

PRFloor: An Automatic Floorplanner for Partially Reconfigurable FPGA Systems

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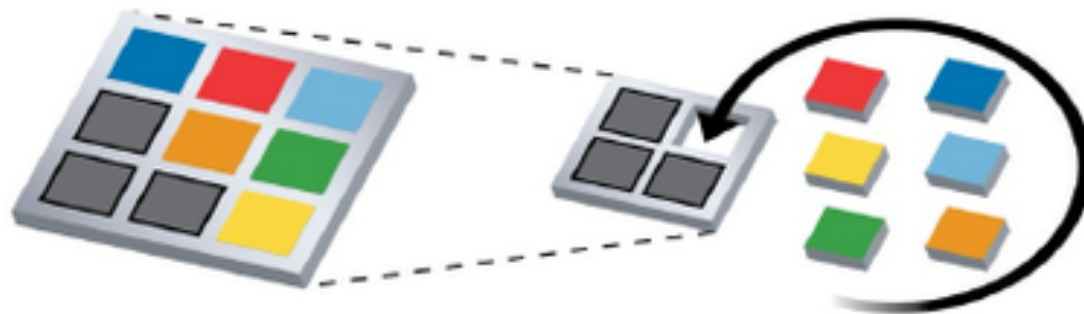


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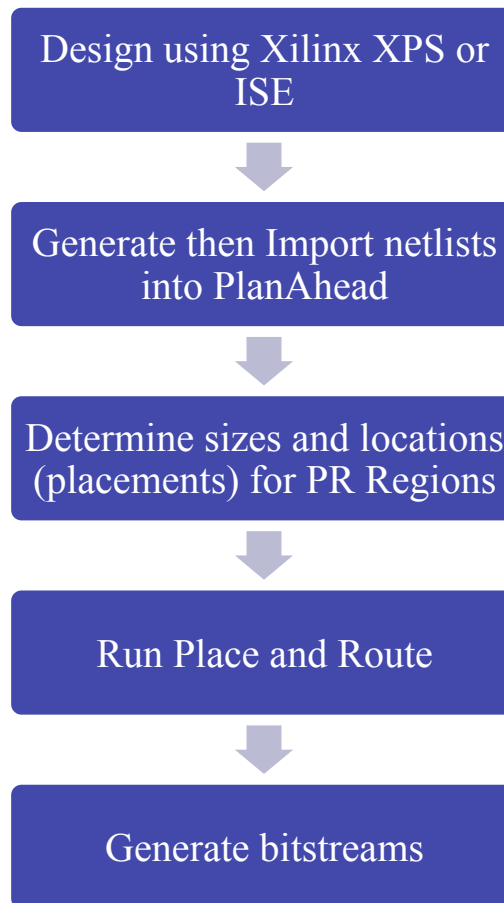


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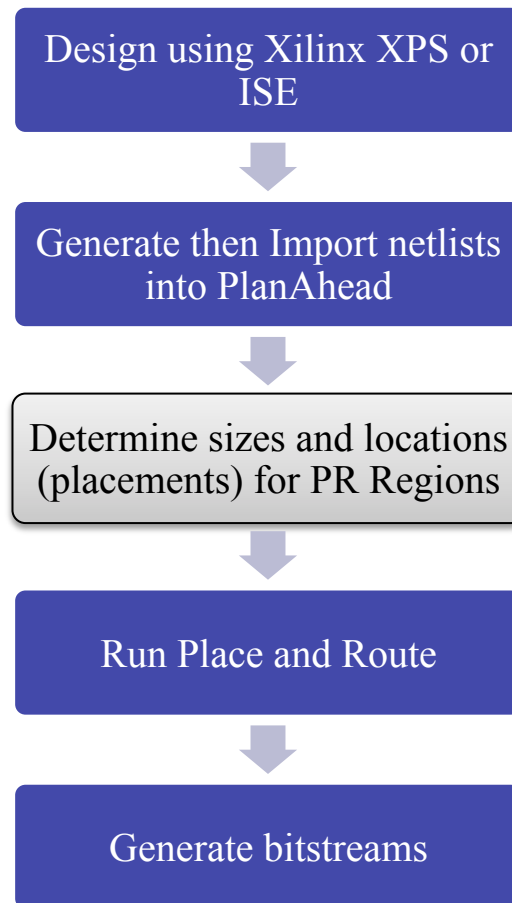
Partial Reconfiguration (PR)



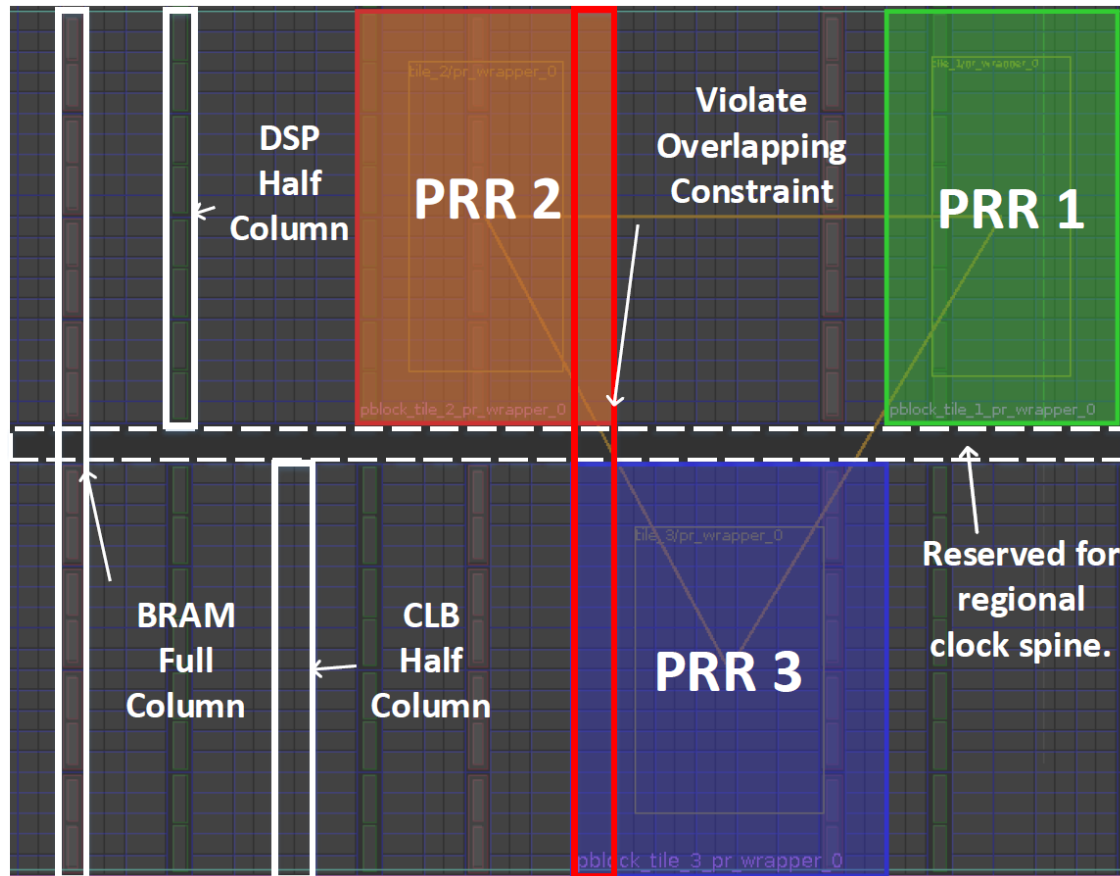
Xilinx ISE PR Design Flow



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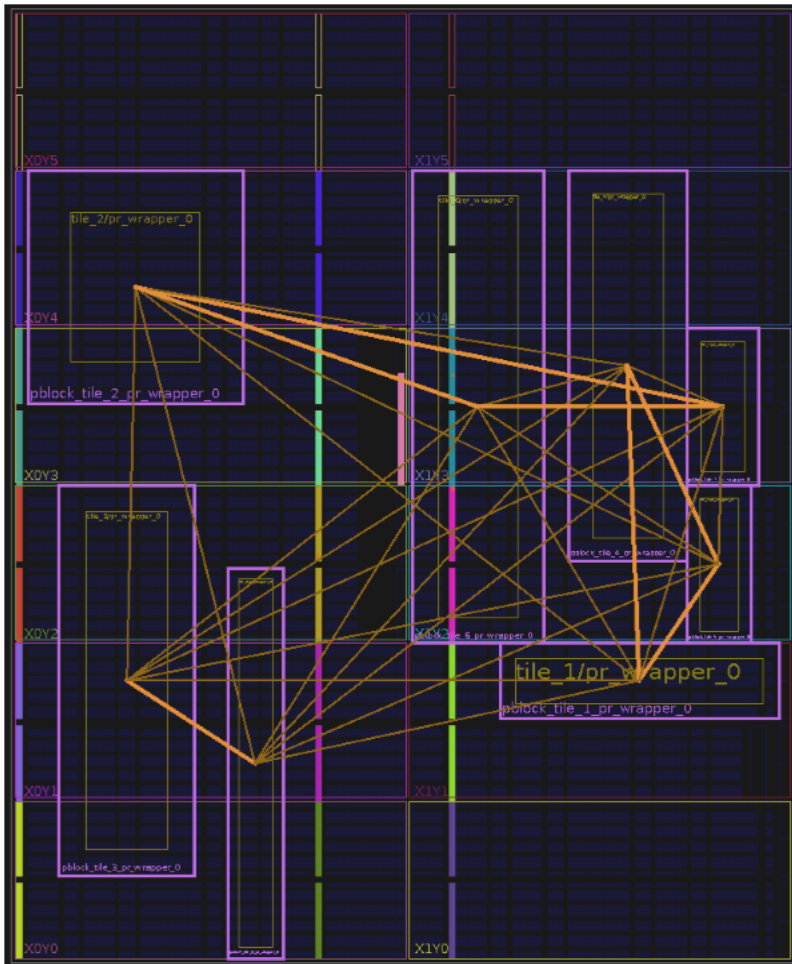
Floorplanning



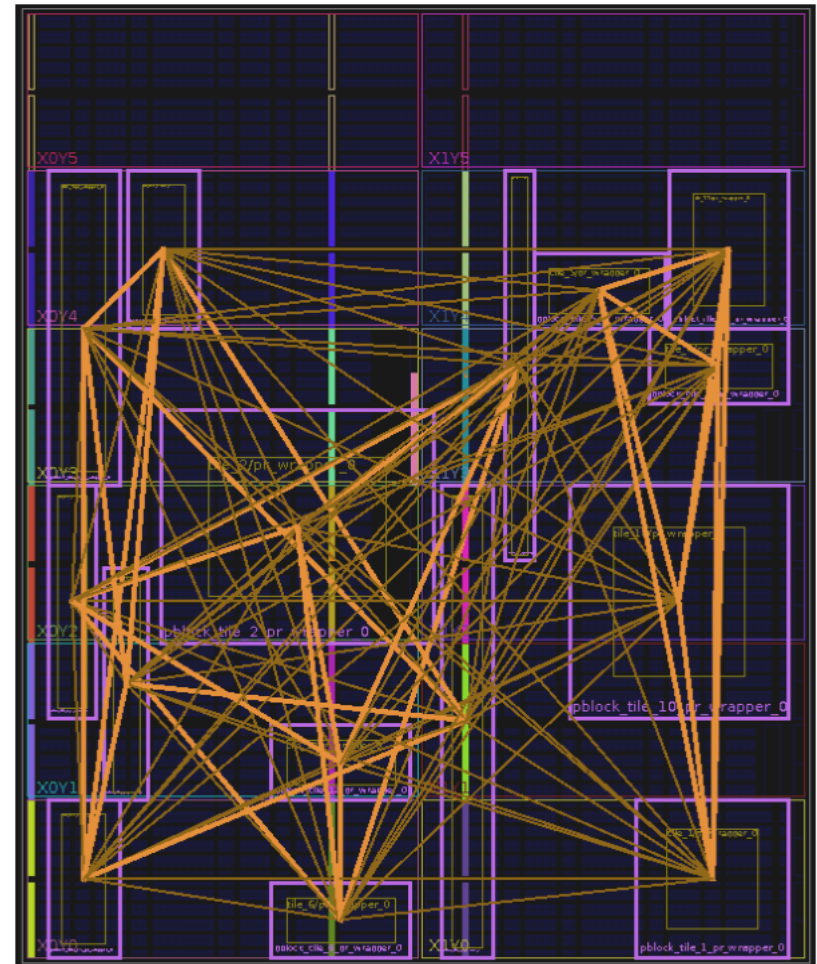
Problem?



Problem?

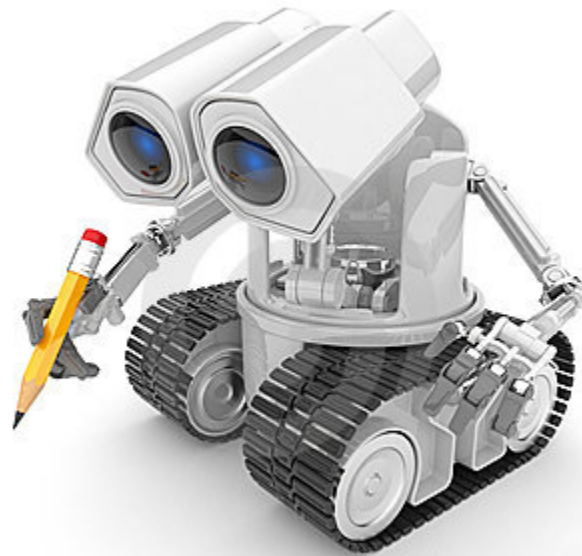


8 PRRs

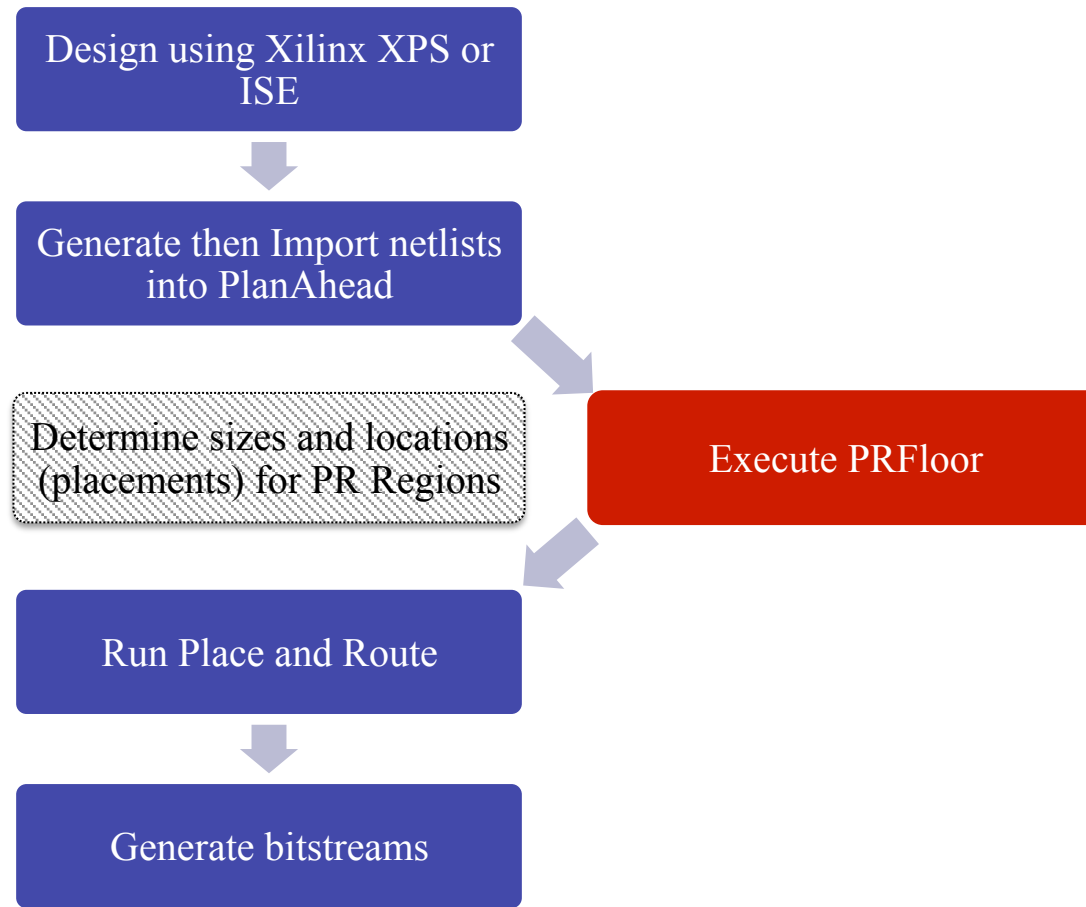


15 PRRs

So?



PRFloor

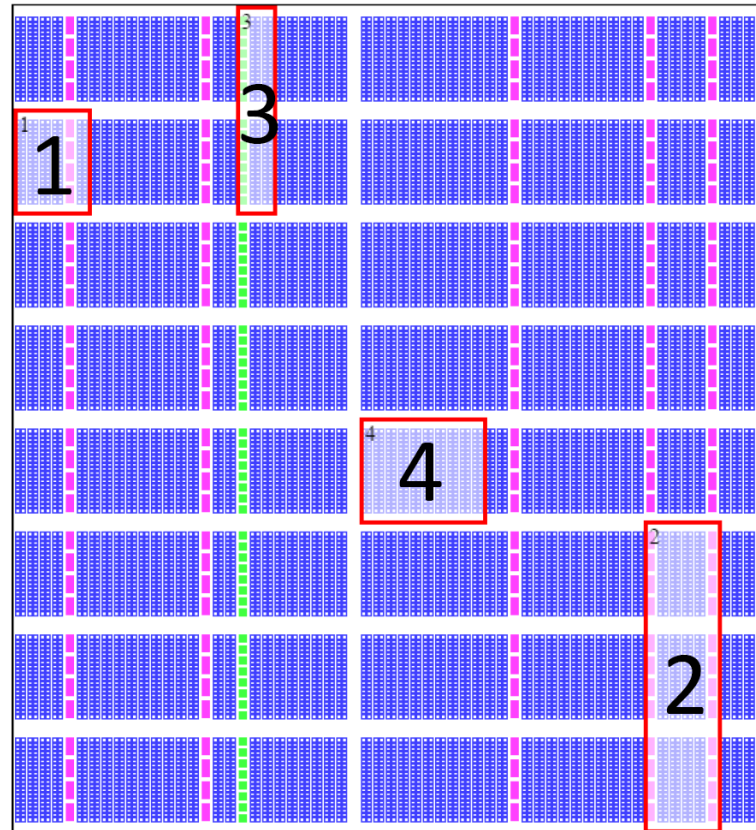


Common Issue of Previous Works

Only consider PR regions (PRRs)

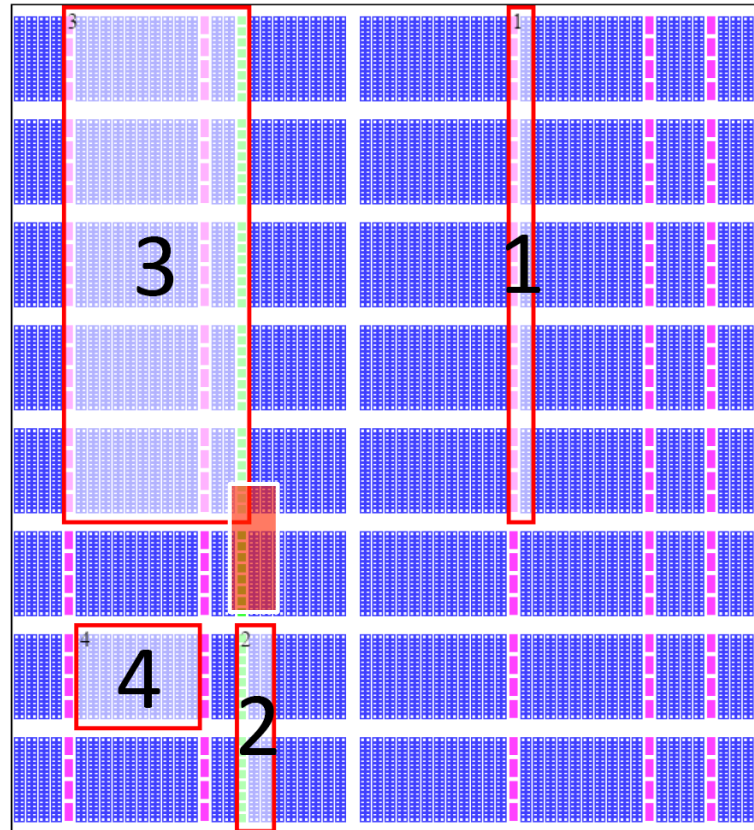
**[Rabozzi14, Duhem13, Vipin12, Bolchini11,
Montone11, Montone08]**

Common Issue



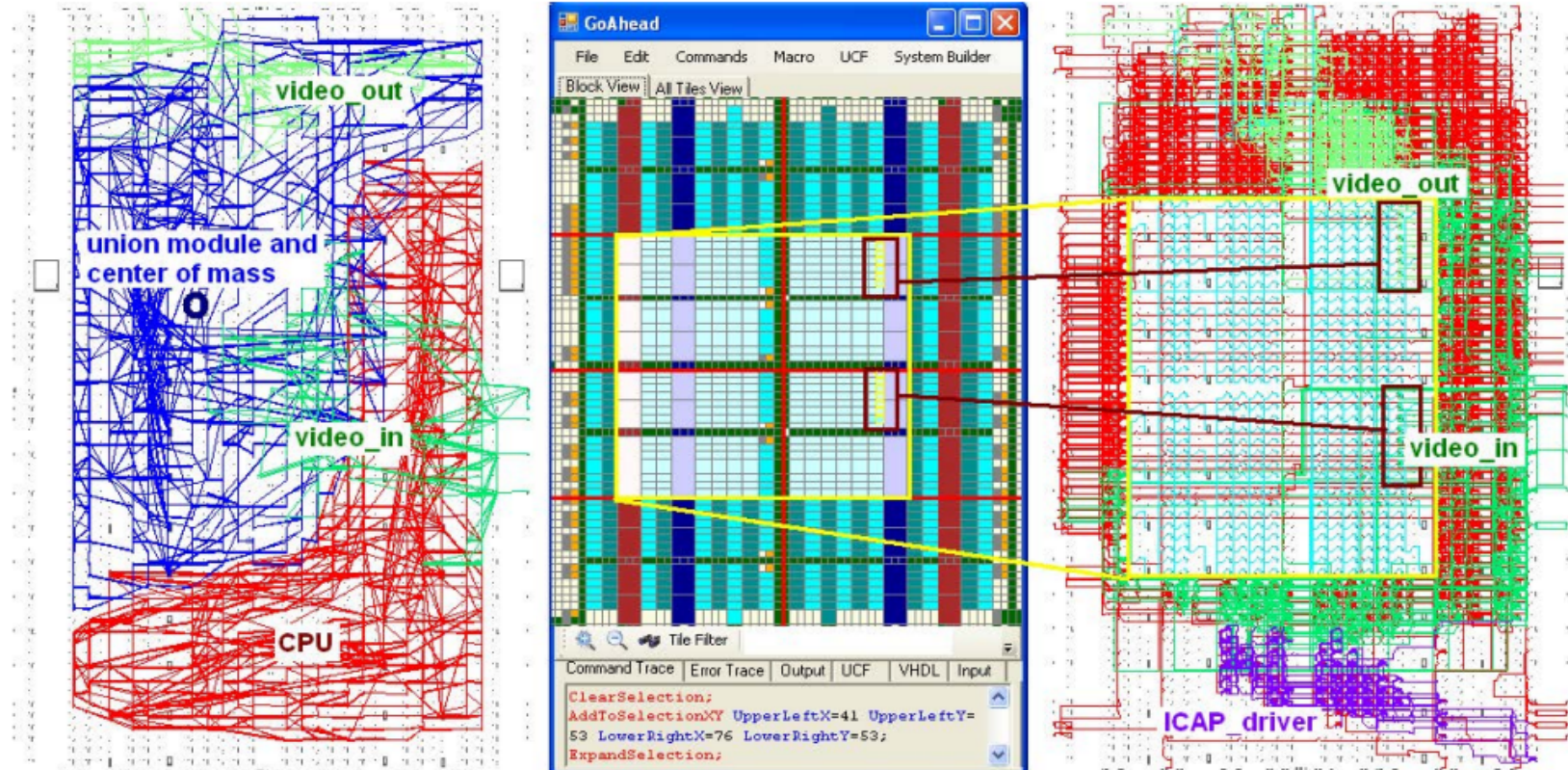
1. PRR 1 and 2 are too far away

Common Issue



2. There is not enough DSP left for static module

GOAHEAD [Beckhoff13]

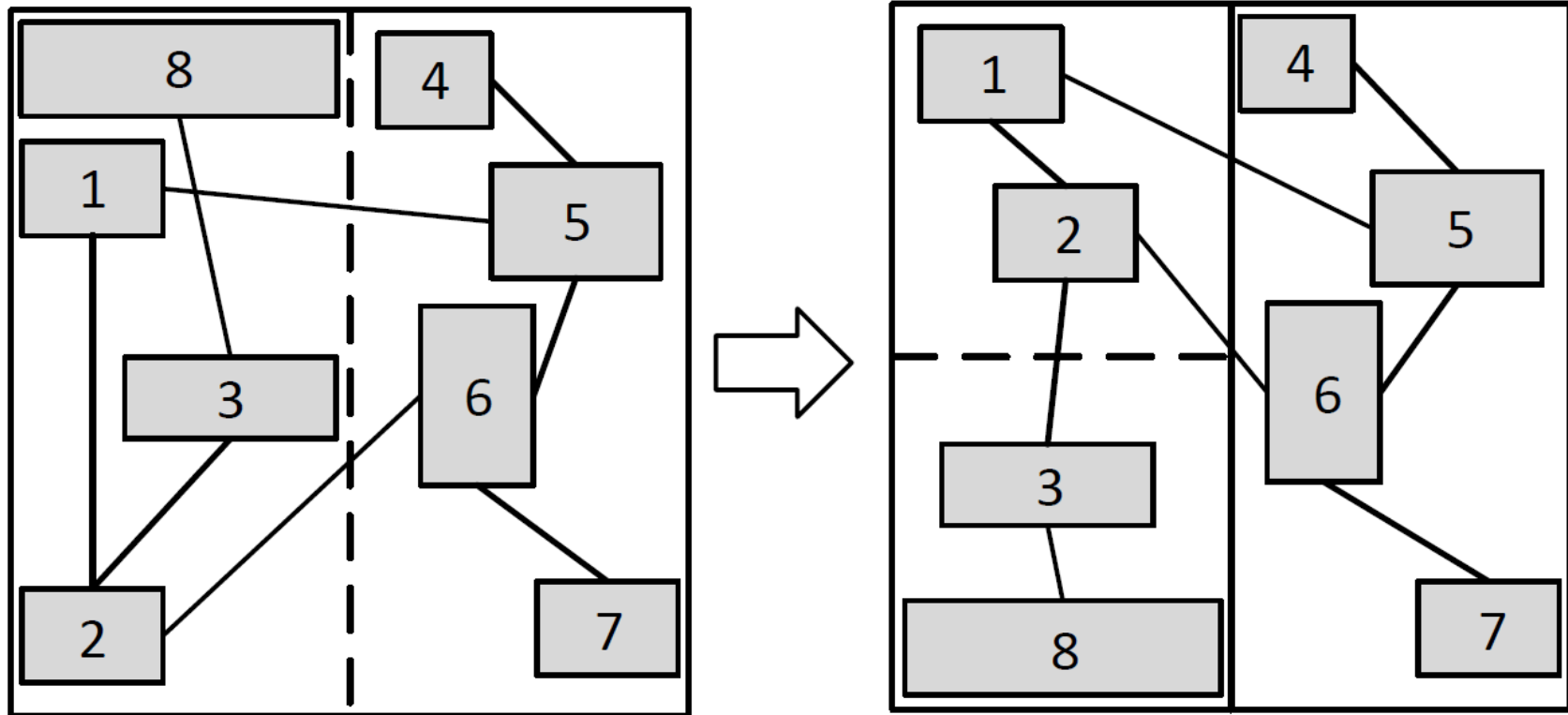


Another issue



There are so many (static + PR) modules in MPSoC, up to hundreds in total

Recursive Cut-size Driven Netlist Bi-partitioning

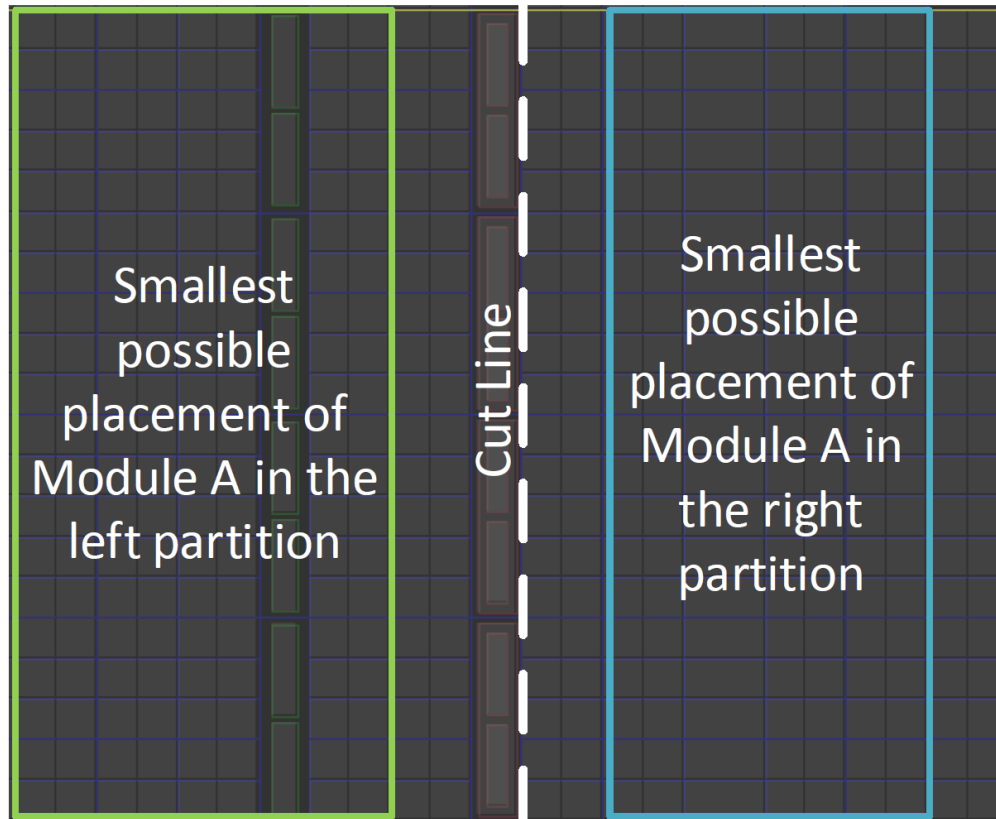


[Yan10] J. Z. Yan and C. Chu. DeFer: deferred decision making enabled fixed-outline floorplanning algorithm. *Computer-Aided Design of Integrated Circuits and Systems*, IEEE Transactions on, 29(3):367–381, 2010.

[Lim08] S. K. Lim. *Practical problems in VLSI physical design automation*. Springer, 2008.

[Cong06] J. Cong, M. Romesis, and J. R. Shinnerl. Fast floorplanning by look-ahead enabled recursive bipartitioning. *Computer-Aided Design of Integrated Circuits and Systems*, IEEE Transactions on, 25(9):1719–1732, 2006

Bipartitioning in FPGA



PRFloor - Overview

Find all possible placements for modules on FPGA



Use NLP-based bipartitioner to scatter the modules across the FPGA
Each module is assigned a preferred location called “anchor point”



The modules and their placements are heuristically filtered and sorted



Find the feasible combination of the placements

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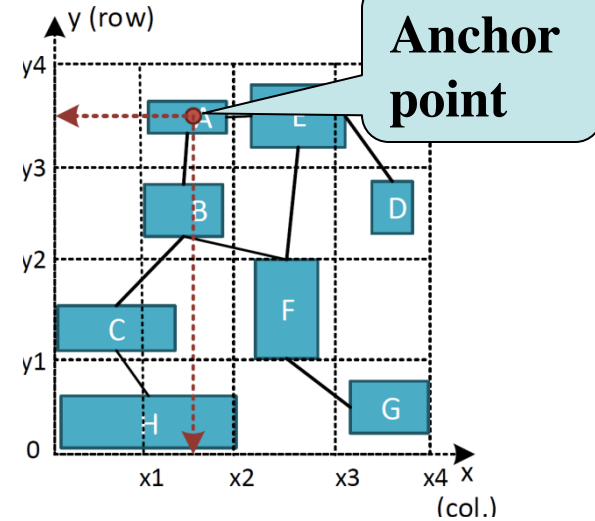
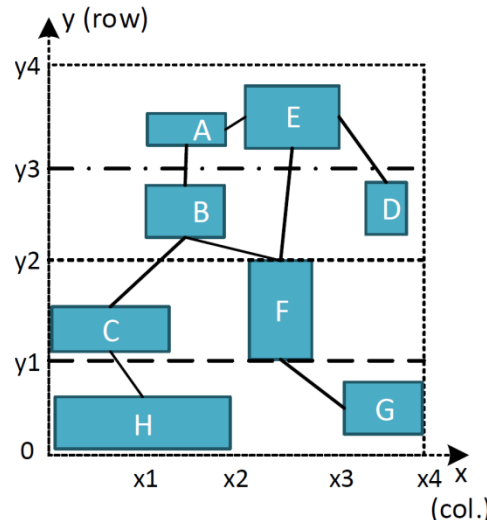
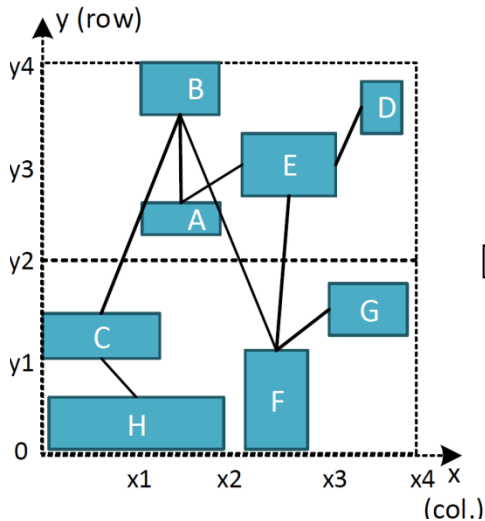
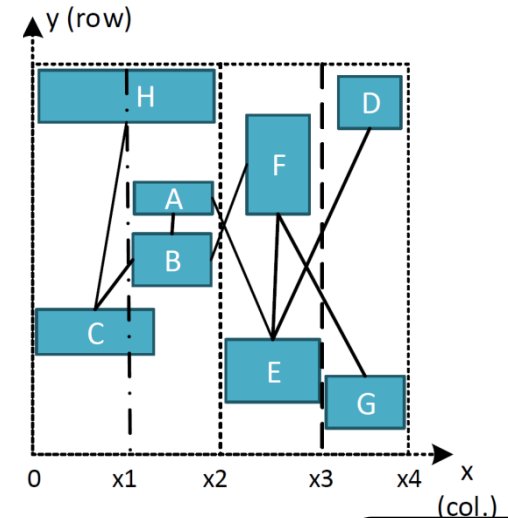
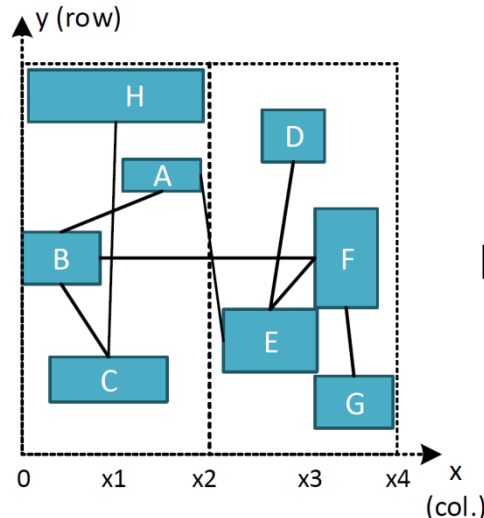
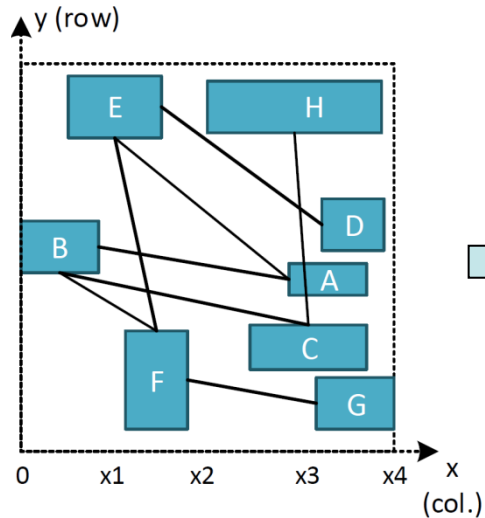


The modules and their placements are heuristically filtered and sorted



Find the feasible combination of the placements

Recursive Pseudo-bipartitioning Heuristic



Non-linear Integer Program (NLP)

$$nets_{ij} = n_{ij} * (1 - m_i) * m_j + n_{ij} * m_i * (1 - m_j) \quad (1)$$

$$= n_{ij} * (m_i + m_j - 2 * m_i * m_j) \quad (2)$$

The number of nets between 2 modules that cross 2 partitions

Objective:

$$\sum_i m_i * \sum_{j \neq i} n_{ij} - 2 * \sum_i m_i * \sum_{j \neq i} (n_{ij} * m_j) \quad (3)$$

The total number of crossing-nets between all modules

Subject to:

$$Total0_{CLB} = \sum_i ((1 - m_i) * CLB0_i) \leq MAX0_{CLB} \quad (4)$$

$$Total1_{CLB} = \sum_i (m_i * CLB1_i) \leq MAX1_{CLB} \quad (5)$$

The total number of CLBs occupied by the modules in each partition should not exceed the available CLB in that partition

$$ub_{lower} * Total0_{CLB} \leq ub_{upper} * Total1_{CLB} \quad (6)$$

$$ub_{lower} * Total1_{CLB} \leq ub_{upper} * Total0_{CLB} \quad (7)$$

Balance the number of CLBs occupied in two partitions



GUROBI
OPTIMIZATION

PRFloor - Overview

Find all possible placements for modules on FPGA



Scatter the modules across the FPGA surface as uniformly as possible.
Each module is assigned a preferred location called “anchor point”



The modules and their placements are heuristically filtered and sorted



Find the feasible combination of the placements

PRFloor - Overview

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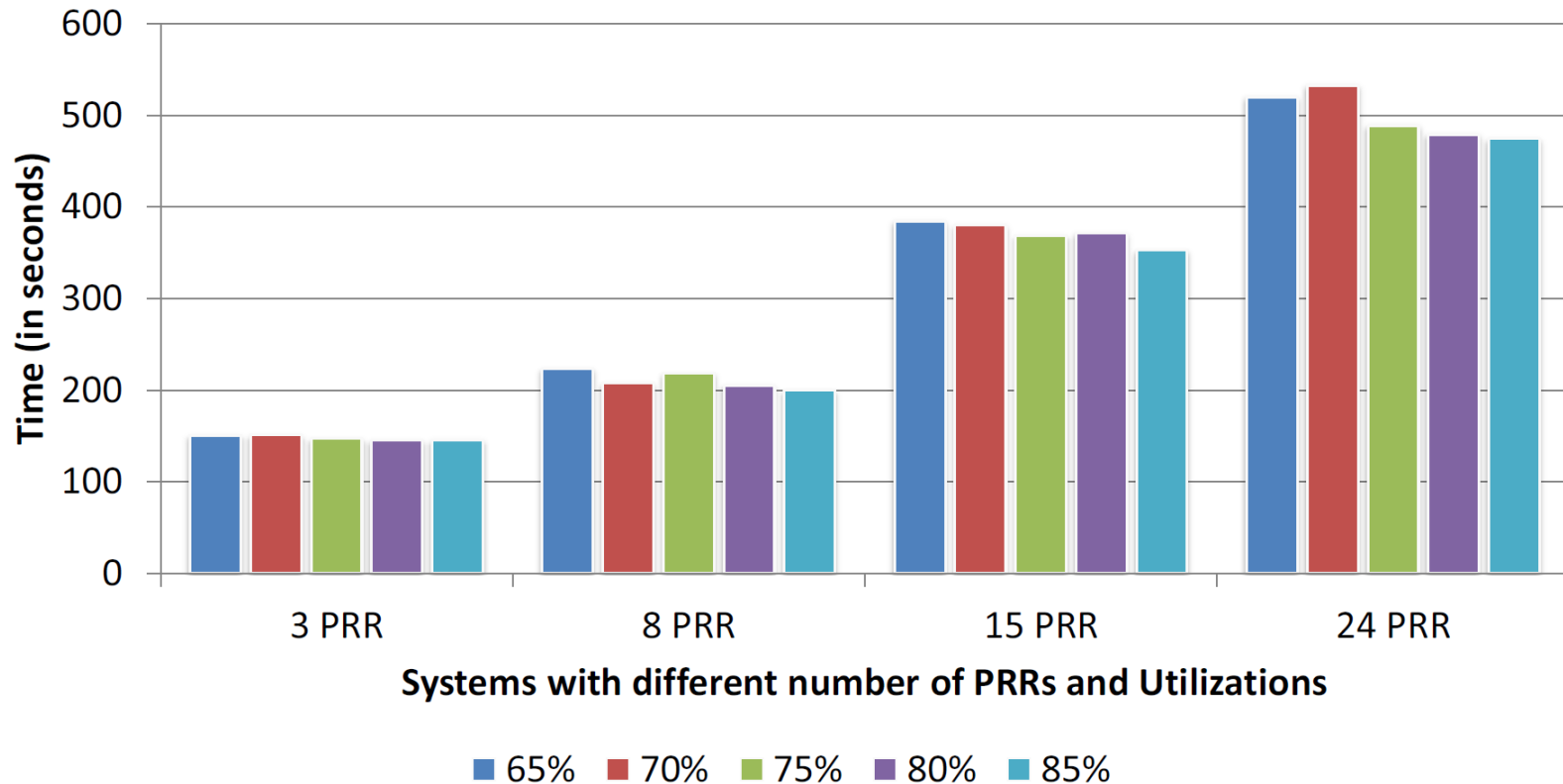


Find the feasible combination of the placements

Experiments: Synthetic Systems

| System | No. Mod | %CLB | %BRAM | %DSP |
|---------|---------|-----------------------------------|---------------------------------|---|
| 3 PRRs | 99 | 65% → 85% (41% → 60%) | 42% → 60% (9% → 26%) | 6% → 13% (4% → 11%) |
| 8 PRRs | 116 | 65% → 85% (36% → 56%) | 28% → 31% (16% → 19%) | 14.5% → 15.1% (11.1% → 11.7%) |
| 15 PRRs | 130 | 65% → 87.8% (34% → 57%) | 45% → 53% (27% → 34%) | 25% → 28% (22% → 25%) |
| 24 PRRs | 126 | 65% → 85% (33% → 52%) | 45% → 60% (21% → 36%) | 23% → 32% (22% → 31%) |

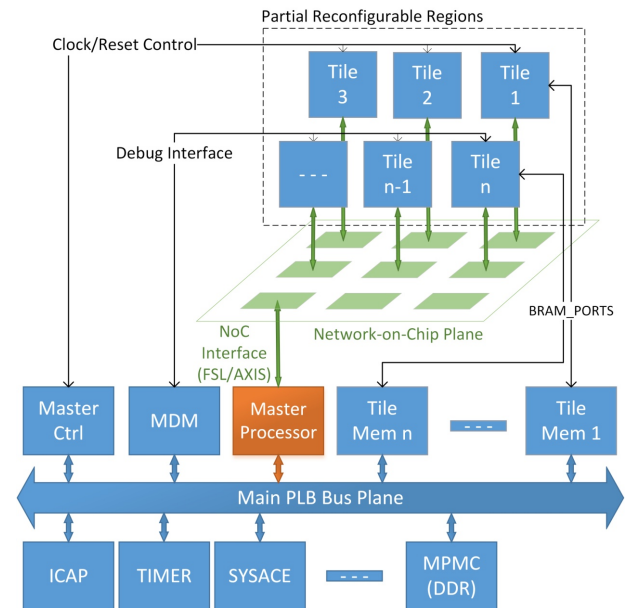
Execution Time



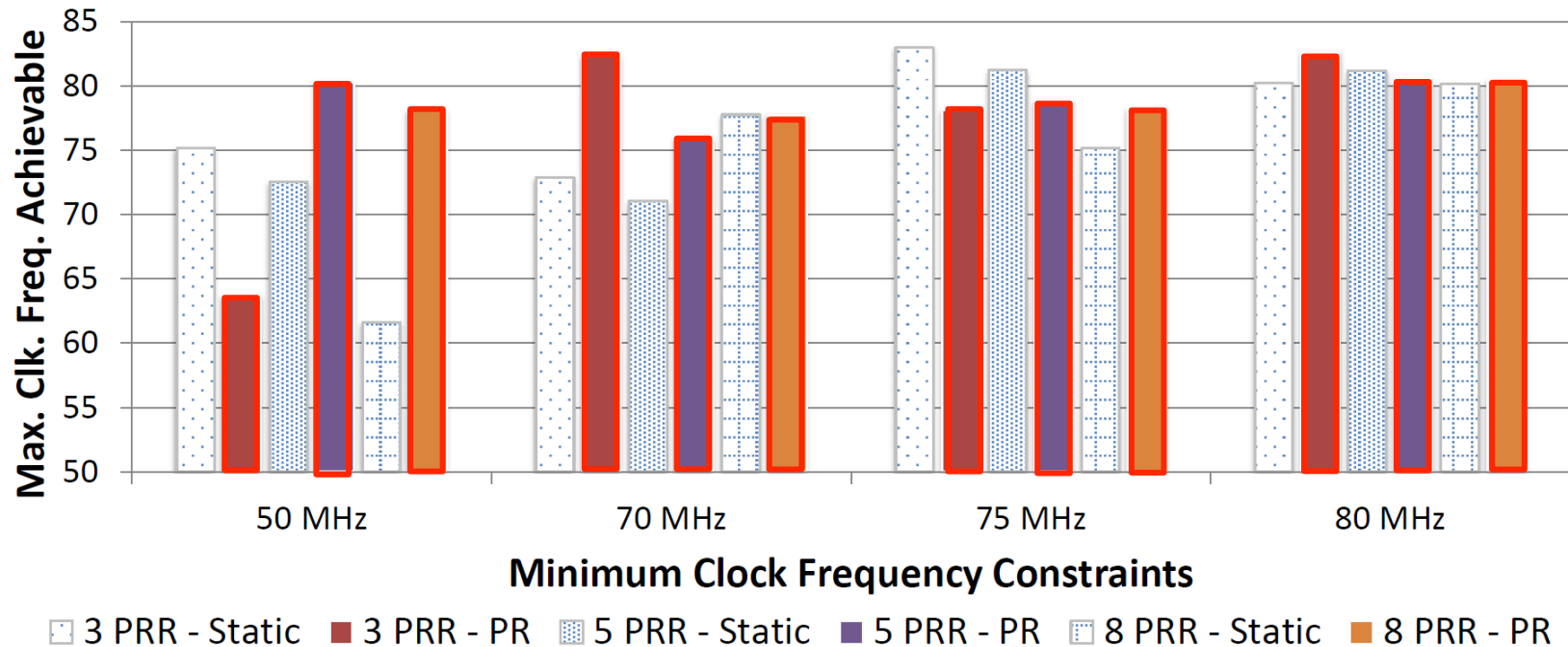
Increases almost linearly with the number of modules

Experiments: Real systems

- **Instantiate PR-HMPSoC [Nguyen14] with varying number of PRRs (3 to 8)**
- **Compare the maximum achievable clock frequency with the comparable static system**

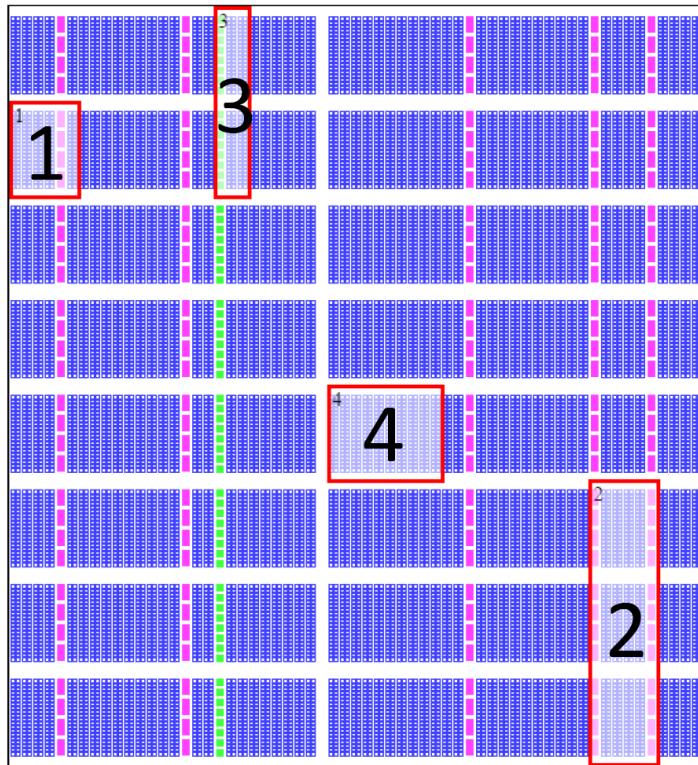


PR Systems vs. Static Systems

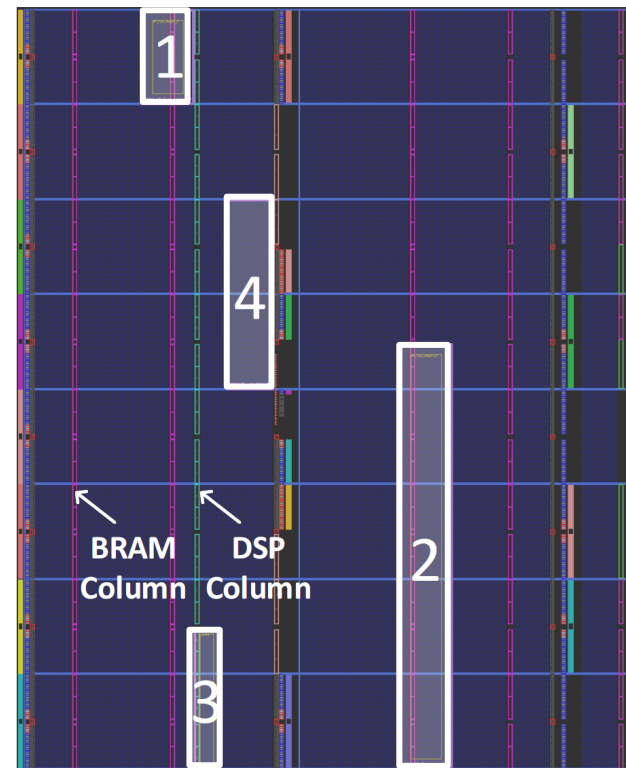


The maximum clock frequency results obtained from PR systems are not worse than the static ones.

Compare with [Rabozzi14]

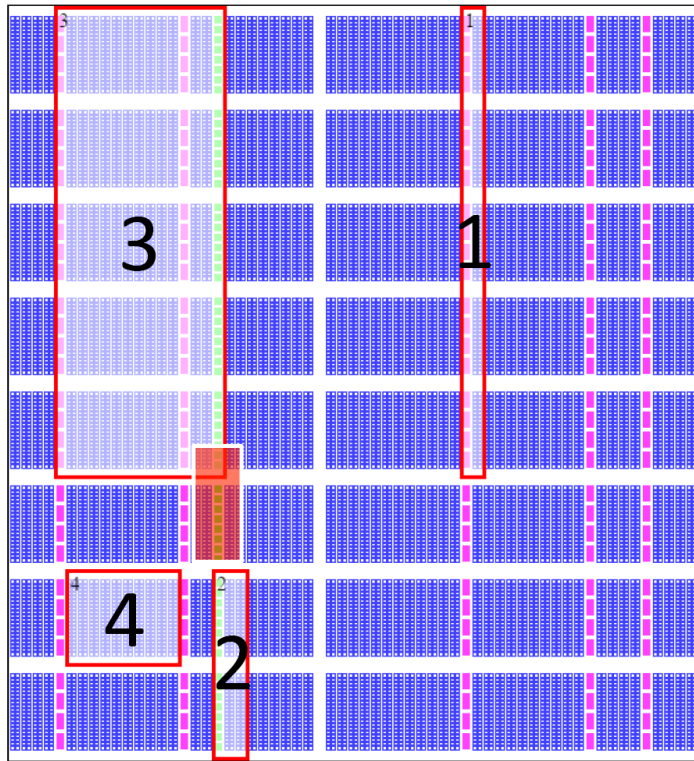


PRR 1 and 2 are too far away

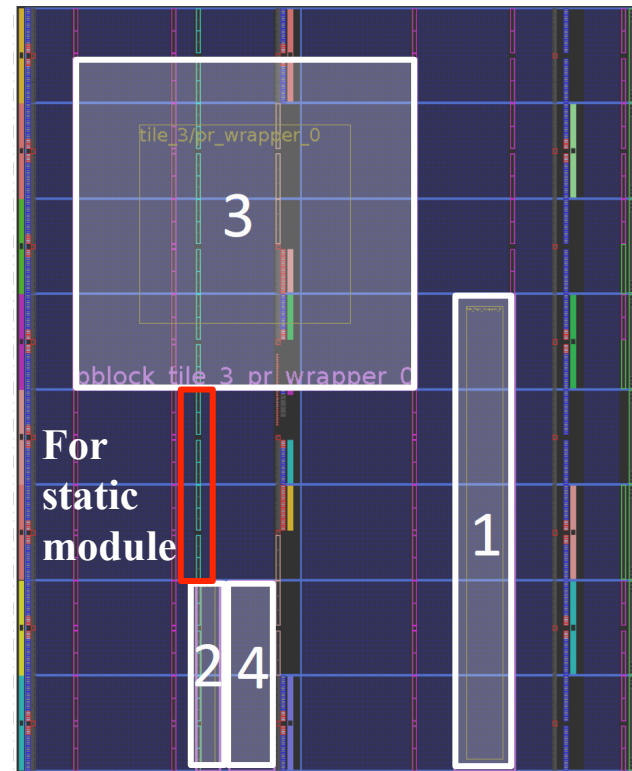


Wastage is 19% lower
Total Manhattan distances
is 35% smaller

Compare with [Rabozzi14]



There is not enough DSP left for static module



There is sufficient DSP resources for static module

Conclusion

- **The automatic floorplanner, PRFloor, is presented with the NLP-based bipartitioner**
- **PRFloor can provide high quality result in couple of minutes**

Future Work

- **Improve the quality and performance**
 - Control the designer choices over wire-length or wastage better
 - Accelerate the first step of finding placements for modules
- **Support bitstream relocation [Oomen15]**

Demo

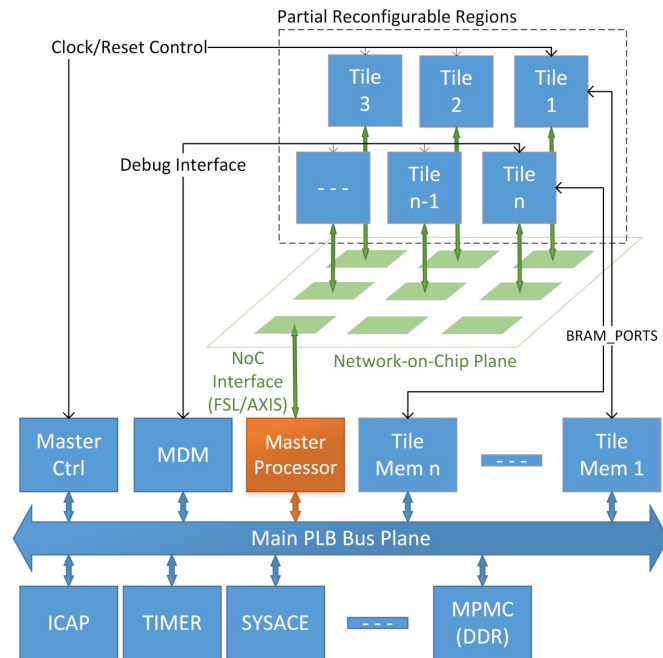
```
36     if "pr_module" is 0, this tile will be considered as normal module
37     however, setting "pr_module" to 0 has not been tested yet
38     -->
39     <processor name="tile_mb_hw" type="tile_mb_hw" pr_module="1" >
40     <!--properites of PR module -->
41     <pr_properties>
42
43     <!--
44     The "module_name" and "inst_name" must be identical to the name of PR module and its instance
name in Tile
45     -->
46     <pr_instance module_name="pr_wrapper" inst_name="pr_wrapper_0" />
47
48     <!--
49     "pr_variant" means different implementation of one PR module
50     PRGen will look for variant's netlist in: "./pr_netlist/<type>/<module_name>.ngc
51     the "netlist" field is ignored in the current version of PRGen but it must be there
52     You can add as many variants as you want for a Tile
53     -->
54     <pr_variant name="microblaze" type="microblaze" netlist="pr_netlist" />
55     <pr_variant name="adder_xor" type="hw_adder_xor" netlist="pr_netlist" />
56     </pr_properties>
57     </processor>
58 </tile>
59 <tile name="tile_2">
```

archgraph.xml [xml] [54,1] &ff

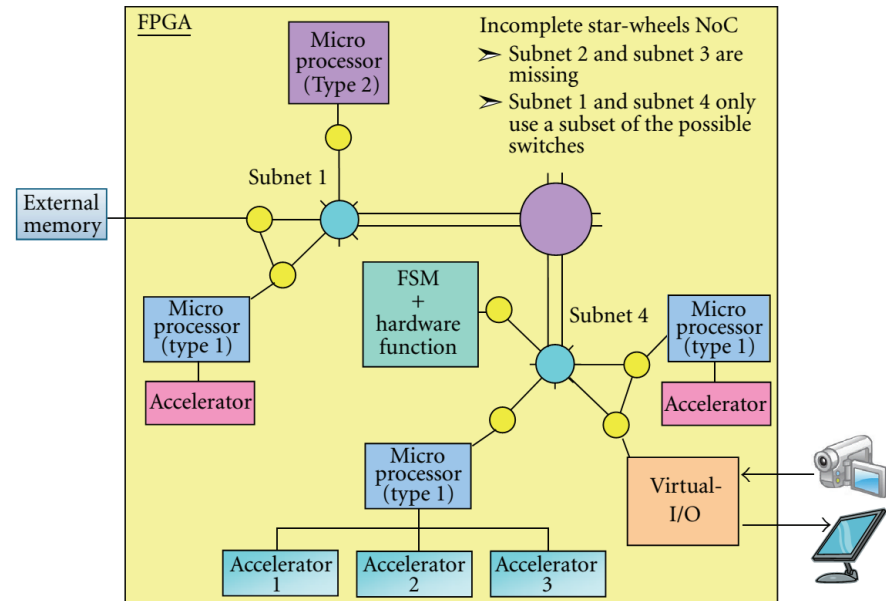
Thank you!

Appendix

Large PR MPSoC



[Nguyen14]

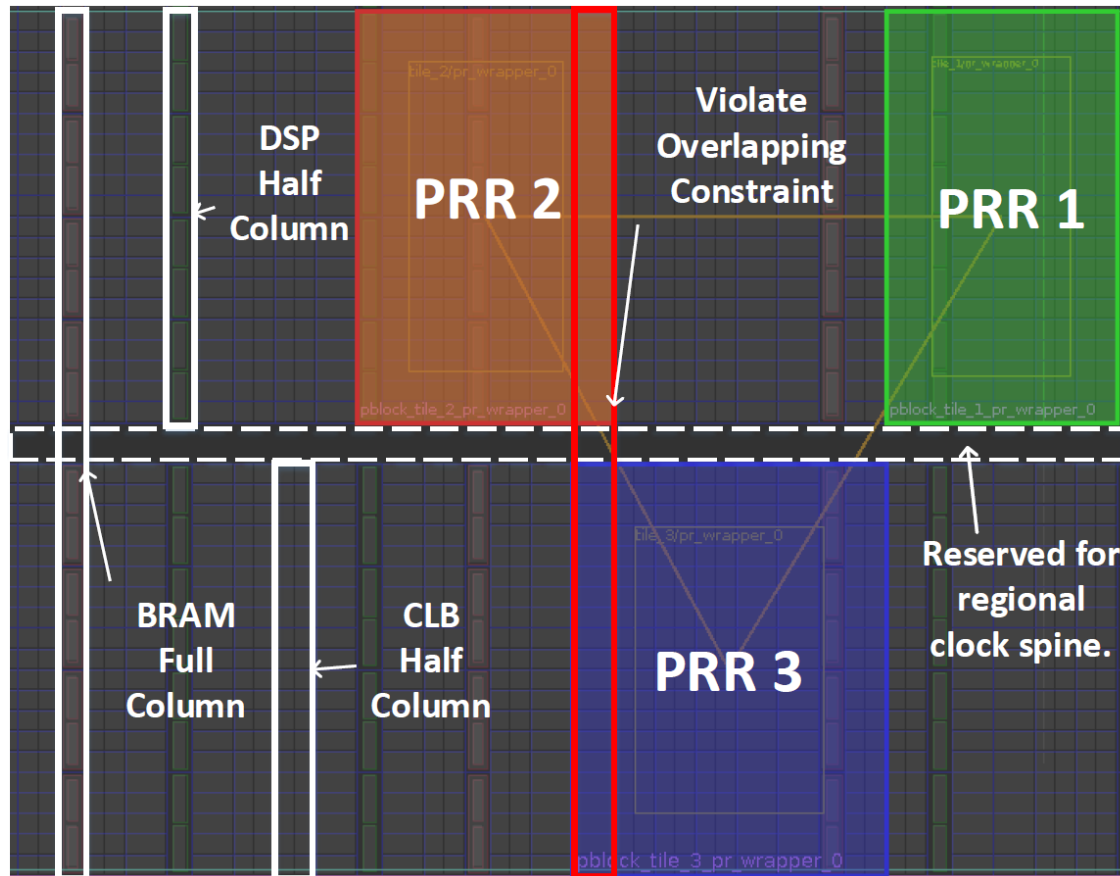


[Gohringer11]

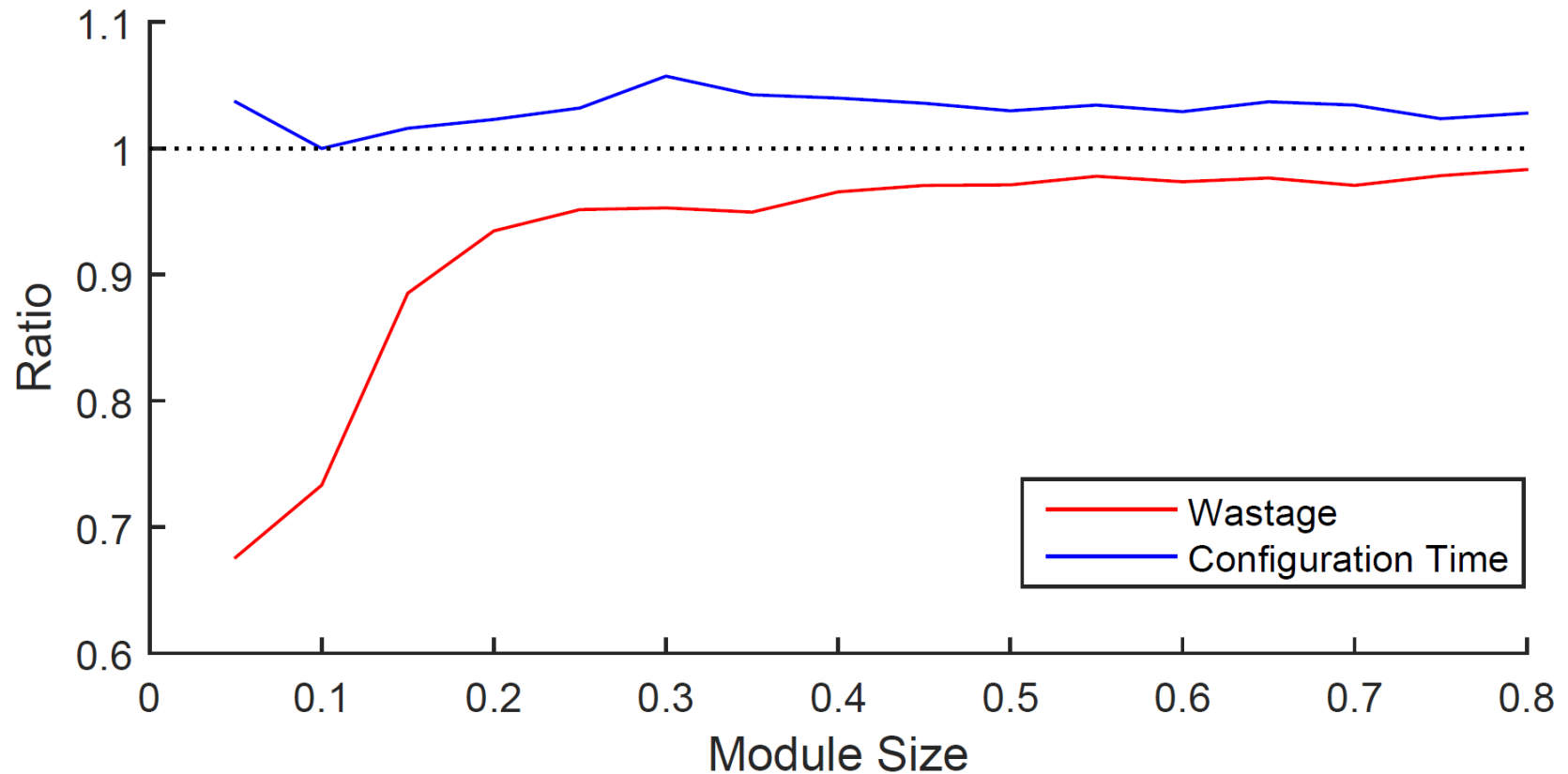
[Nguyen14] Nguyen, T.D.A.; Kumar, A., "PR-HMPSoC: A versatile partially reconfigurable heterogeneous Multiprocessor System-on-Chip for dynamic FPGA-based embedded systems," in Field Programmable Logic and Applications (FPL), 2014 24th International Conference on , vol., no., pp.1-6, 2-4 Sept. 2014

[Gohringer11] D. Gohringer, M. Hübner, E. N. Zeutebouo, and J. Becker, "Operating system for runtime reconfigurable multiprocessor systems," *International Journal of Reconfigurable Computing*, vol. 2011, p. 3, 2011

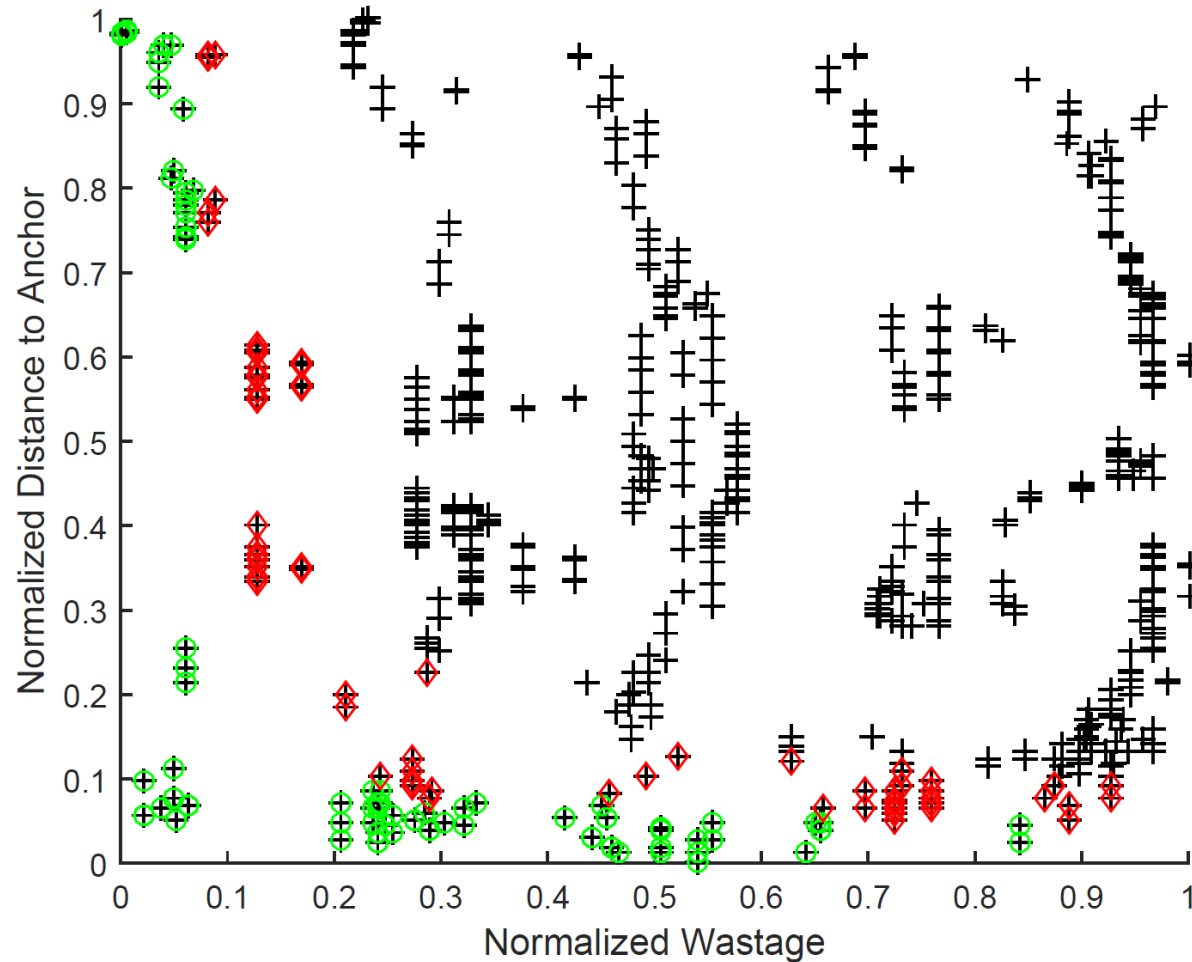
FPGA Model



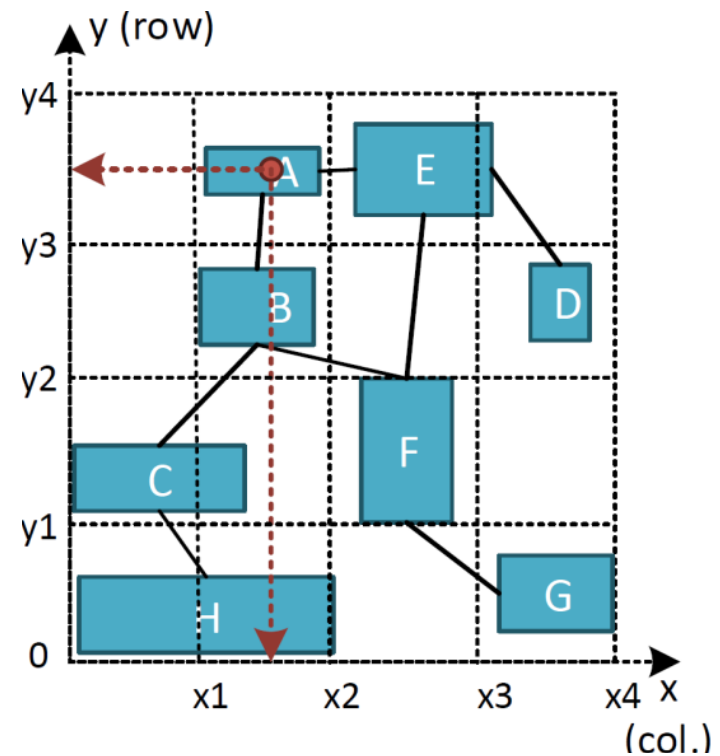
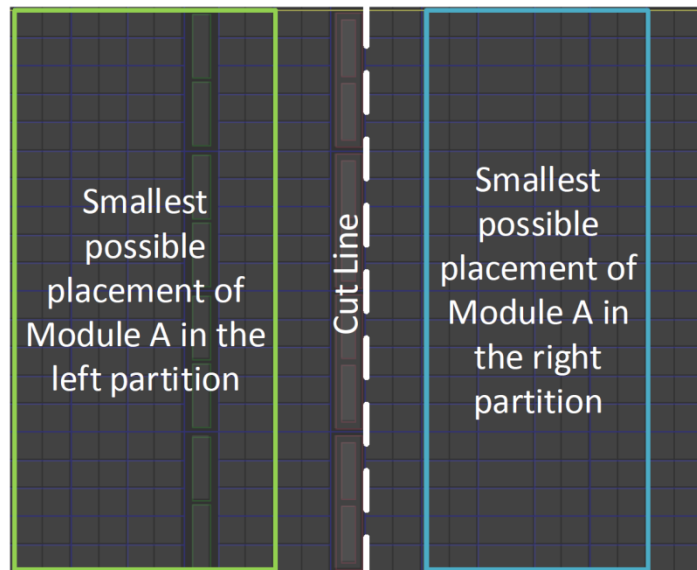
Why half-column granularity?



Pareto Ranking

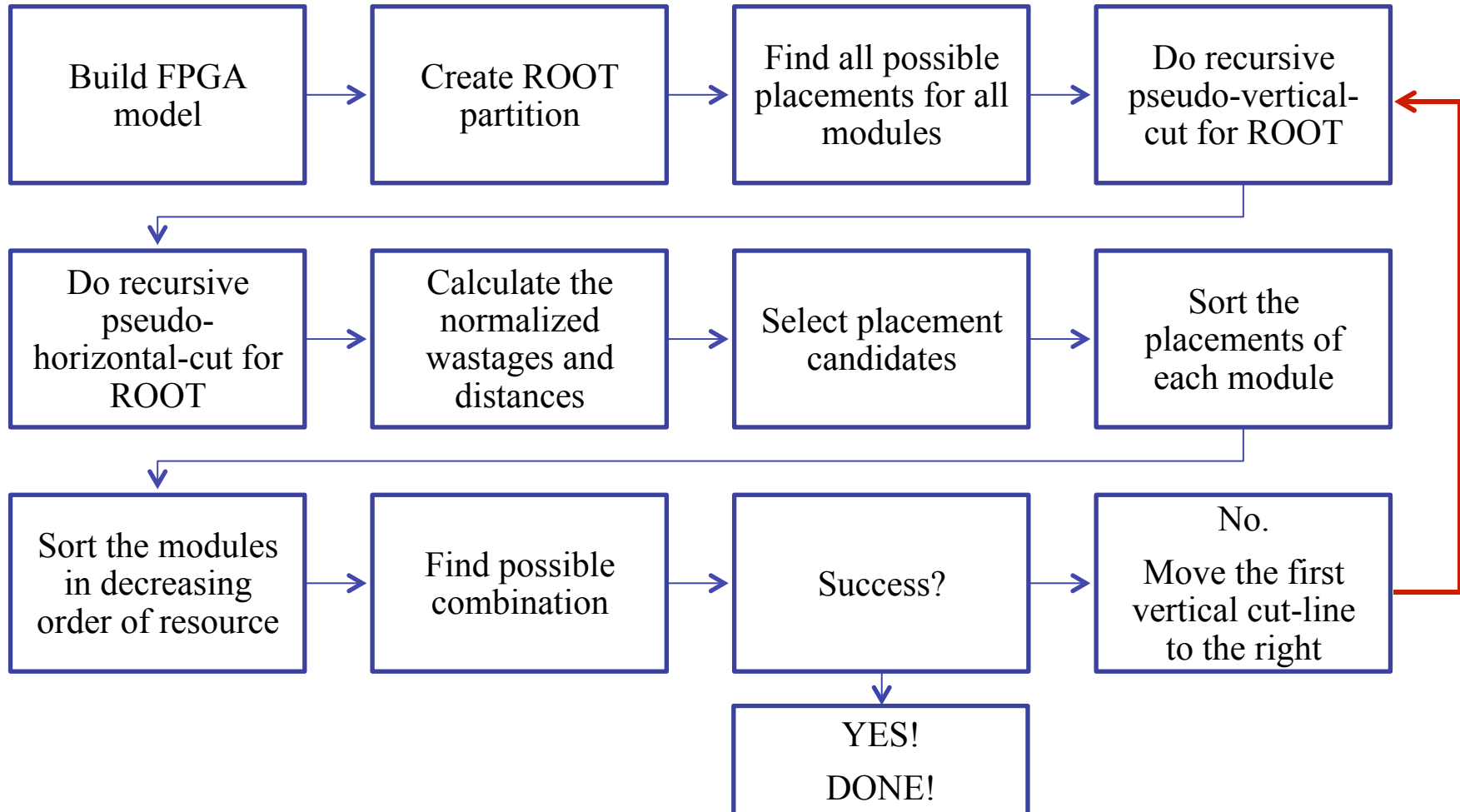


Sort the placements



$$OBJ_{placement} = \alpha * wastage + \beta * dist_to_anchor$$

PRFloor - Overview



Recursive Pseudo-bipartitioning Heuristic

Algorithm 2 Recursive Pseudo-bipartitioning Heuristic

Require: $parent_partition \neq \emptyset$ **and** valid cut_line **and** cut_type

```
1: create  $partition0 \leftarrow \emptyset$  from  $cut\_line$  and  $parent\_partition$ 
2: create  $partition1 \leftarrow \emptyset$  from  $cut\_line$  and  $parent\_partition$ 
3:  $list\_mod \leftarrow \emptyset$  {list of modules used for bipartition process}
4:  $area\_constraint \leftarrow 90\%$ 
5: if  $cut\_type = \text{vertical cut}$  and first cut then
6:    $area\_constraint \leftarrow 100\%$ 
7: end if
8: for all  $module \in parent\_partition$  do
9:    $list\_placement0 \leftarrow \emptyset$ ;  $list\_placement1 \leftarrow \emptyset$ 
10:  for all placement of module  $\in parent\_partition$  do
11:     $area\_ratio0 \leftarrow area\_of\_placement \cap partition0$ 
12:     $area\_ratio1 \leftarrow area\_of\_placement \cap partition1$ 
13:    if  $area\_ratio0 \geq area\_constraint$  then
14:      add placement to  $list\_placement0$ 
15:    else if  $area\_ratio1 \geq area\_constraint$  then
16:      add placement to  $list\_placement1$ 
17:    end if
18:  end for
19:  if  $list\_placement0 = \emptyset$  and  $list\_placement1 = \emptyset$  then
20:    deduct the resource of  $module$  from the total resource
    of  $partition0$  and  $partition1$ 
21:  else
22:     $resource0 \leftarrow estimate\_resources(list\_placement0)$ 
23:     $resource1 \leftarrow estimate\_resources(list\_placement1)$ 
24:    add  $module \rightarrow list\_mod$ 
25:  end if
26: end for
27: run  $NLP\_Bipartitioner(list\_mod, partition0, partition1)$ 
28: if SUCCESS then
29:   update anchor points of modules
30:   execute Recursive Pseudo-bipartitioning for  $partition0$ 
31:   execute Recursive Pseudo-bipartitioning for  $partition1$ 
32: end if
```

Estimate occupied resources

Algorithm 3 Estimate Occupied Resources

```
1:  $a = \bar{x}$ 
2: if  $a > \tilde{x}$  then
3:    $a = \tilde{x}$ 
4: end if
5:  $result = a - 1.5 * \sigma_x$ 
6: if  $result < minimum\_occupied$  then
7:    $result = minimum\_occupied$ 
8: end if
9: return  $result$ 
```

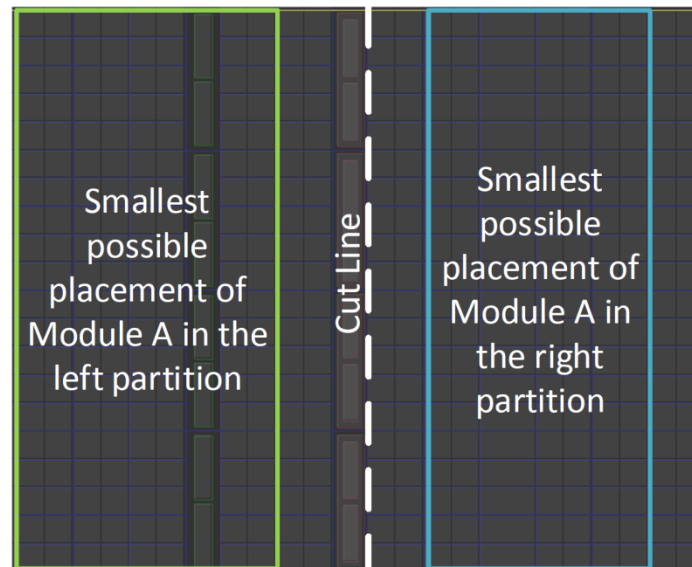
\bar{x} : arithmetic mean
deviation

\tilde{x} : median

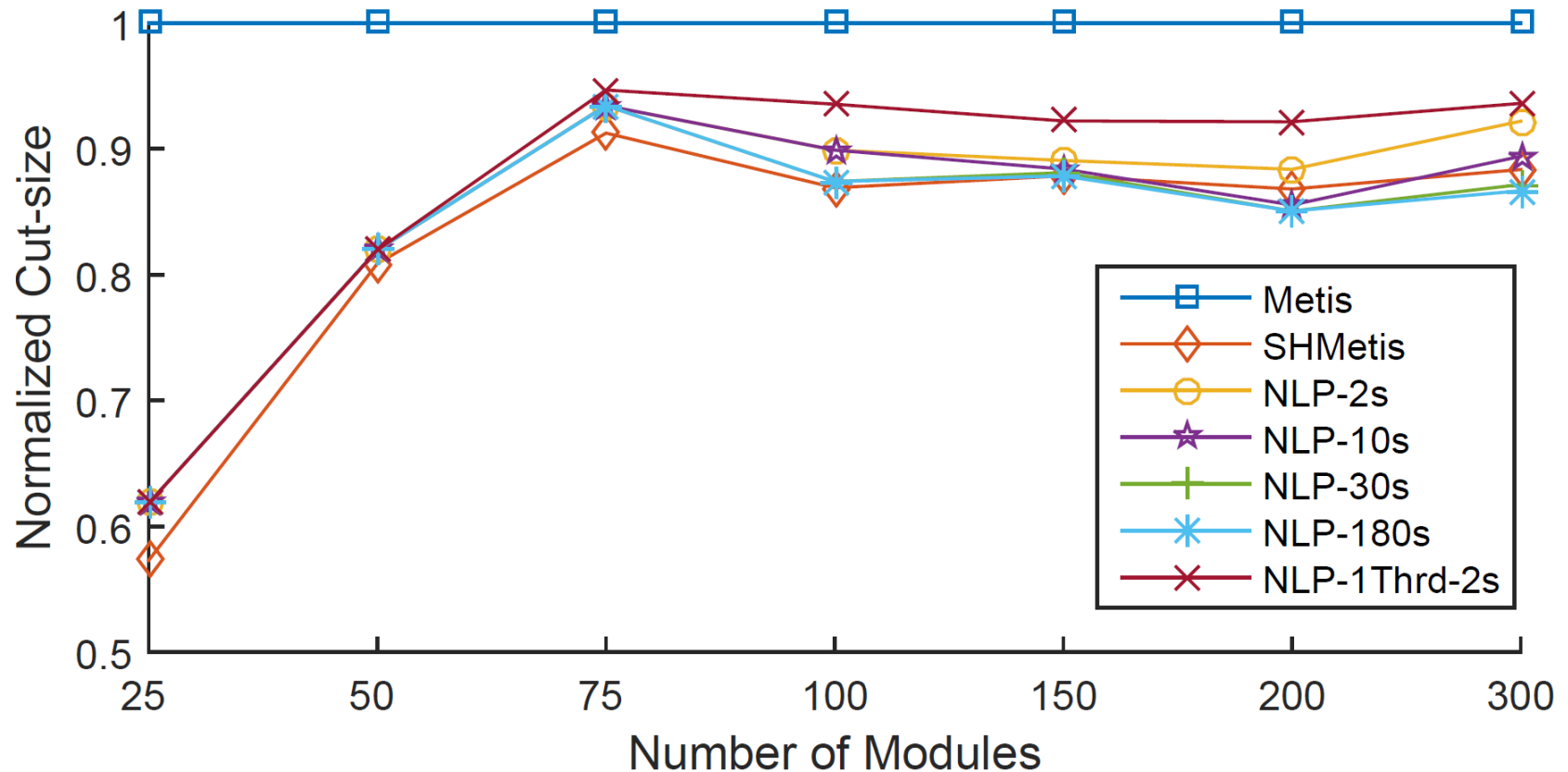
σ_x : standard

Bipartitioner

- The available resources in two partitions can be different
- The resources occupied by the possible placements of one module in two partitions can be different
- Each type of resource occupied by modules in two partitions can be balanced individually



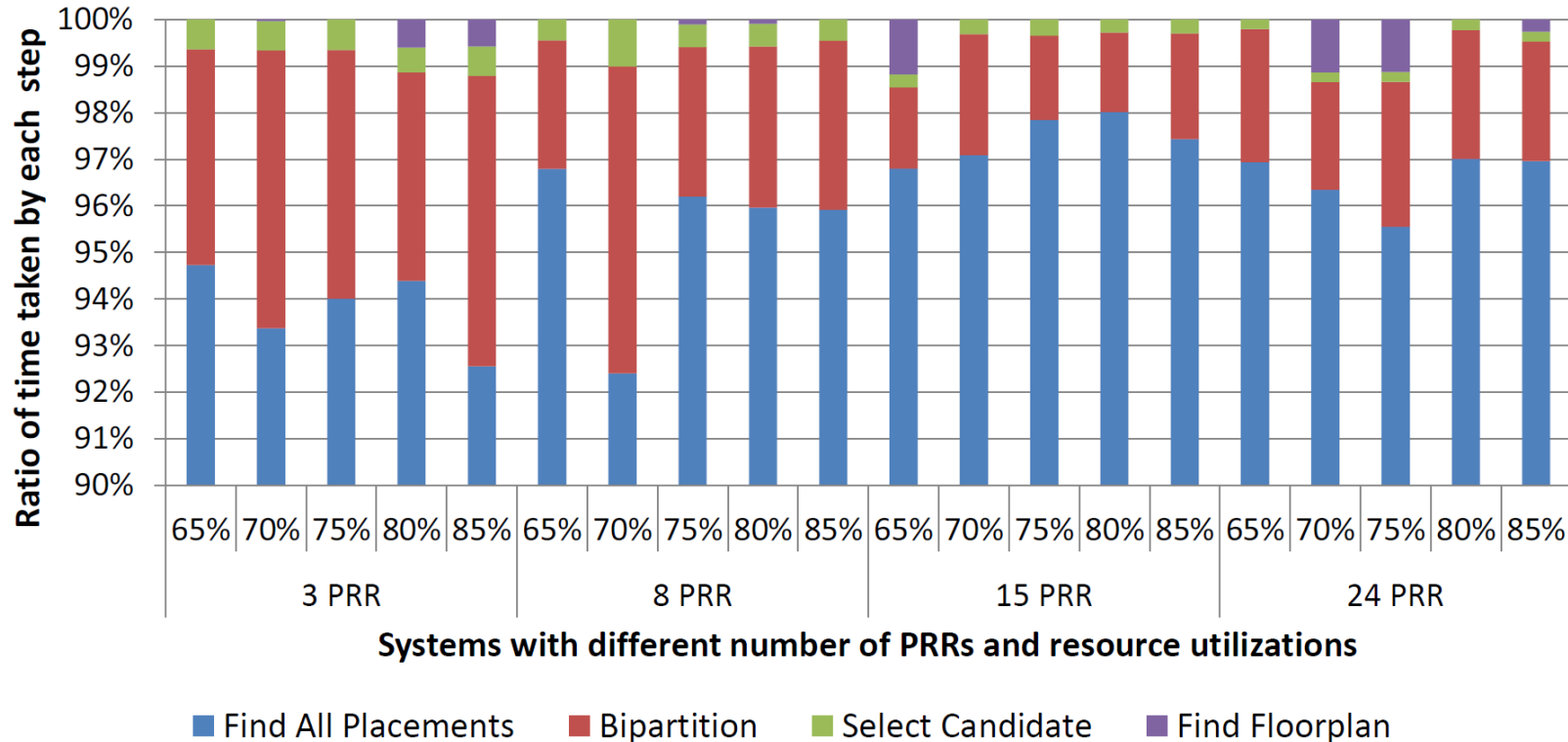
Quality of the NLP Bipartitioner



[Hmetis98] G. Karypis and V. Kumar. hmetis: A hypergraph partitioning package, version 1.5. 3. 1998.

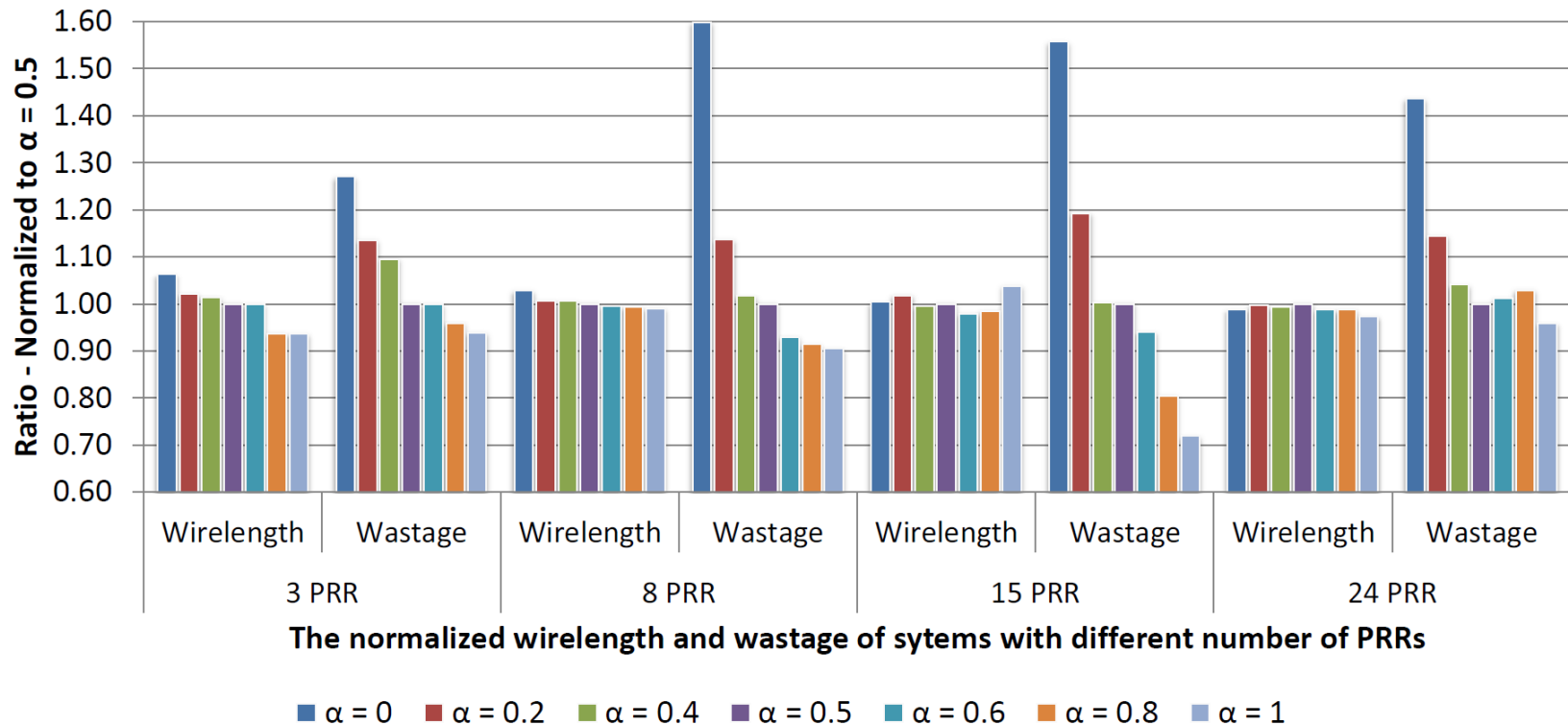
[Metis13] G. Karypis and V. Kumar. Metis - a software package for partitioning unstructured graphs, partitioning meshes, and computing fill-reducing orderings of sparse matrices version 5.1.0. 4, March 2013.

Execution Time - Breakdown



- The recursive process used to find the floorplan is very fast.
- It takes only at most 1.2% of the total runtime. In most cases, almost 0.

Effect of α and β to Wire-length and Wastage



$$OBJ_{placement} = \alpha * wastage + \beta * dist_to_anchor$$

Resource requirement PRRs compared with [Rabozzi14]

| PR Regions | Fig. 14a | | | Fig. 14b | | |
|---------------|------------|-------------|------------|------------|-------------|------------|
| | <i>CLB</i> | <i>BRAM</i> | <i>DSP</i> | <i>CLB</i> | <i>BRAM</i> | <i>DSP</i> |
| PRR 1 | 100 | 4 | 0 | 100 | 20 | 0 |
| PRR 2 | 50 | 18 | 0 | 50 | 0 | 14 |
| PRR 3 | 50 | 0 | 10 | 50 | 40 | 20 |
| PRR 4 | 200 | 0 | 0 | 200 | 0 | 0 |