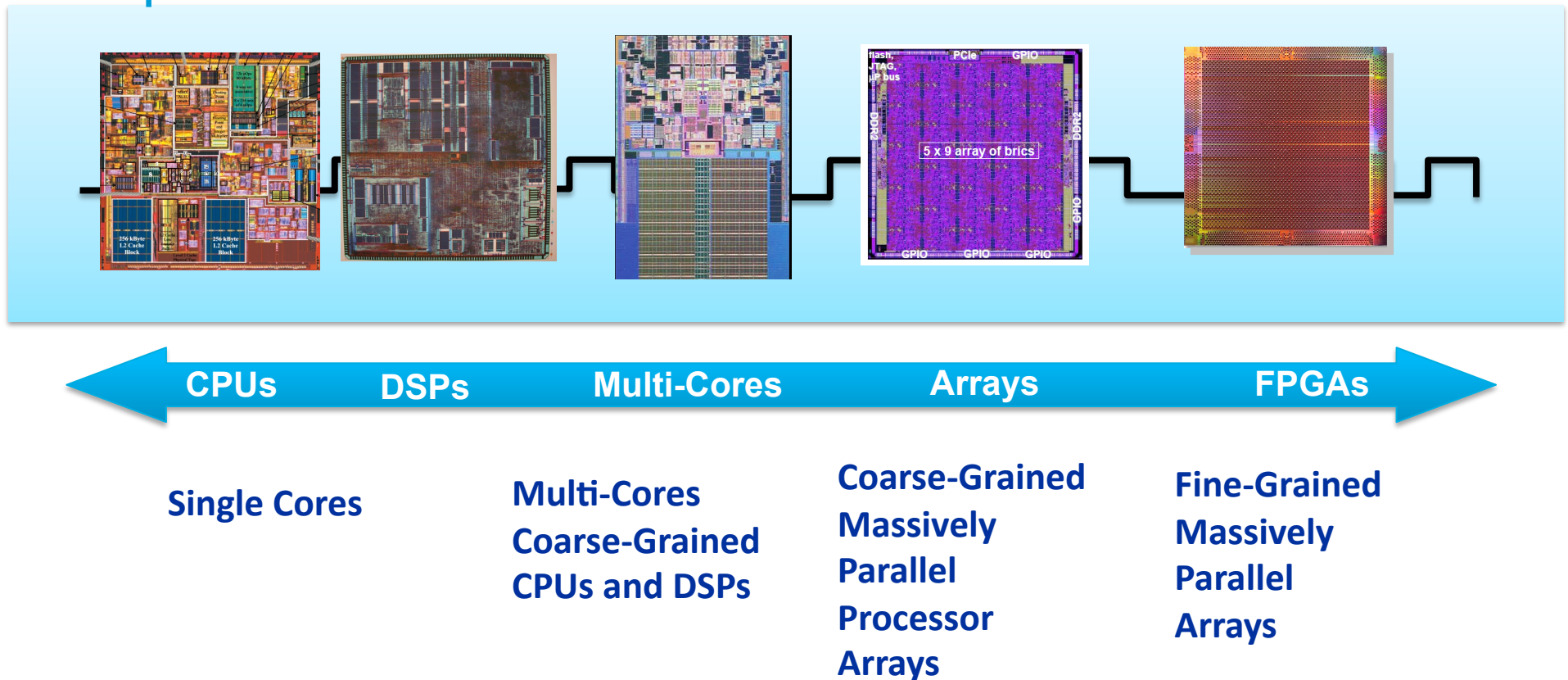
# Programmable Solutions: 1985-2002

- Technology scaling favors **programmability**



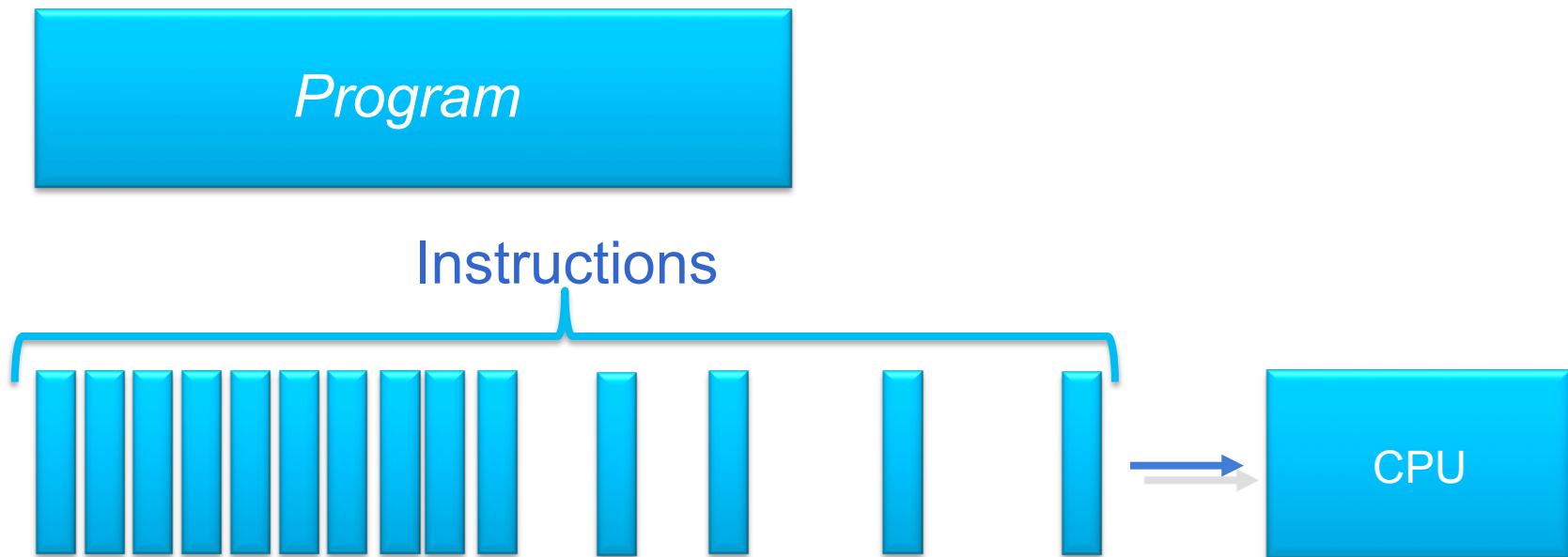
# Programmable Solutions: 2002-20XX

- Technology scaling favors **programmability** and **parallelism**



# Programmable and Sequential

- Reaching the limit
  - After four decades of success...



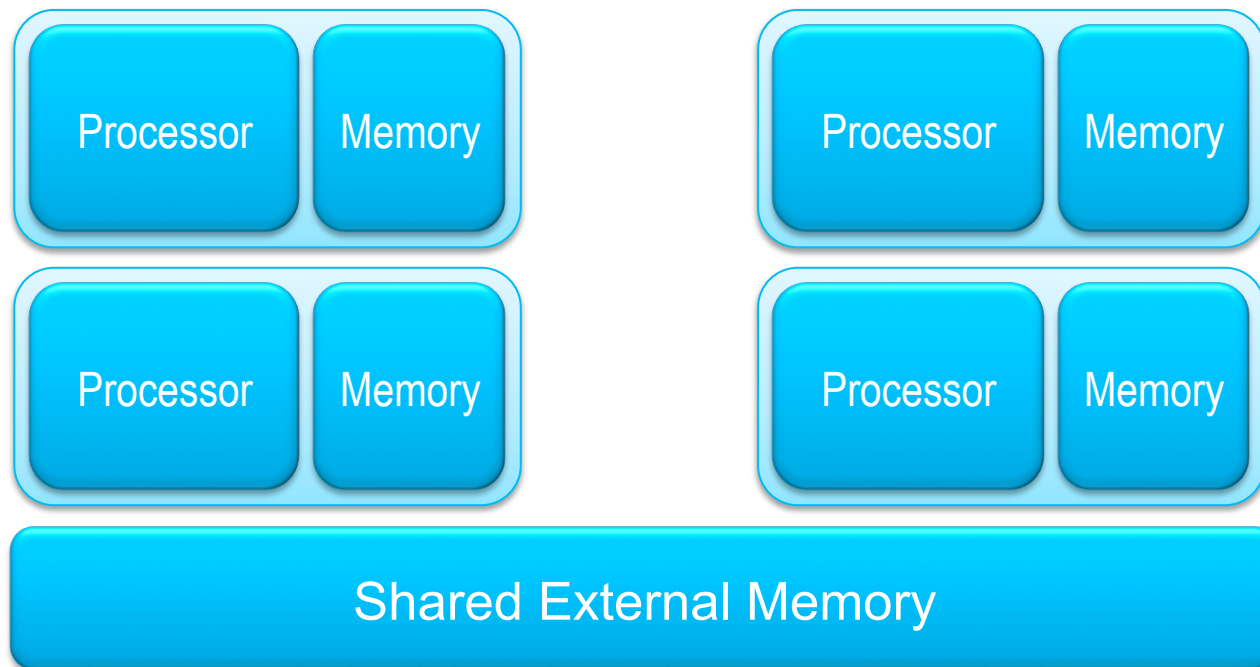
# **“The End of Denial Architecture”**

## **- William J. Dally [DAC'2009]**

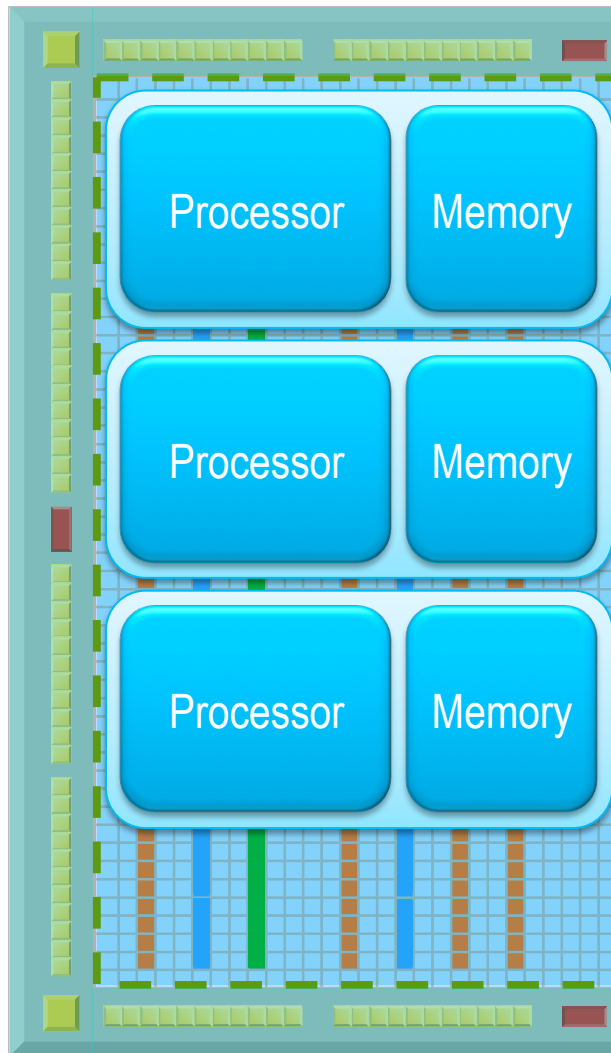
- Single thread processors are in denial about parallelism and locality
- They provide two illusions:
  - **Serial execution**
    - Denies parallelism
    - Tries to exploit parallelism with ILP – limited scalability
  - **Flat memory**
    - Denies locality
    - Tries to provide illusion with caches – very inefficient when working set doesn't fit in the cache

# Programmable and *Parallel*

- Exploit parallelism on a chip
  - Take advantage of Moore's law
    - Processors not getting faster, just wider
  - Keep the power consumption down
- Use more transistors for information processing

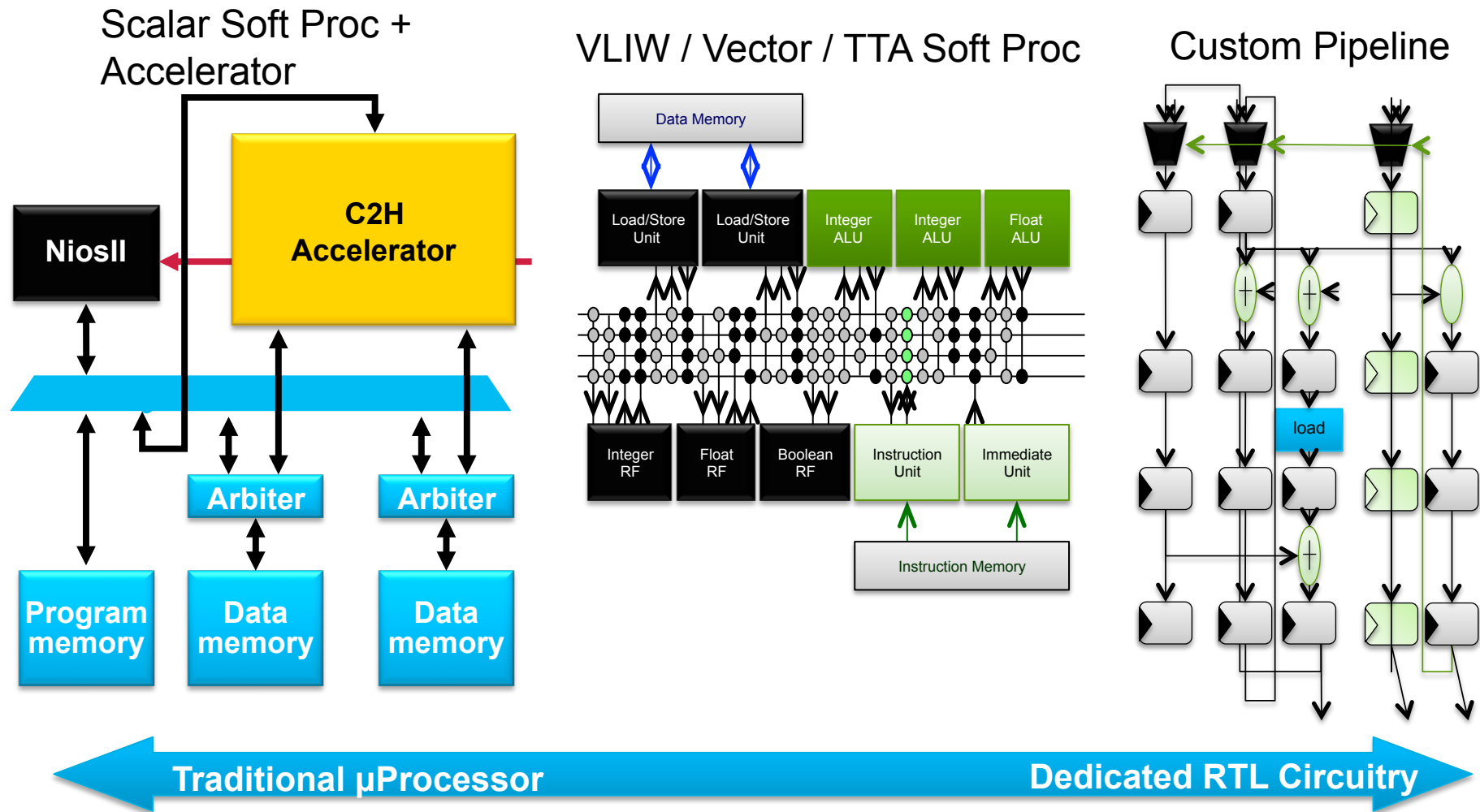


# FPGA : Ultimately Configurable Multicore



- Many coarse-grained processors
  - Different Implementation Options
    - Small soft scalar processor
    - or Larger vector processor
    - or Customized hardware pipeline
  - Each with local memory
- Each processor can exploit the fine grained parallelism of the FPGA to more efficiently implement it's "program"
- Possibly heterogeneous
  - Optimized for different tasks
- Customizable to suit the needs of a particular application

# Processor Possibilities



# Our challenges

- Generally, programmers have difficulty using FPGAs as massive multi-core devices to accelerate parallel applications
- Need a **programming model** that allows the designer to think about the FPGA as a configurable multi-core device
- Today, the FPGA's programming model revolves around RTL ( VHDL / Verilog )
  - State machines, datapaths, arbitration, buffering, etc.

# An ideal programming environment ...

## ■ Has the following characteristics:

- Based on a **standard multicore programming model** rather than something which is FPGA-specific
- **Abstracts away the underlying details of the hardware**
  - VHDL / Verilog are similar to “assembly language” programming
    - Useful in rare circumstances where the highest possible efficiency is needed
- **The price of abstraction is not too high**
  - Still need to efficiently use the FPGA’s resources to achieve high throughput / low area
- **Allows for software-like compilation & debug cycles**
  - Faster compile times
  - Profiling & user feedback

# **OPENCL : BRIEF INTRODUCTION**

# What is OpenCL

- OpenCL is a programming model developed by the Khronos group to support silicon acceleration
- An industry consortium **creating open API standards**
- **Enables software to leverage silicon acceleration**
- Commitment to royalty-free standards
  - **Making money from enabled products – not from the standards themselves**

# OpenCL

- OpenCL is a parallel language that provides us with two distinct advantages
  - Parallelism is declared by the programmer
    - Data parallelism is expressed through the notion of parallel threads which are instances of computational kernels
    - Task parallelism is accomplished with the use of queues and events that allow us to coordinate the coarse grained control flow
  - Data storage and movement is explicit
    - Hierarchical Memory model
      - Registers
      - Accelerator Local Memory
      - Global off-chip memory
    - It is up to the programmer to manage their memories and bandwidth efficiently

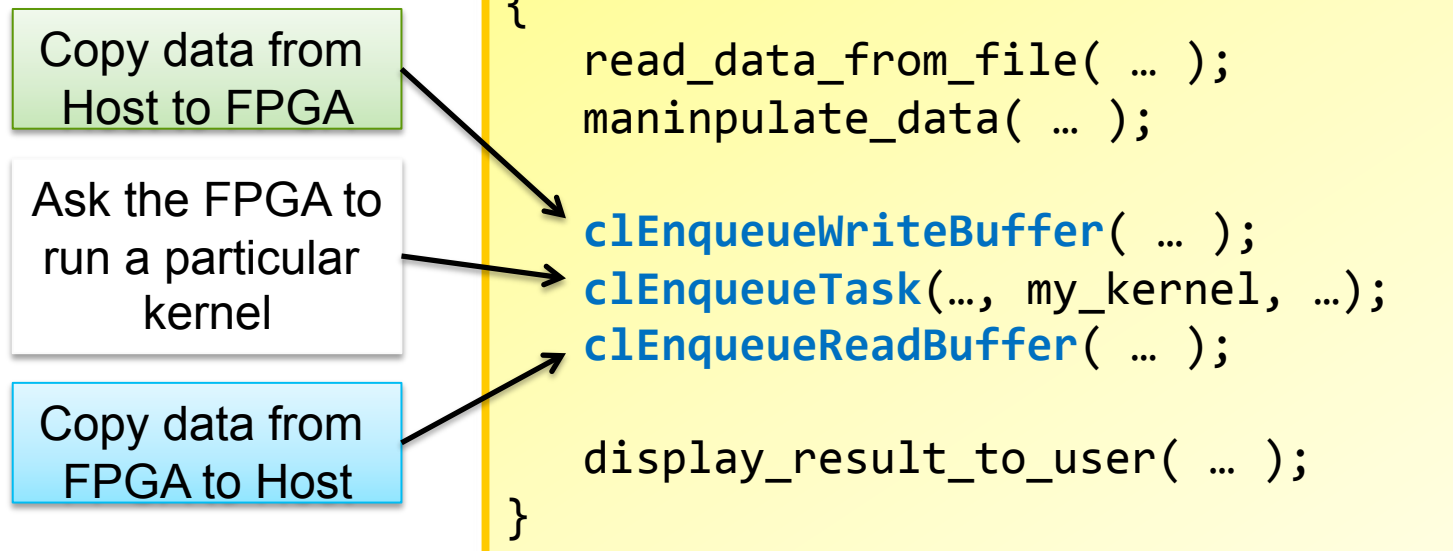
# OpenCL Structure

- Natural separation between the code that runs on **accelerators\*** and the code that manages those accelerators
  - The management or “**host**” **code** is pure software that can be executed on any sort of **conventional microprocessor**
    - Soft processor, Embedded hard processor, external x86 processor
  - The **kernel code** is ‘C’ with a minimal set of extensions that allows for the specification of parallelism and memory hierarchy
    - Likely only a small fraction of the total code in the application
    - Used only for the most computationally intensive portions

\* **Accelerator** = Processor + Memory combo

# OpenCL Host Program

- Pure software written in standard 'C'
- Communicates with the Accelerator Device via a set of library routines which abstract the communication between the host processor and the kernels



# OpenCL Kernels

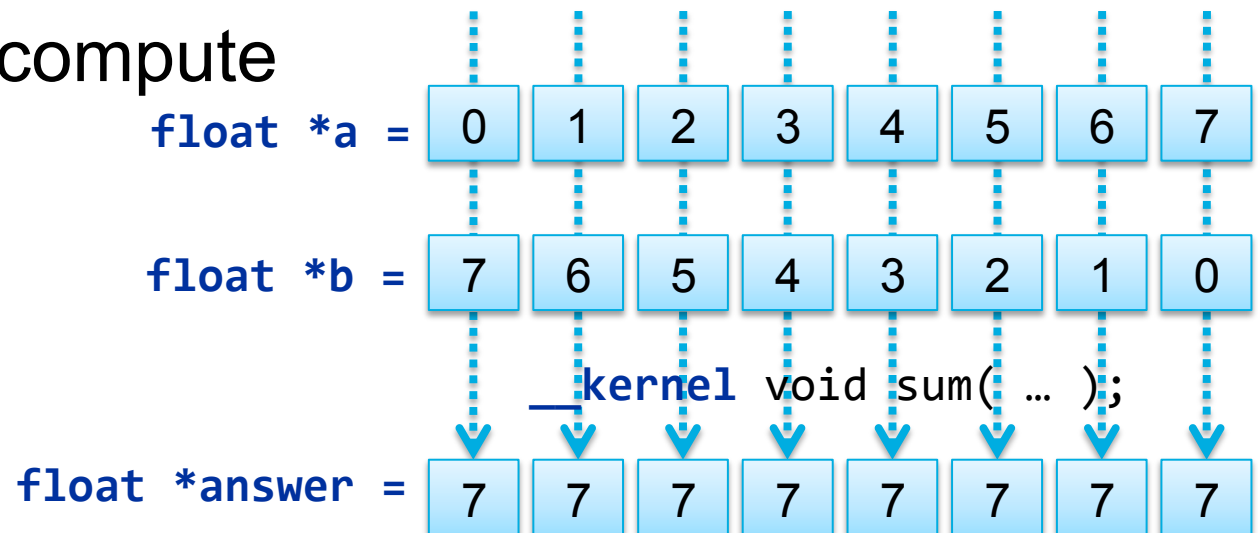
## ■ Data-parallel function

- Defines many parallel threads of execution
- Each thread has an identifier specified by “**get\_global\_id**”
- Contains keyword extensions to specify parallelism and memory hierarchy

```
__kernel void  
sum(__global const float *a,  
    __global const float *b,  
    __global float *answer)  
{  
    int xid = get_global_id(0);  
    answer[xid] = a[xid] + b[xid];  
}
```

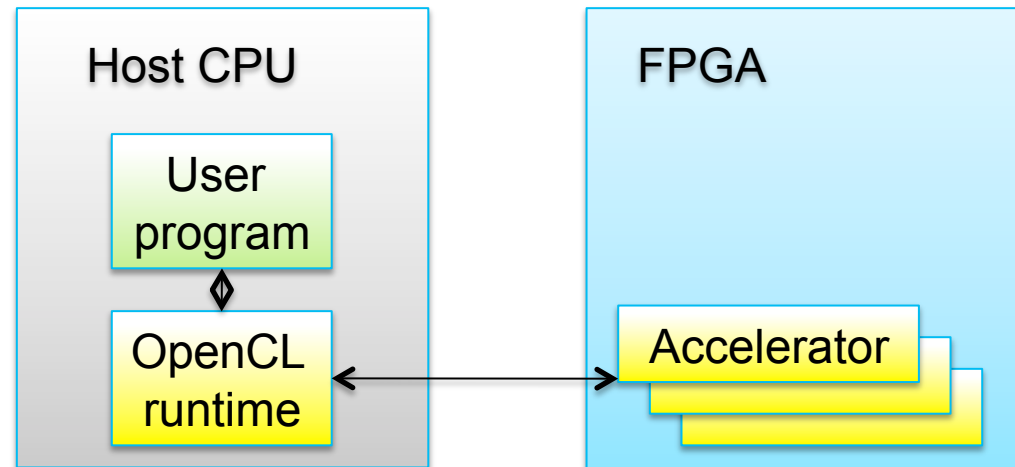
## ■ Executed by compute object

- CPU
- GPU
- Accelerator

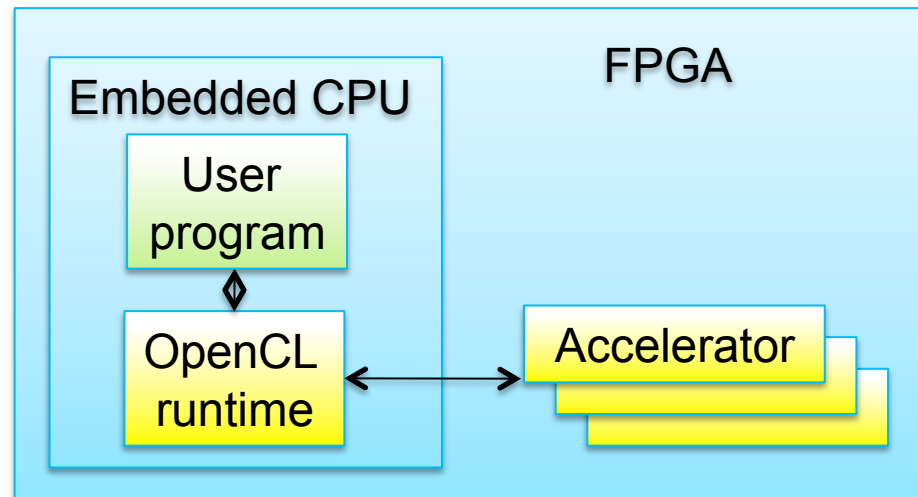


# Altera supported system configurations

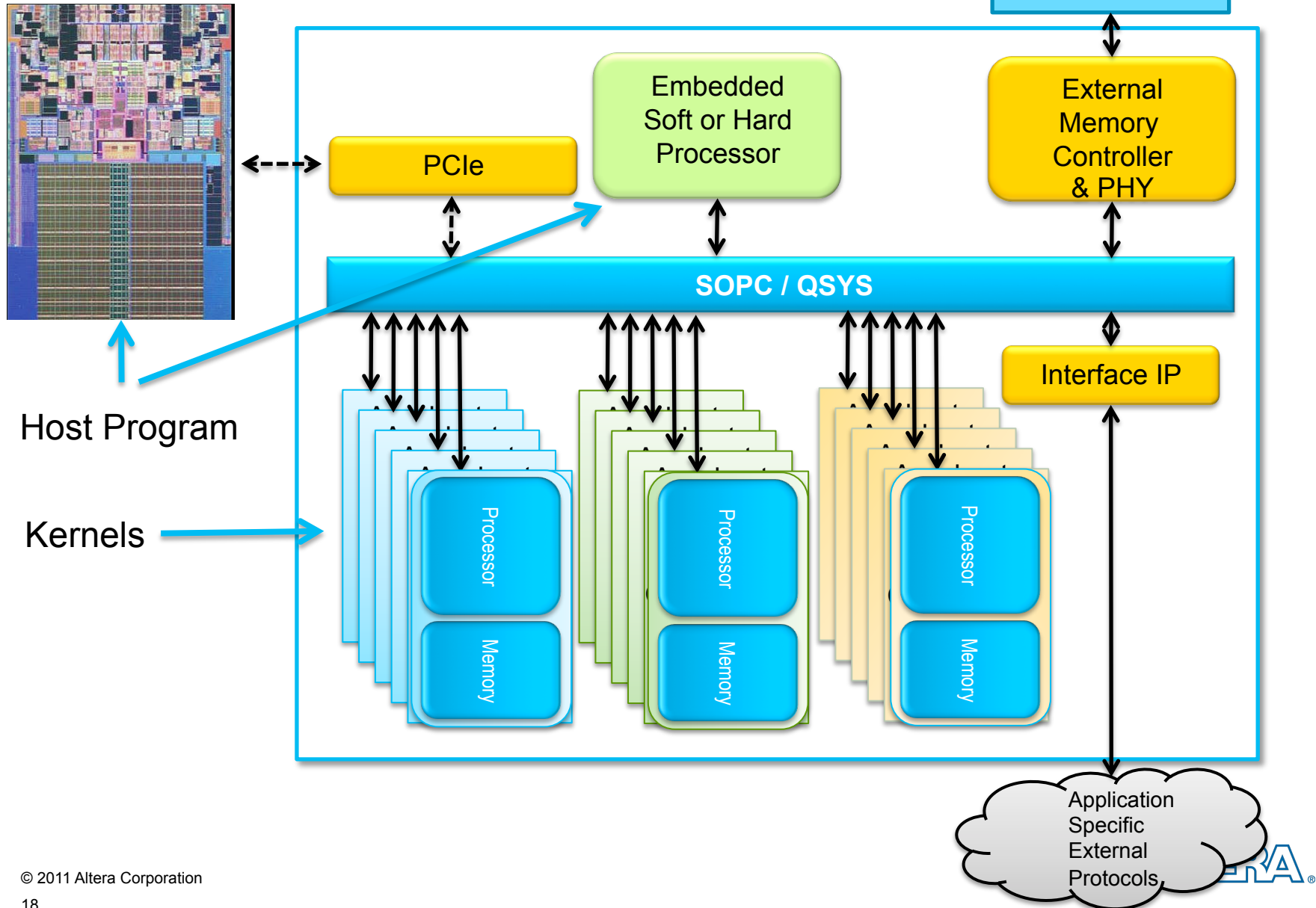
*External host*



*Embedded*



# OpenCL FPGA Target



# OpenCL : FPGA Programming Model

- OpenCL is a **standard multi-core programming model** that can be used to provide a higher-level layer of abstraction for FPGAs
- Research challenges abound
  - Need to collaborate with academics, third parties and members of the Khronos group
    - Require libraries, kernel compilers, debugging tools, pre-defined templates, etc.
  - We have to consider that our “competition” is no longer just other FPGA vendors
    - A broad spectrum of programmable multi-core devices targeting different market segments

# Thank You

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# OpenCL Driving Forces

- Attempt at driving an **industry standard** parallel language across platforms
  - CPUs, GPUs, Cell Processors, DSPs, and even FPGAs
- So far driven by applications from:
  - **The consumer space**
    - Image Processing & Video Encoding
    - 1080p video processing on mobile devices
    - Augmented reality & Computational Photography
  - **Game programming**
    - More sophisticated rendering algorithms
  - **Scientific / High Performance Computing**
    - Financial, Molecular Dynamics, Bioinformatics, etc.

# Challenges

- OpenCL's compute model targets an “abstract machine” that is not an FPGA
  - Hierarchical array of processing elements
  - Corresponding hierarchical memory structure
- It is more difficult to target an OpenCL program to an FPGA than targeting more natural hardware platforms such as CPUs and GPUs
  - These problems are research opportunities ☺