



University  
POLITEHNICA  
of Bucharest



Faculty of  
Automatic Control  
and Computers



Computer Science  
and Engineering  
Department

# Compiler for Vector Processing and Frequency Scaling at Instruction Level

---

Master Project - September 2014

Author

Laura Vasilescu  
laura.vasilescu@cti.pub.ro

Scientific Advisor(s)

ș.l. dr. ing. Lucian Petrică (ETTI)  
ș.l. dr. ing. Răzvan Deaconescu (ACS)



biology



biology  
+  
mathematics



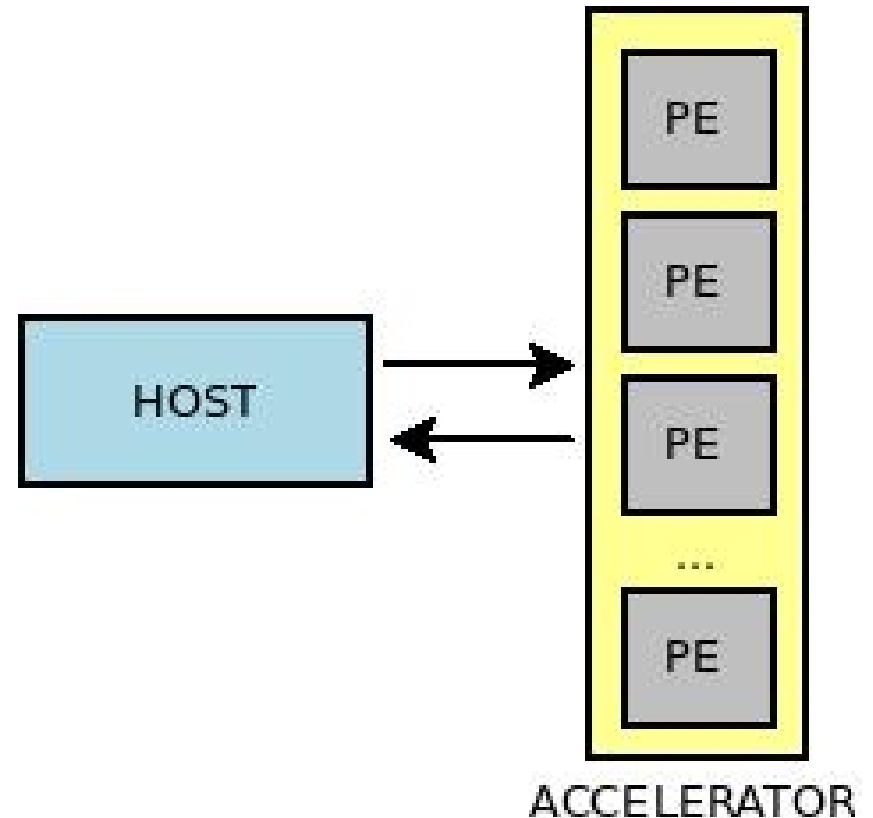
biology  
+  
mathematics  
+  
algorithms design



biology  
+  
mathematics  
+  
algorithms design  
+  
**hardware design**



biology  
+  
mathematics  
+  
algorithms design  
+  
**hardware design**





**ConnexArray** - architecture designed for computer vision applications



**ConnexArray** - architecture designed for computer vision applications

- development process: **heavy**





**ConnexArray** – architecture designed for computer vision applications

- development process: **heavy**
  - specific assembly



**ConnexArray** – architecture designed for computer vision applications

- development process: **heavy**
  - specific assembly
  - rewrite any application



- run computer vision applications



- run computer vision applications
- write applications in an architecture independent programming language



- run computer vision applications
- write applications in an architecture independent programming language
- optimize the running process



- **Compiler for ConnexArray**



- **Compiler for ConnexArray**
  - modularity



- **Compiler for ConnexArray**
  - modularity
  - easy to extend





- **Compiler for ConnexArray**
  - modularity
  - easy to extend
  - no hard-constraints for a programming language



- **Compiler for ConnexArray**
  - modularity
  - easy to extend
  - no hard-constraints for a programming language
  - frequency scaling at instruction level (**VASILE**)



Computer Vision Applications

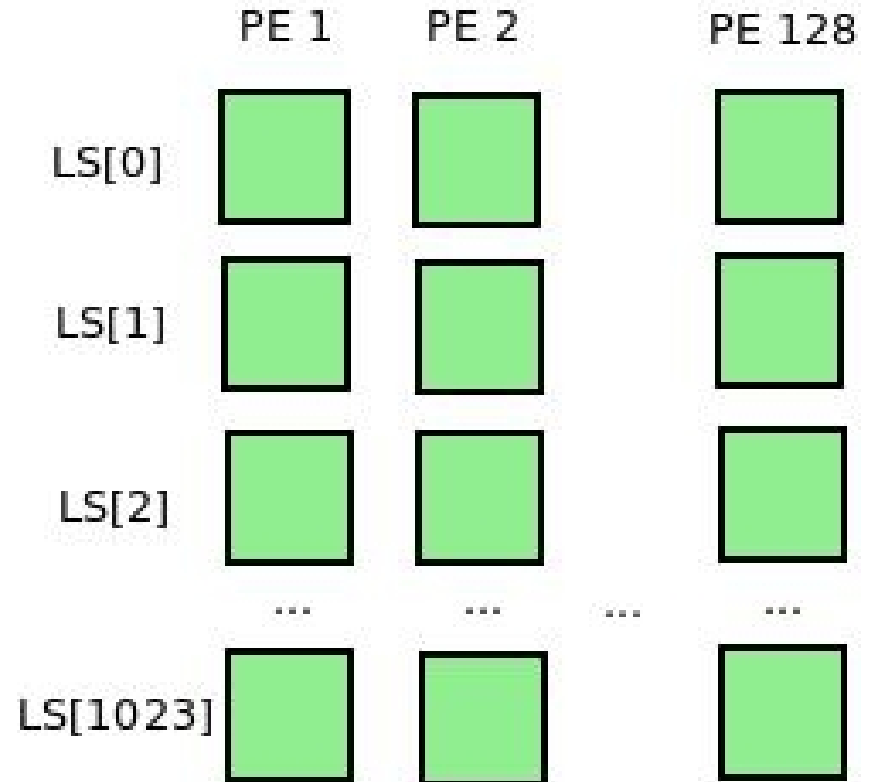
OpenCL Compiler

ConnexArray/VASILE Hardware



# ConnexArray Architecture

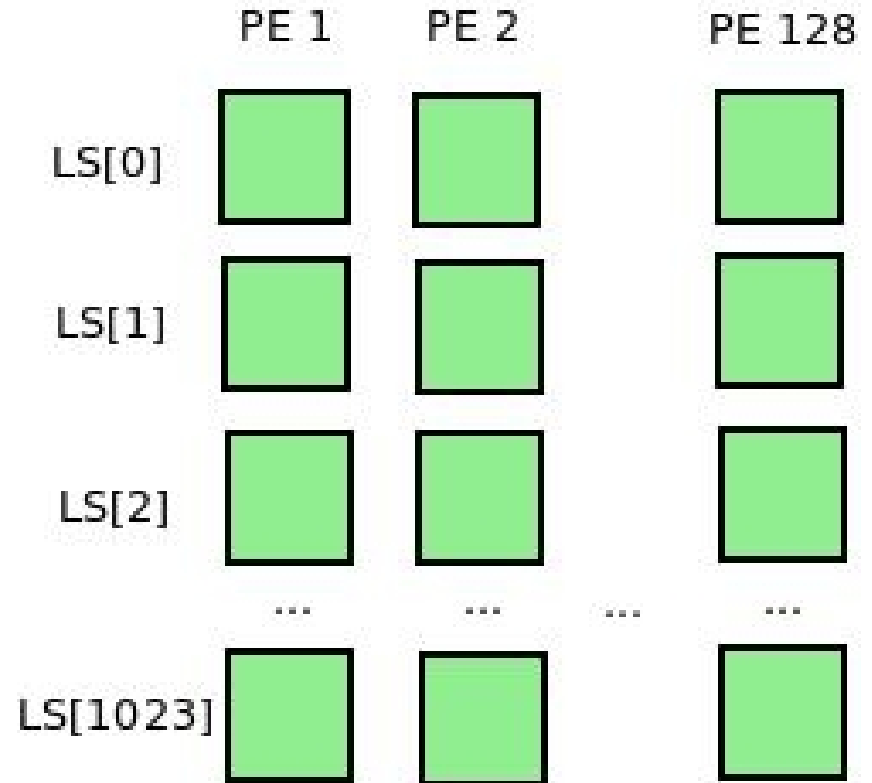
- SIMD architecture





# ConnexArray Architecture

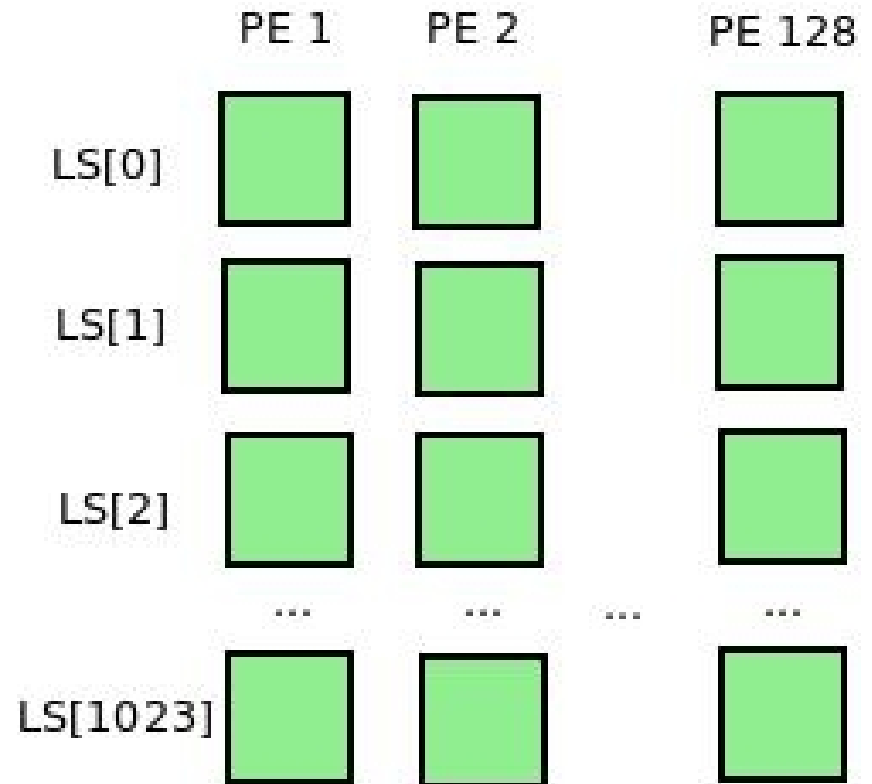
- SIMD architecture
- 128 execution units





# ConnexArray Architecture

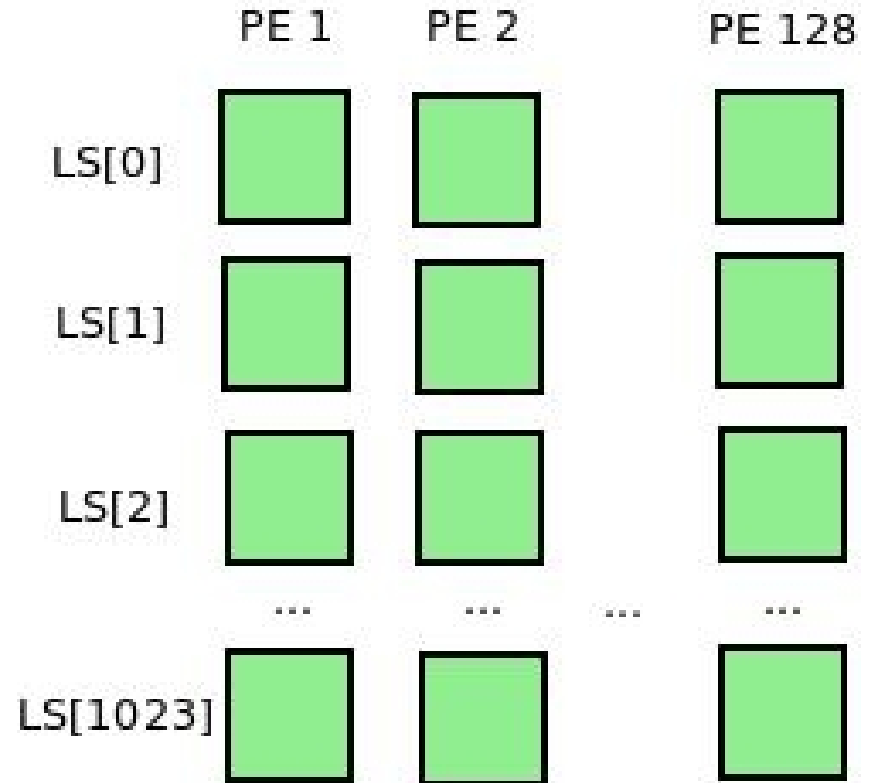
- SIMD architecture
- 128 execution units
- implemented in FPGA





# ConnexArray Architecture

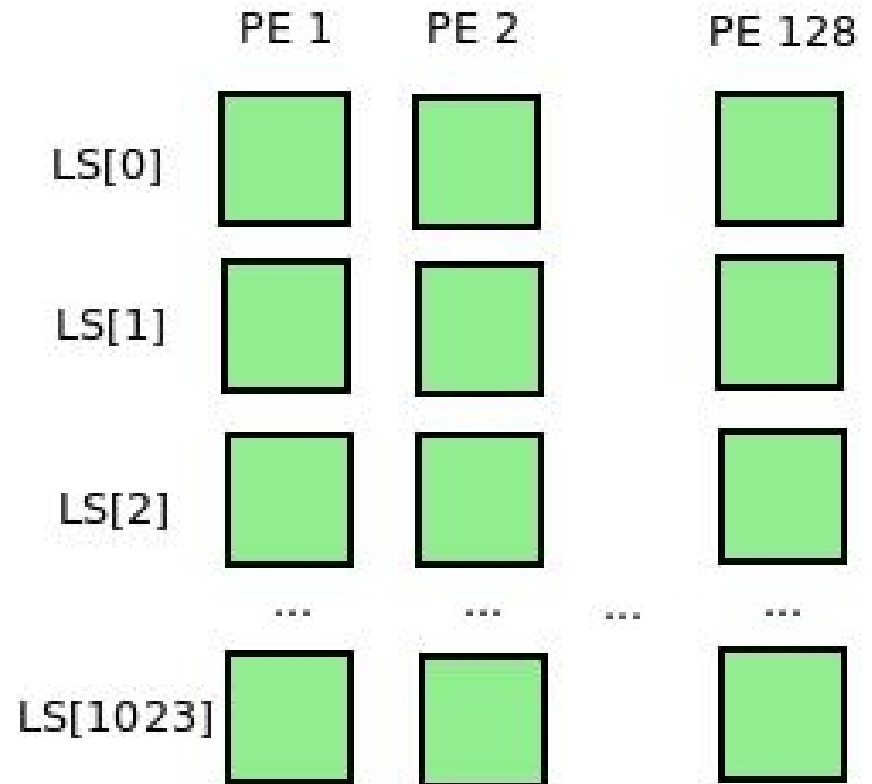
- SIMD architecture
- 128 execution units
- implemented in FPGA
- custom ISA





# ConnexArray Architecture

- SIMD architecture
- 128 execution units
- implemented in FPGA
- custom ISA
- no control instructions

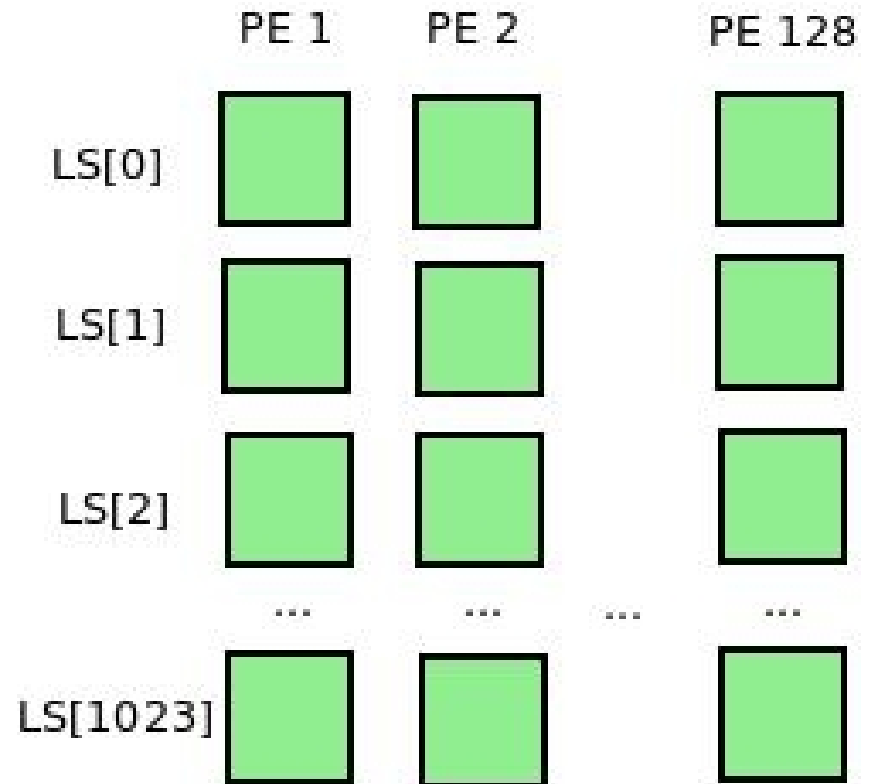






# ConnexArray Architecture

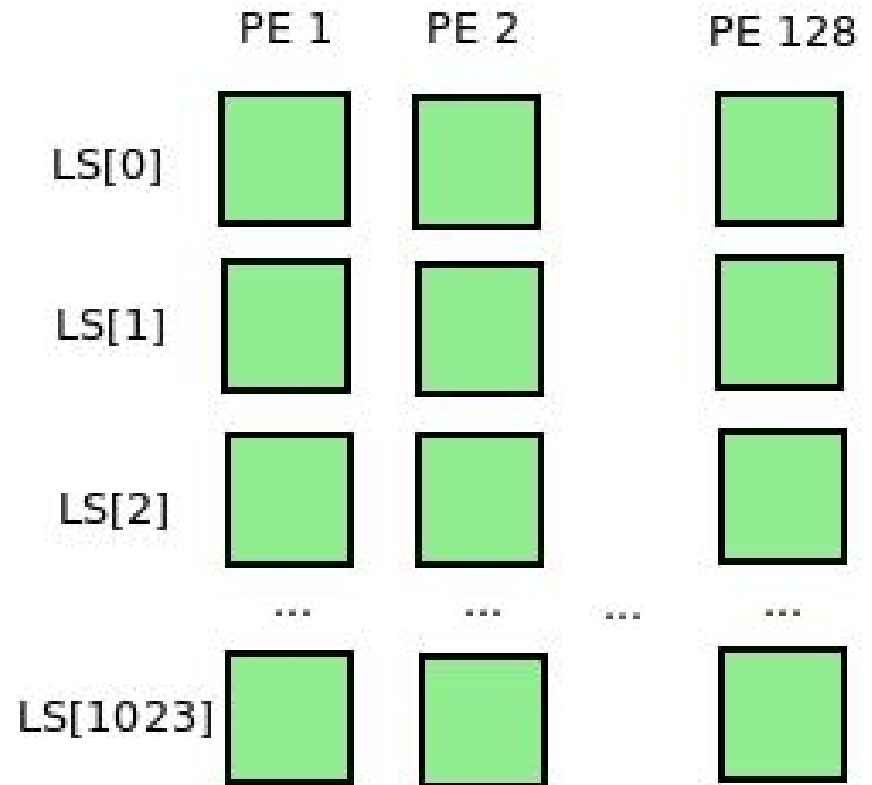
- SIMD architecture
- 128 execution units
- implemented in FPGA
- custom ISA
- no control instructions
- Local Store: 1024 cells





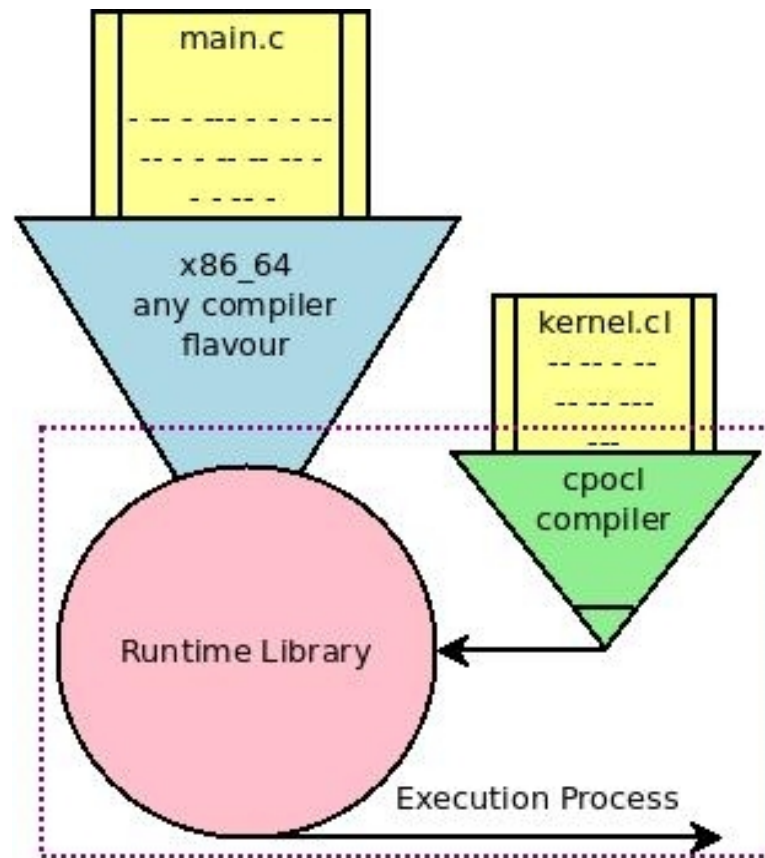
# ConnexArray Architecture

- SIMD architecture
- 128 execution units
- implemented in FPGA
- custom ISA
- no control instructions
- Local Store: 1024 cells
- memory:  
128 x 1024 x 2



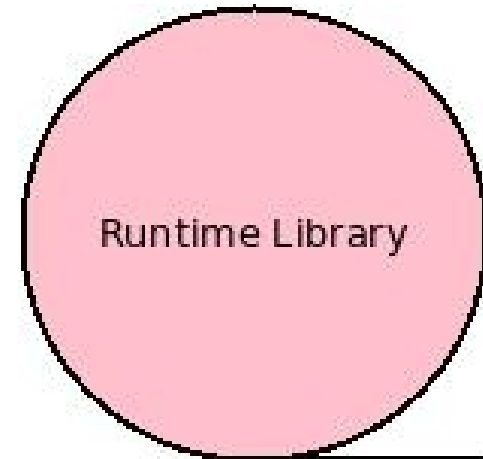


# OpenCL Compiler Infrastructure



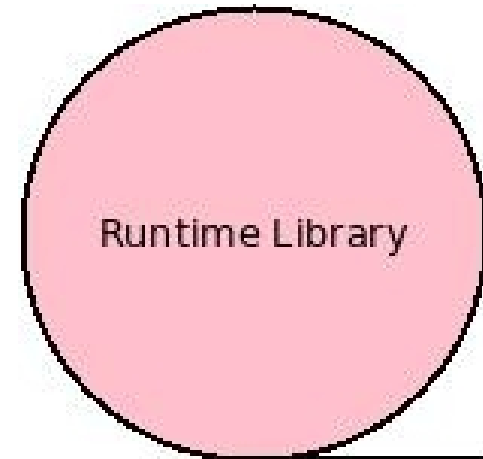


- implements OpenCL standard API



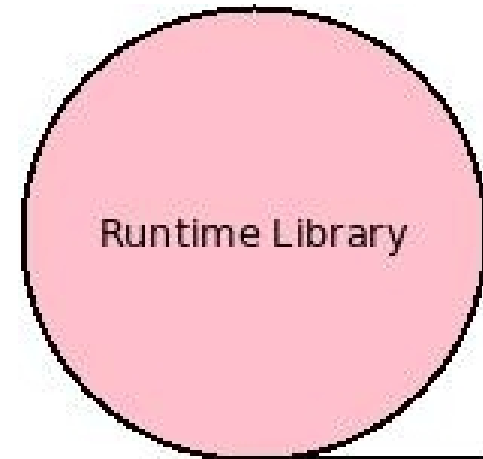


- implements OpenCL standard API
- memory management



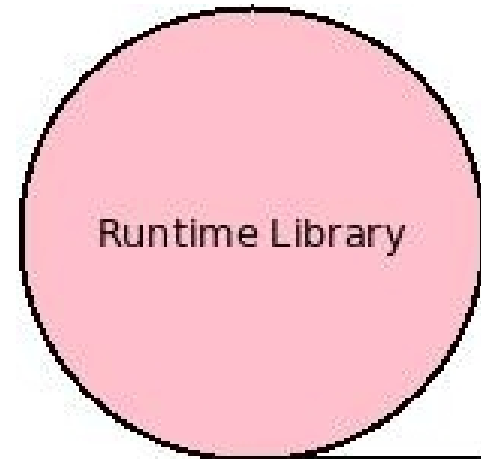


- implements OpenCL standard API
- memory management
- data transfers



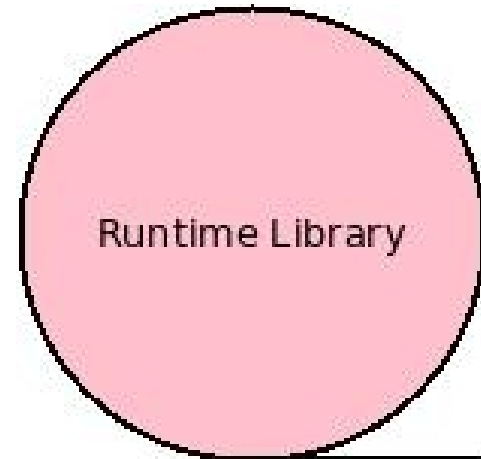


- implements OpenCL standard API
- memory management
- data transfers
- handles runtime compilation





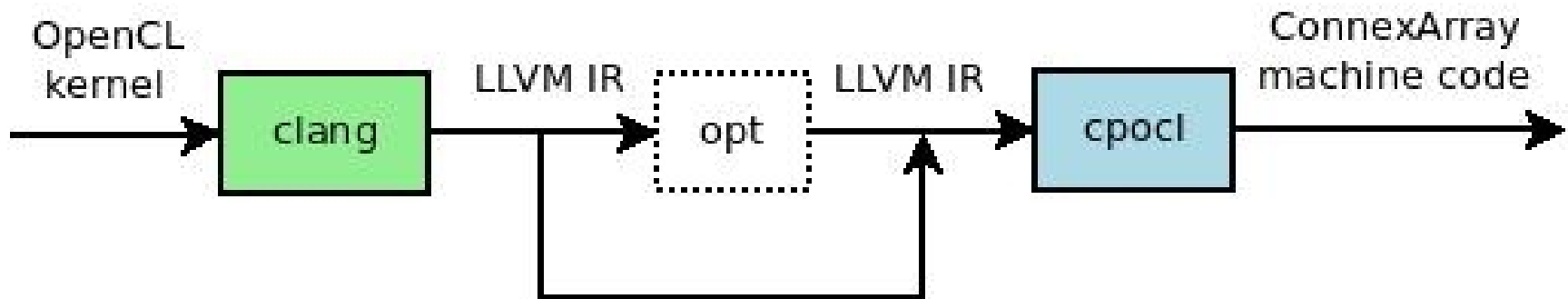
- implements OpenCL standard API
- memory management
- data transfers
- handles runtime compilation
- handles execution flow







# cpocl - ConnexArray CodeGen





- **V**ector **A**rchitecture for frequency **S**caling at **I**nstruction **L**evel
  - ConnexArray enhancement



- **V**ector **A**rchitecture for frequency **S**caling at **I**nstruction **L**evel
  - ConnexArray enhancement

## **Steps:**

- hardware profiling



- **V**ector **A**rchitecture for frequency **S**caling at **I**nstruction **L**evel
  - ConnexArray enhancement

## **Steps:**

- hardware profiling
- determine max. frequencies



- **V**ector **A**rchitecture for frequency **S**caling at **I**nstruction **L**evel
  - ConnexArray enhancement

## **Steps:**

- hardware profiling
- determine max. frequencies
- compiler configuration – loop tiling



SSD algorithm:  $\sum (a_i - b_i)^2$



SSD algorithm:  $\sum (a_i - b_i)^2$

<b>Instructions</b>	<b>Max. Freq. (Mhz)</b>	<b>Coverage</b>
Addition/Substraction	160	54 %
Multiplication/Division	117	34 %
Memory Access	160	12 %



# VASILE optimization - results

SSD algorithm:  $\sum (a_i - b_i)^2$





# VASILE optimization - results

SSD algorithm:  $\sum(a_i - b_i)^2$

	<b>Time (s)</b>
ConnexArray	1.397
VASILE	1.186



# VASILE optimization - results

SSD algorithm:  $\sum(a_i - b_i)^2$

	<b>Time (s)</b>
ConnexArray	1.397
VASILE	1.186

speedup: 1.178



- fully functional ConnexArray compiler

**Keywords:** computer vision, ConnexArray, compiler, frequency scaling



- fully functional ConnexArray compiler
  - modular

**Keywords:** computer vision, ConnexArray, compiler, frequency scaling



- fully functional ConnexArray compiler
  - modular
  - easy to extend

**Keywords:** computer vision, ConnexArray, compiler, frequency scaling



- fully functional ConnexArray compiler
  - modular
  - easy to extend
  - without hard-constraints for a programming language

**Keywords:** computer vision, ConnexArray, compiler, frequency scaling



- fully functional ConnexArray compiler
  - modular
  - easy to extend
  - without hard-constraints for a programming language
- frequency scaling optimization (VASILE):

**Keywords:** computer vision, ConnexArray, compiler, frequency scaling



- fully functional ConnexArray compiler
  - modular
  - easy to extend
  - without hard-constraints for a programming language
- frequency scaling optimization (VASILE):
  - Speedup: 1.178

**Keywords:** computer vision, ConnexArray, compiler, frequency scaling