

Parallel and Reconfigurable VLSI Computing (4)

# FPGA Synthesis Flow

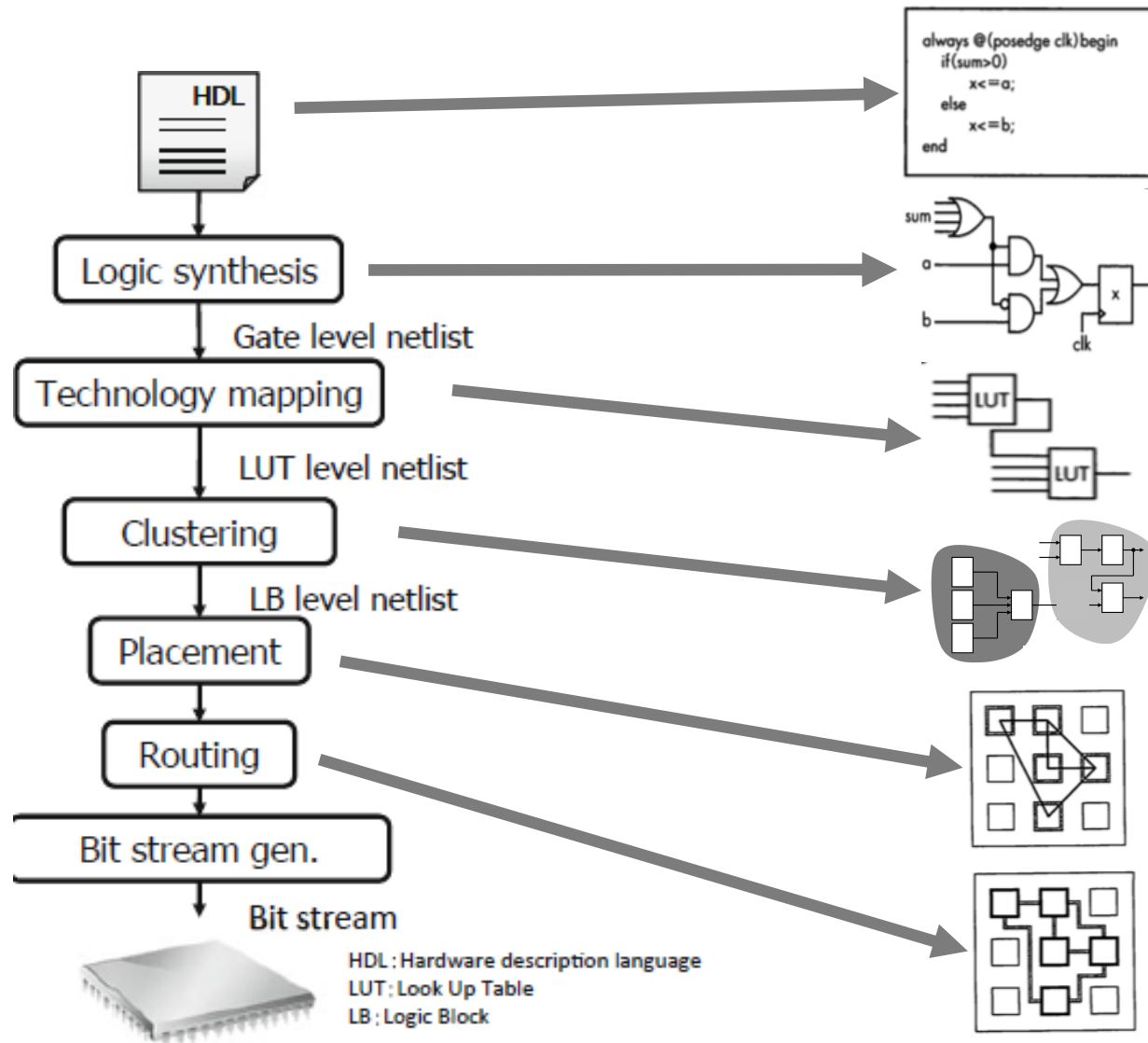
Hiroki Nakahara

Tokyo Institute of Technology

# Outline

1. Synthesis Flow
2. Technology Mapping
3. Clustering
4. Place-and-Routing
5. Low Power Design
6. Conclusion

# Synthesis Flow



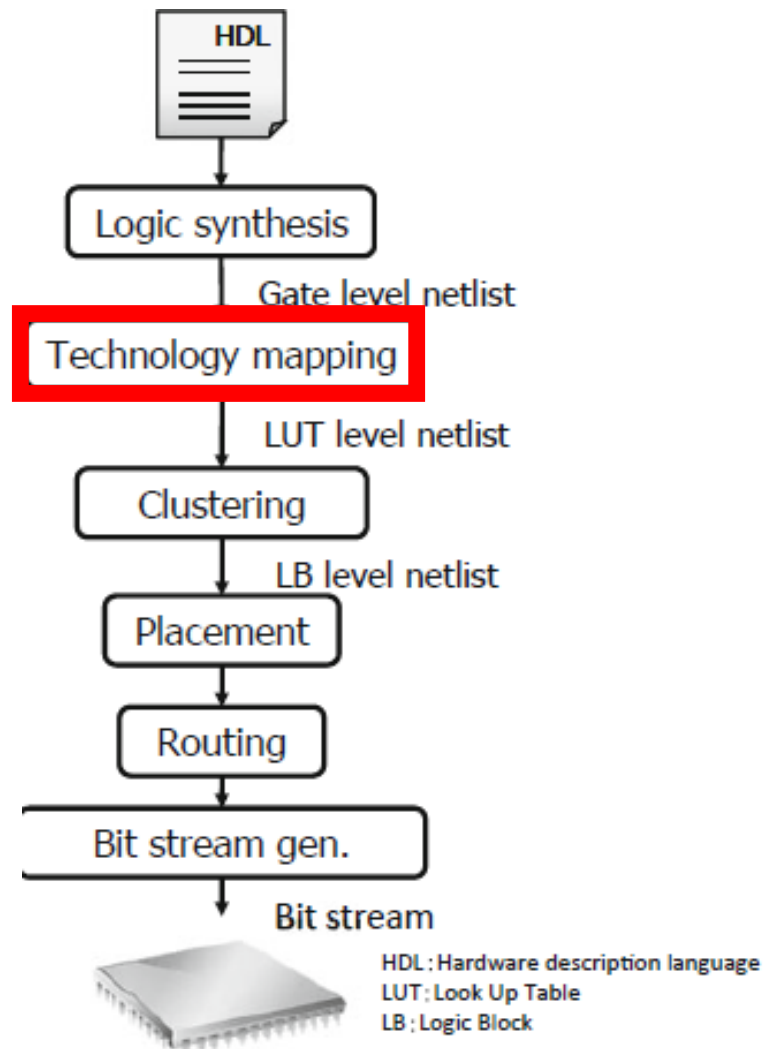
# Related Work: VTR (Verilog-to-Routing) Project

- Open-source CAD tools for FPGA architecture and CAD research

<https://github.com/verilog-to-routing/vtr-verilog-to-routing>

- Enable the investigation of new FPGA architectures and CAD algorithms, which are not possible with closed-source tools
- The VTR design flow takes as input a Verilog description of a digital circuit, and a description of the target FPGA architecture
  - Elaboration & Synthesis (ODIN II)
  - Logic Optimization & Technology Mapping (ABC)
  - Packing, Placement, Routing & Timing Analysis (VPR)

# Technology Mapping

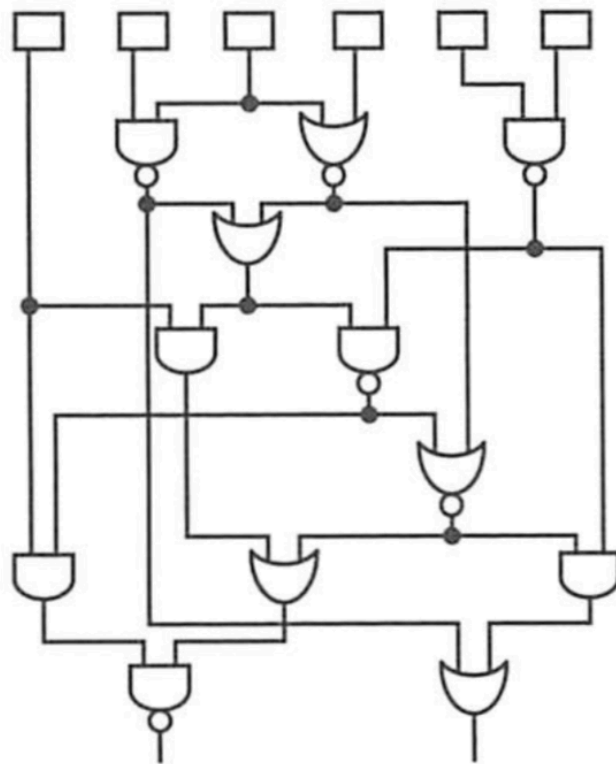


## FlowMap

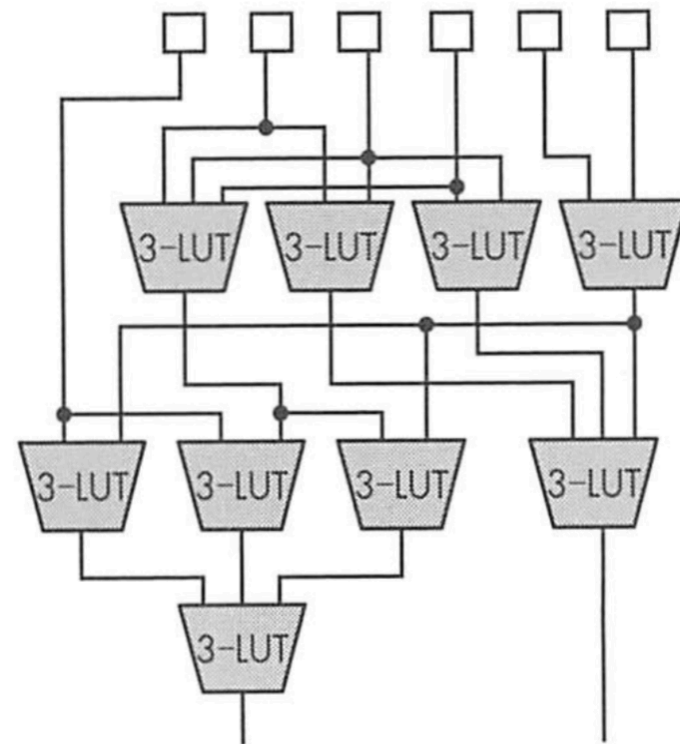
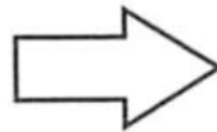
- Labeling and Cut
- Mapping

# Technology Mapping

- Convert a given Boolean netlist into an LUT netlist

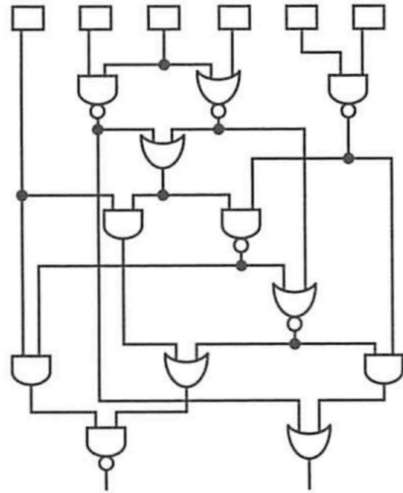


Boolean netlist

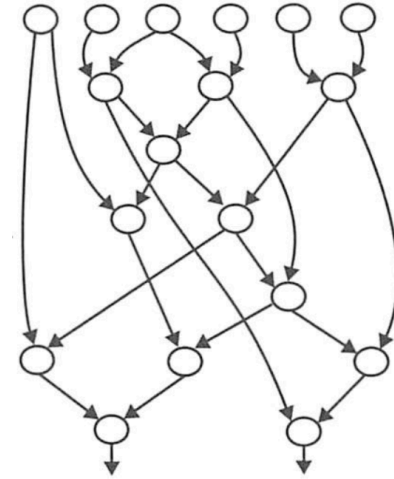
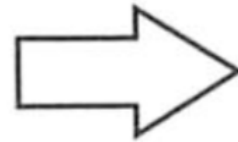


LUT netlist

# FlowMap Process

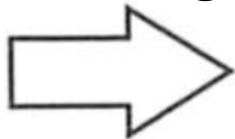


Boolean netlist

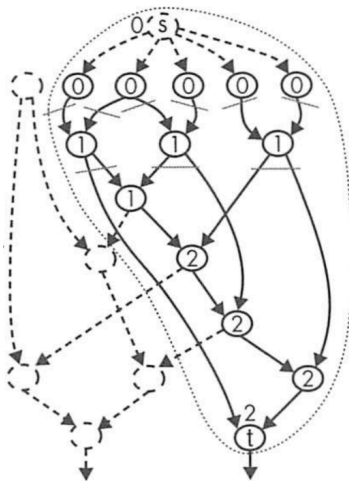


DAG

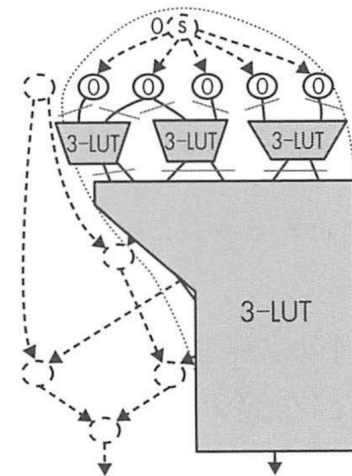
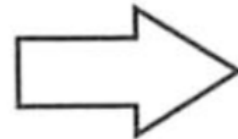
Labeling



Cut

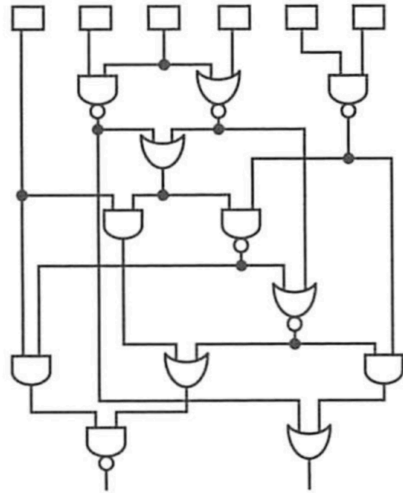


Mapping

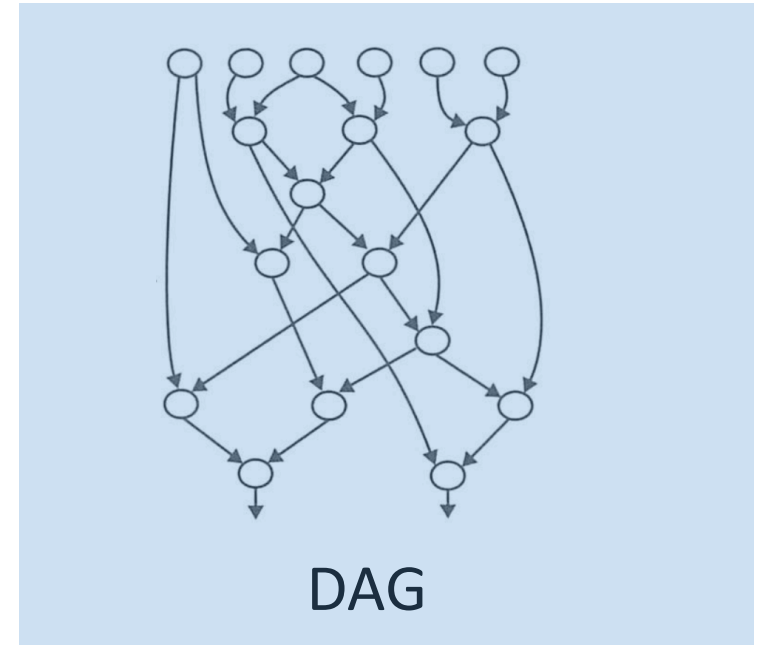
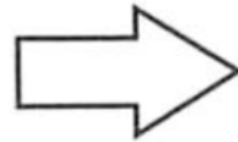


LUT netlist

# FlowMap Process

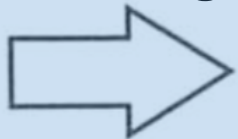


Boolean netlist

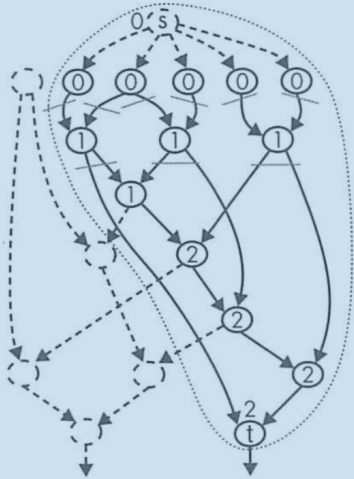


DAG

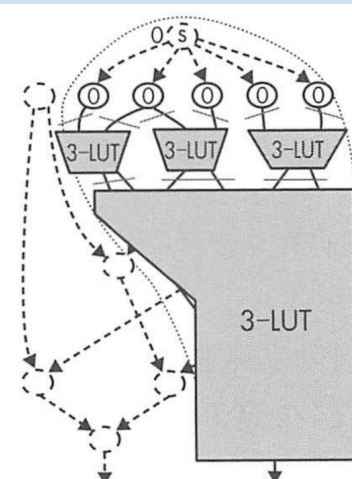
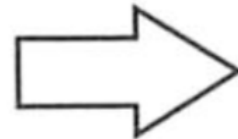
Labeling



Cut



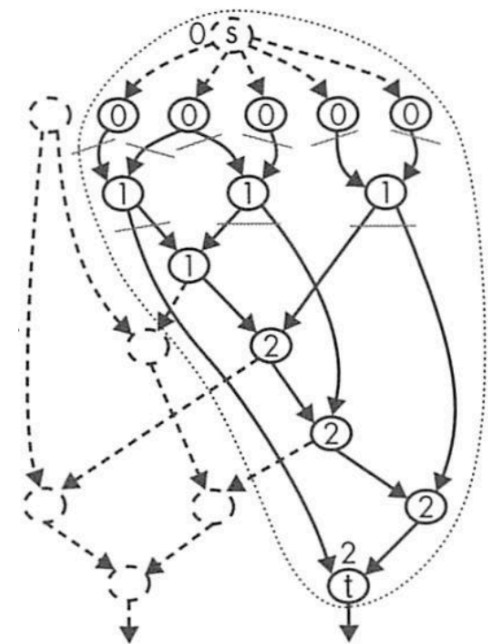
Mapping



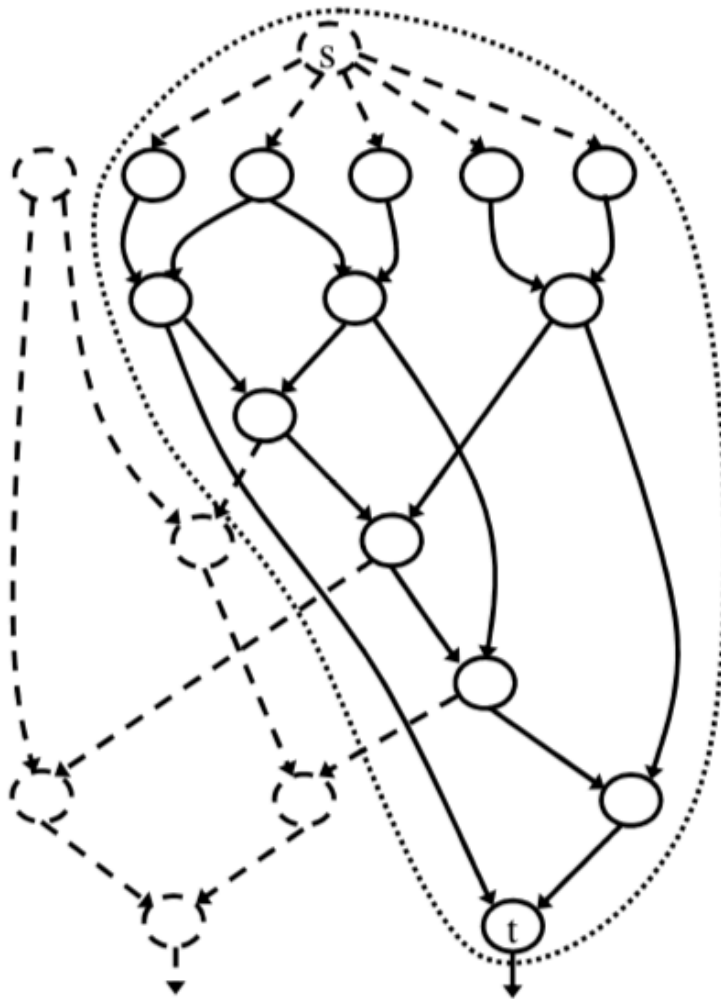
LUT netlist

# FlowMap Algorithm

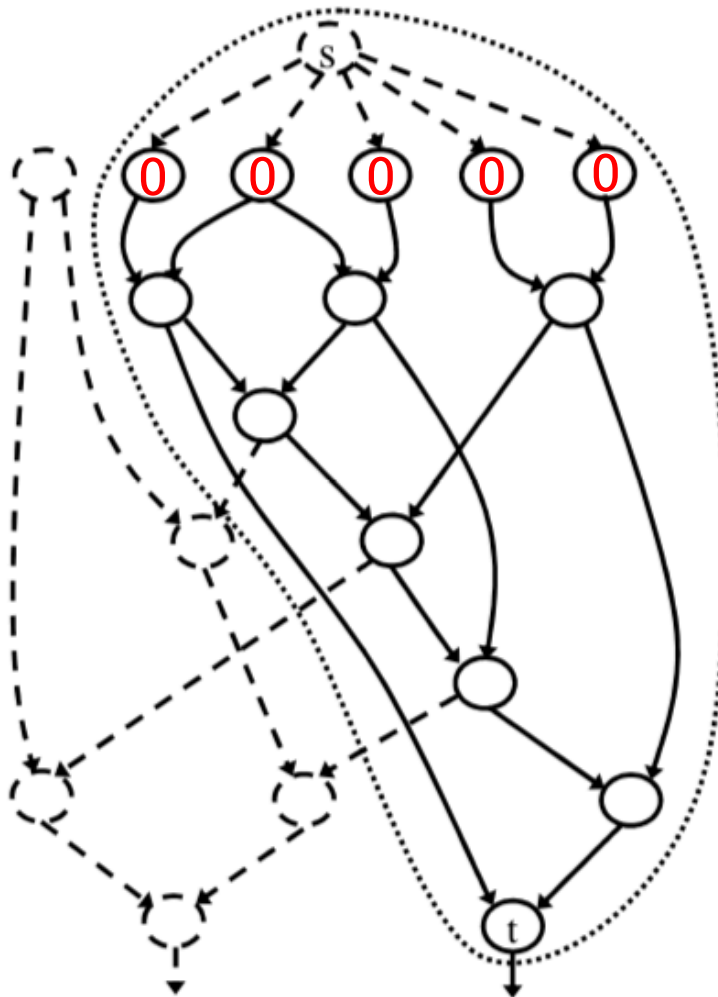
- 1) Extract a given Boolean network dependent on an output node  $t$
- 2) Assign the input label to 0
- 3) Label the node to which the already labeled node is input
- 4) Look for the range that can be covered by the k-LUT and place a cut on the input
- 5) repeat 3) and 4)



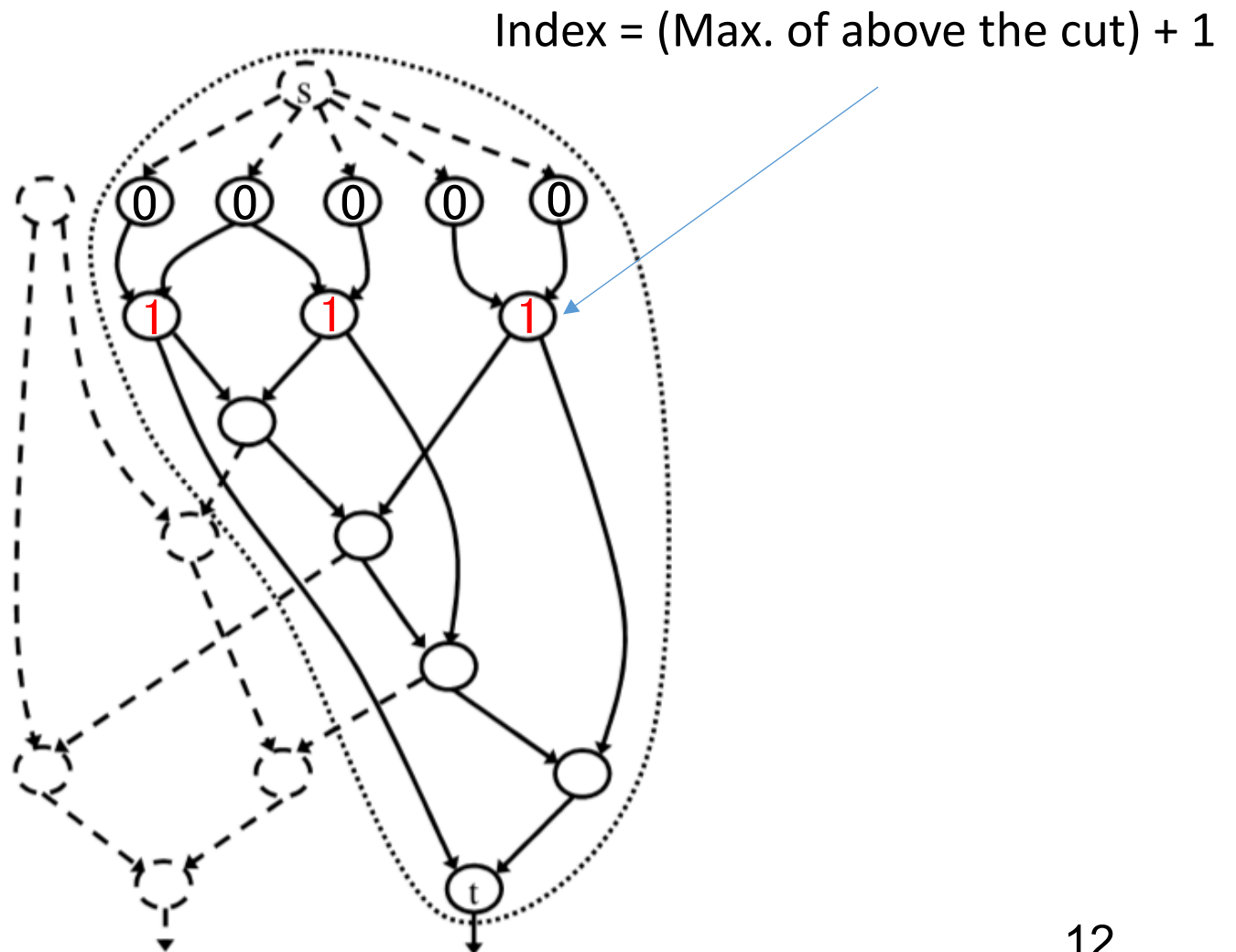
# Extract a Single-output Network



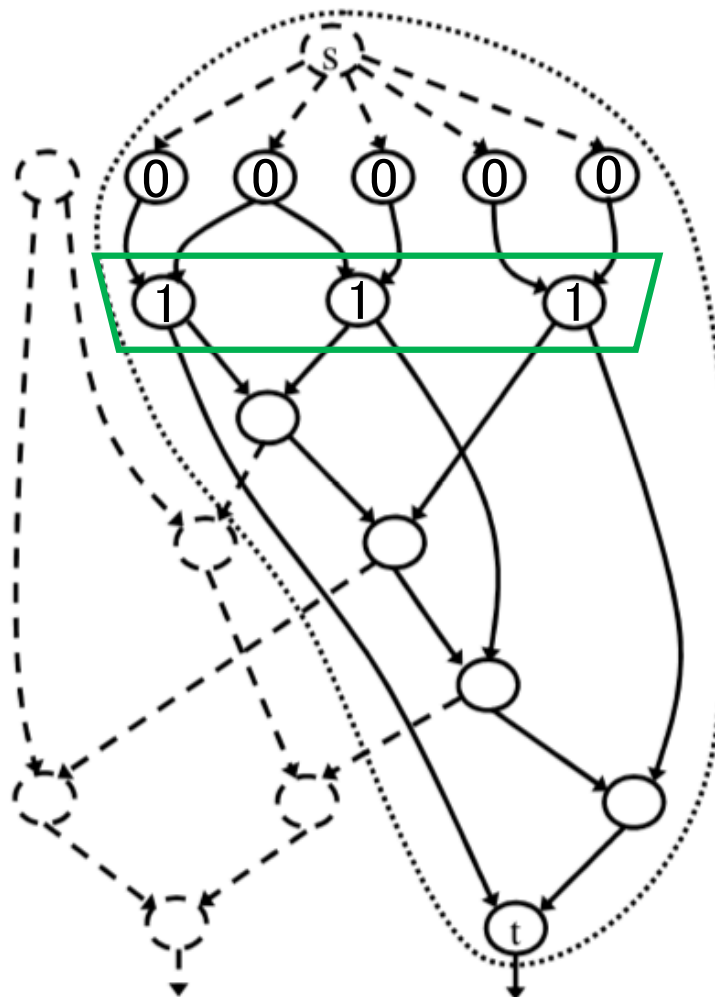
# Assign the Input Label to 0



# Labeling the Index by Topological Order




# Covering by the k-Input LUT (k-LUT)

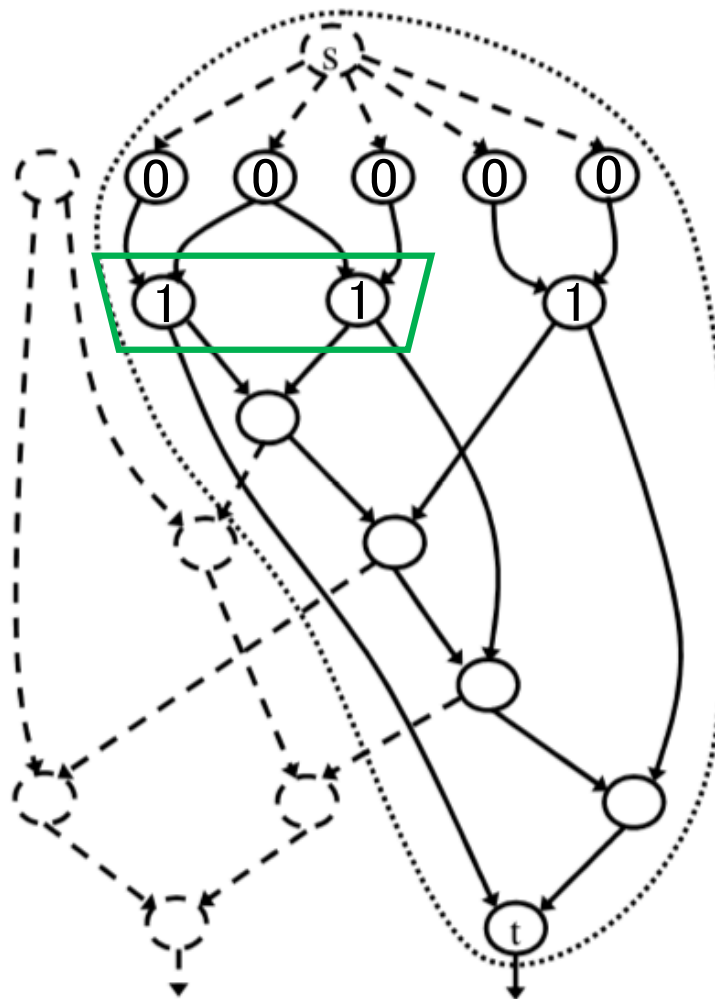


3-LUT:

#in is less than 4,  
and #out is one.


 is infeasible,  
since #in=5 and #out=3.

# Covering by the k-Input LUT (k-LUT)

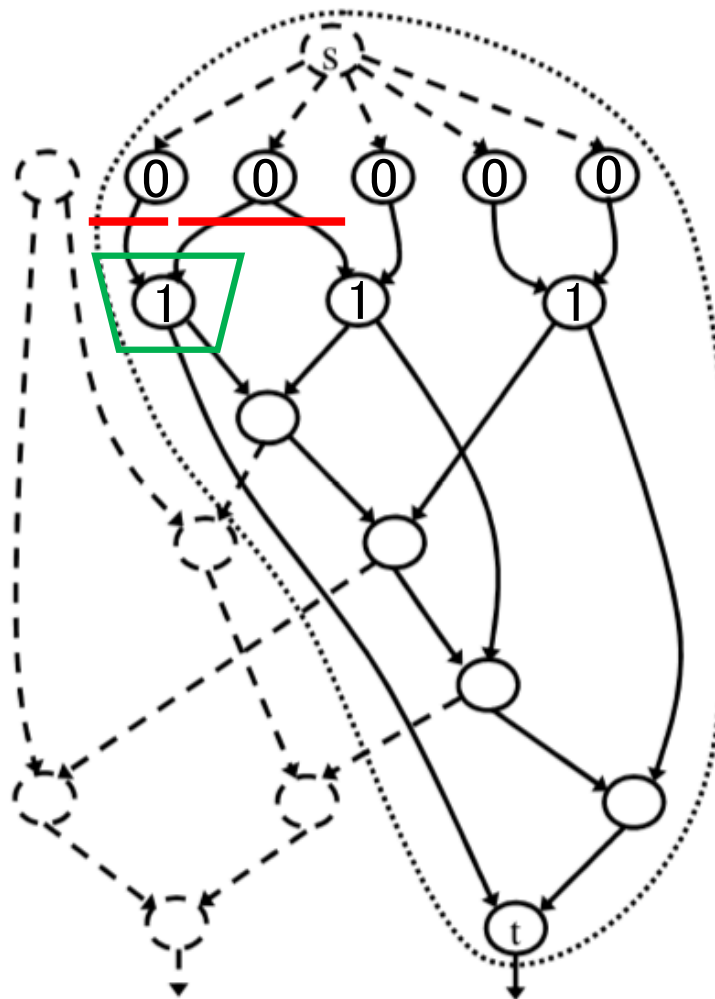


3-LUT:

#in is less than 4,  
and #out is one.


 is infeasible,  
since #in=3 and #out=2.

# Covering by the k-Input LUT (k-LUT)

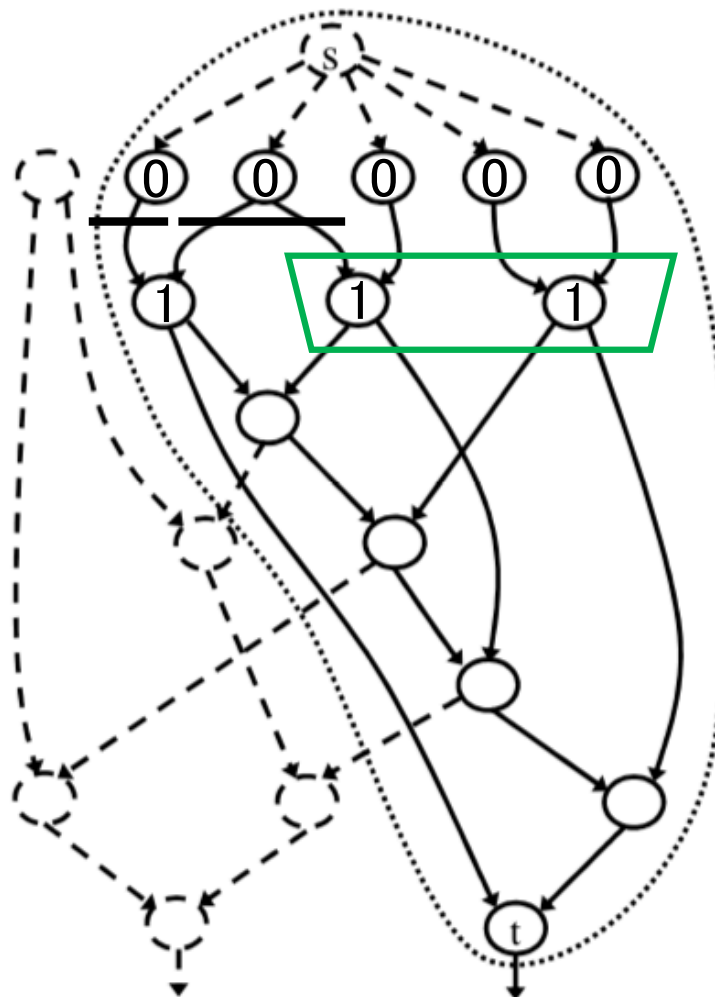


3-LUT:

#in is less than 4,  
and #out is one.


 is feasible,  
since #in=2 and #out=1.

# Covering by the k-Input LUT (k-LUT)

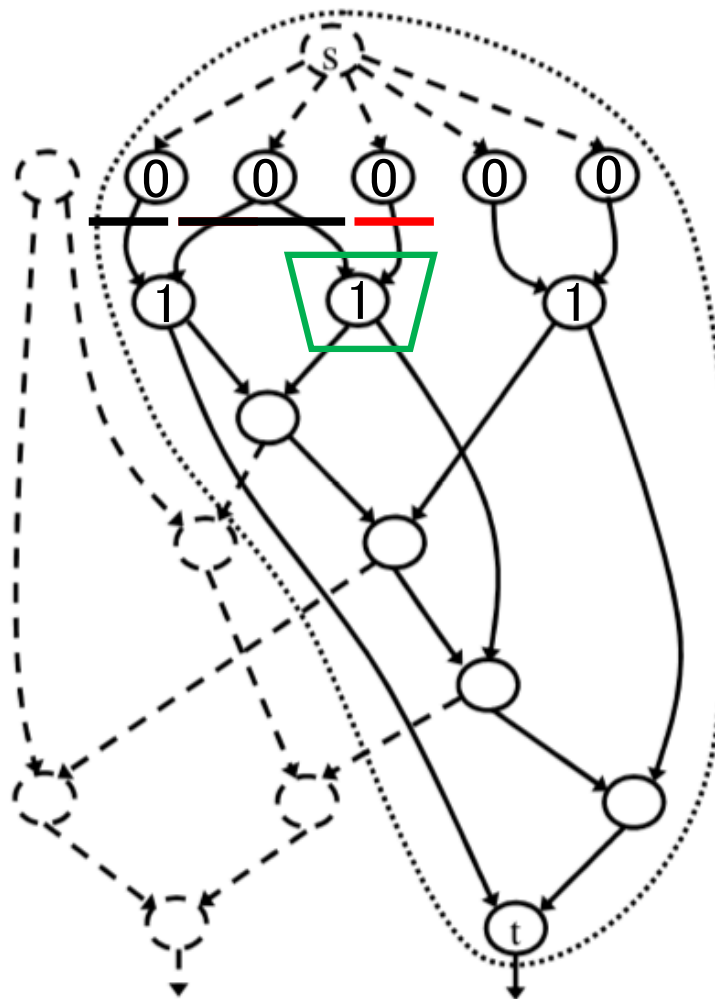


3-LUT:

#in is less than 4,  
and #out is one.


 is infeasible,  
since #in=4 and #out=2.

# Covering by the k-Input LUT (k-LUT)

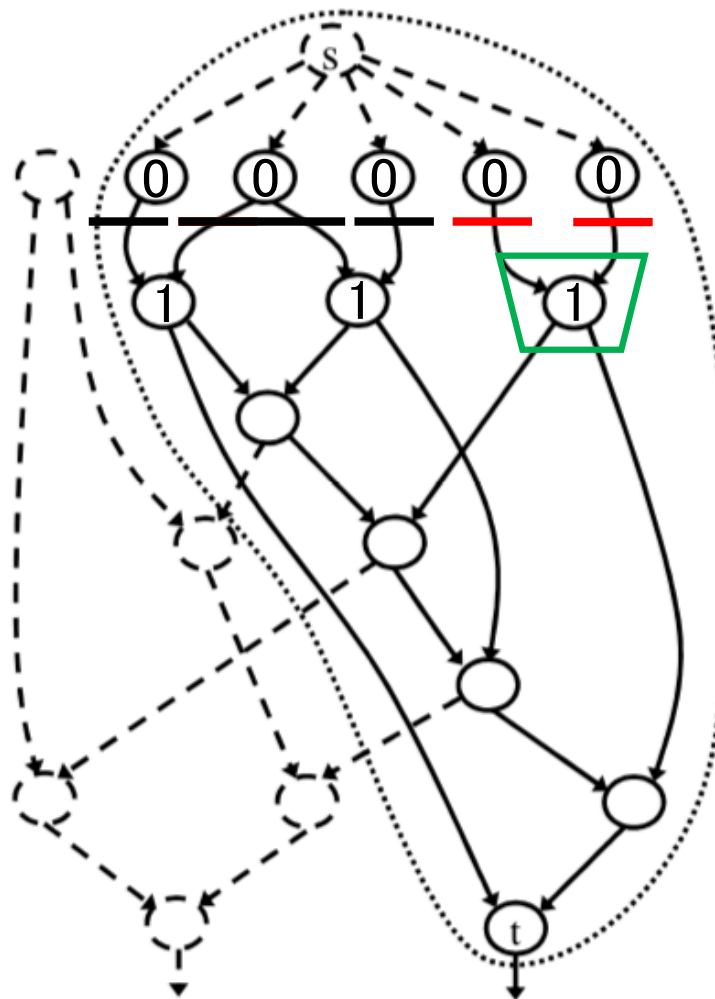


3-LUT:

#in is less than 4,  
and #out is one.


 is feasible,  
since #in=2 and #out=1.

# Covering by the k-Input LUT (k-LUT)



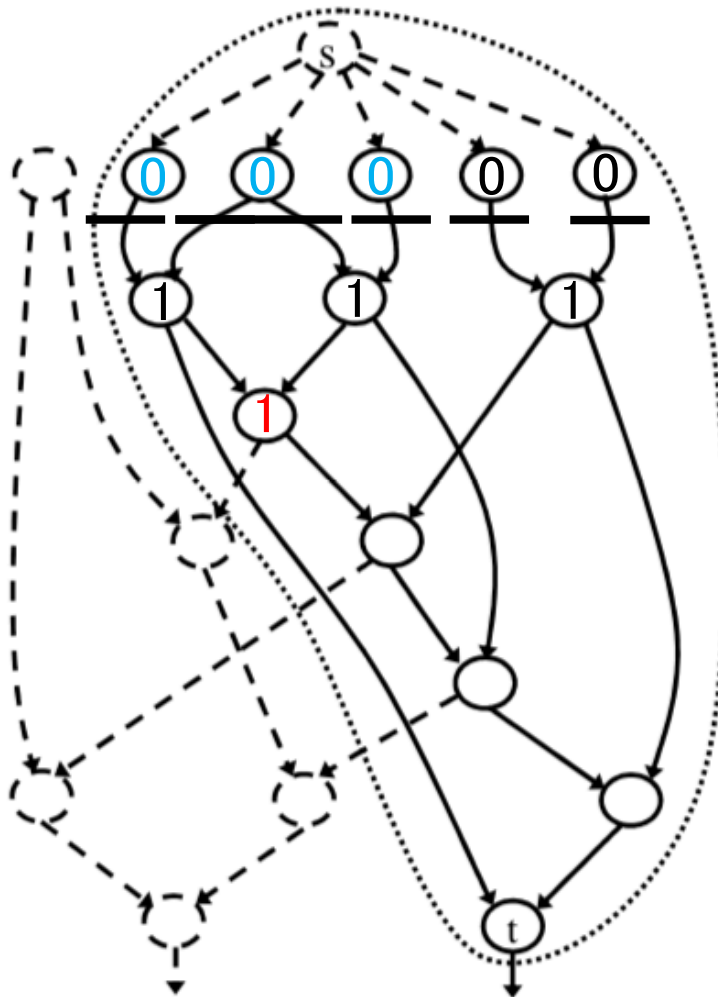
3-LUT:

#in is less than 4,  
and #out is one.

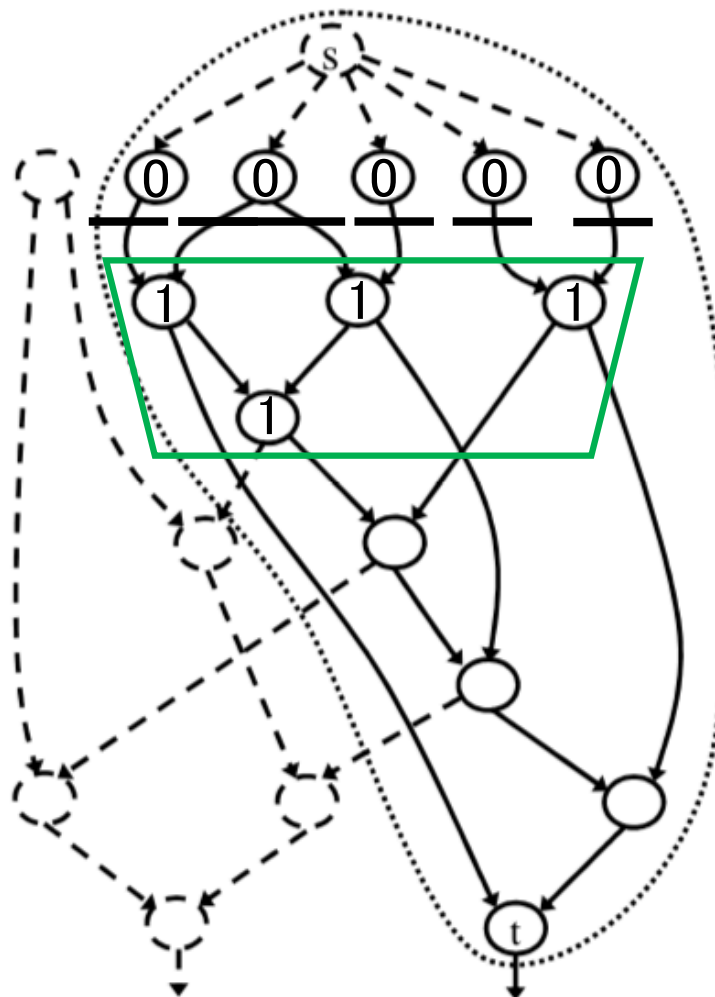
 is feasible,  
since #in=2 and #out=1.

# Labeling

- Calculate the index of the node whose input is the already assigned




# Covering by the k-Input LUT (k-LUT)

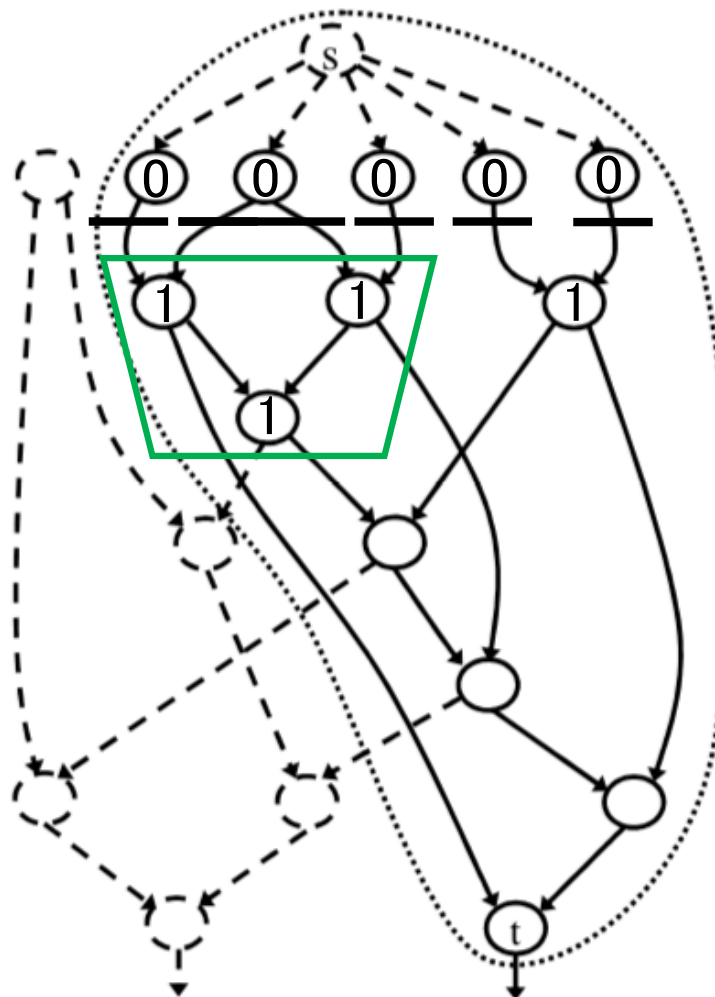


3-LUT:

#in is less than 4,  
and #out is one.


 is infeasible,  
since #in=5 and #out=4.

# Covering by the k-Input LUT (k-LUT)

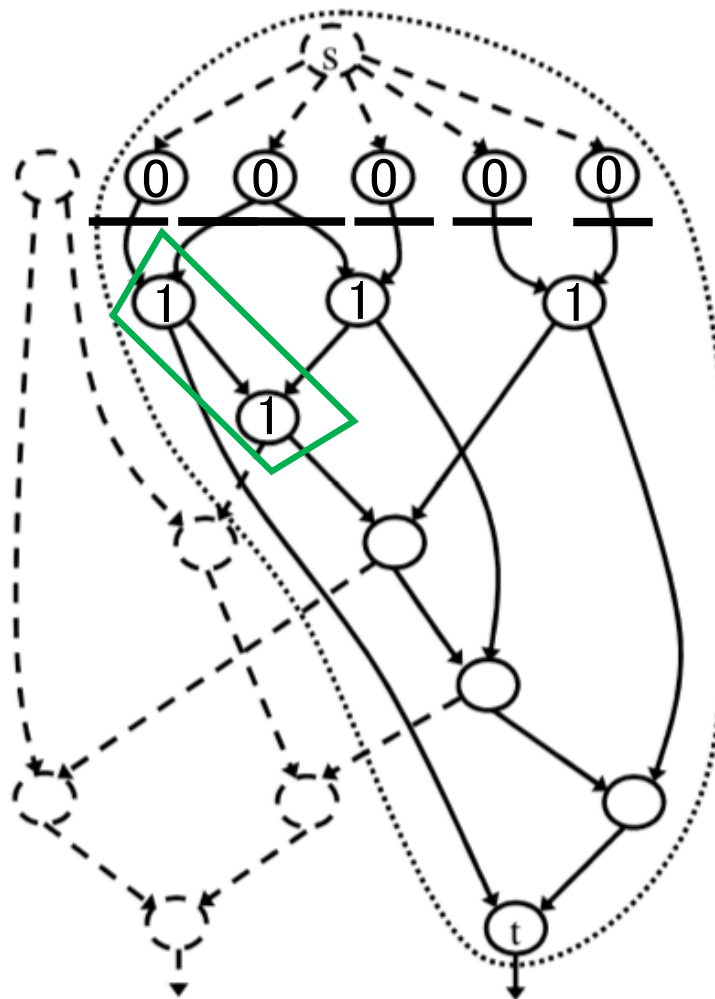


3-LUT:

#in is less than 4,  
and #out is one.


 is infeasible,  
since #in=3 and #out=3.

# Covering by the k-Input LUT (k-LUT)

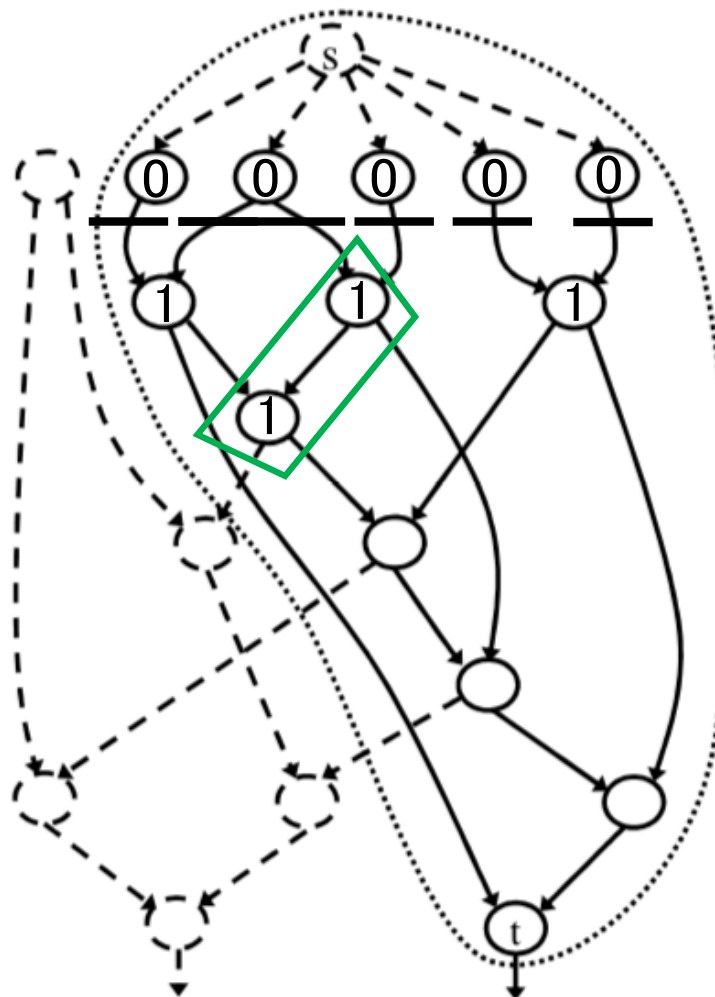


3-LUT:

#in is less than 4,  
and #out is one.


 is infeasible,  
since #in=3 and #out=2.

# Covering by the k-Input LUT (k-LUT)

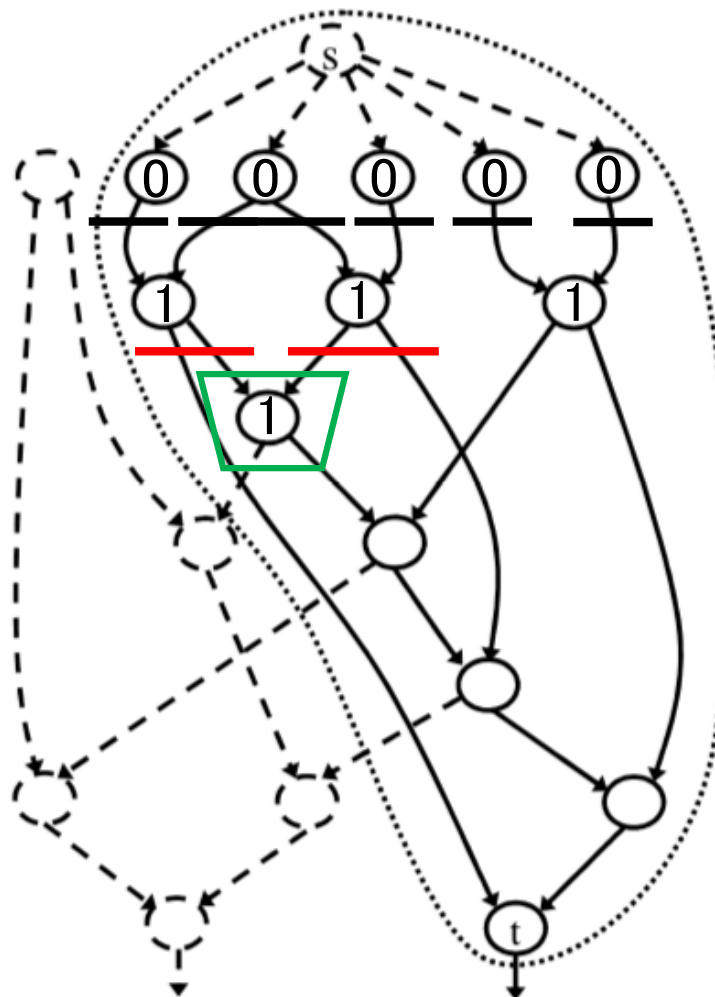


3-LUT:

#in is less than 4,  
and #out is one.


 is infeasible,  
since #in=3 and #out=2.

# Covering by the k-Input LUT (k-LUT)

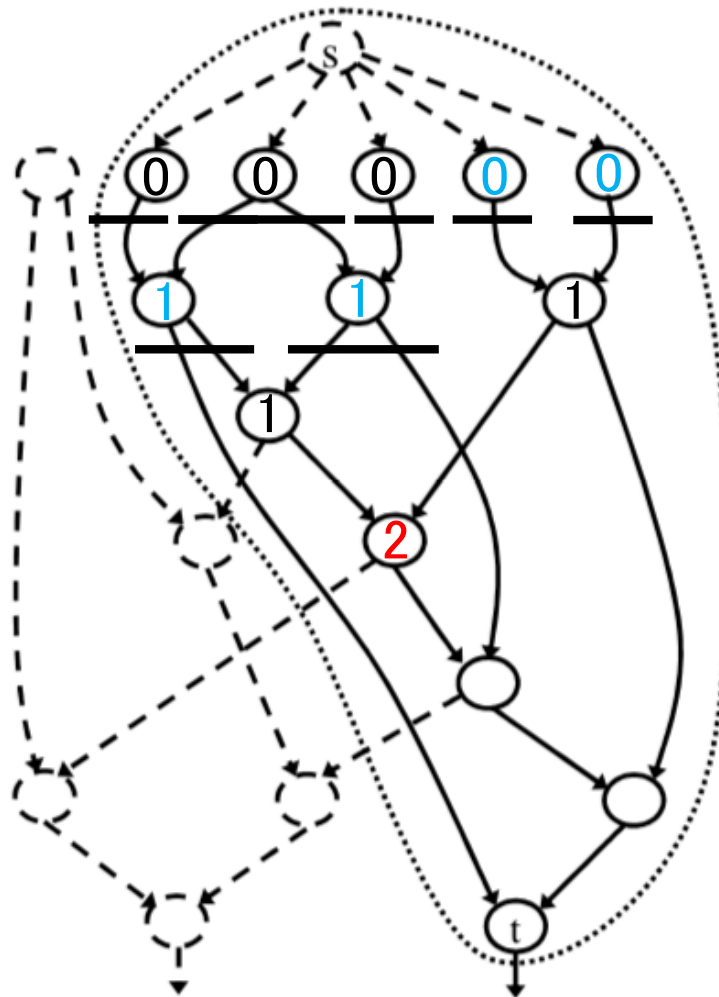


3-LUT:

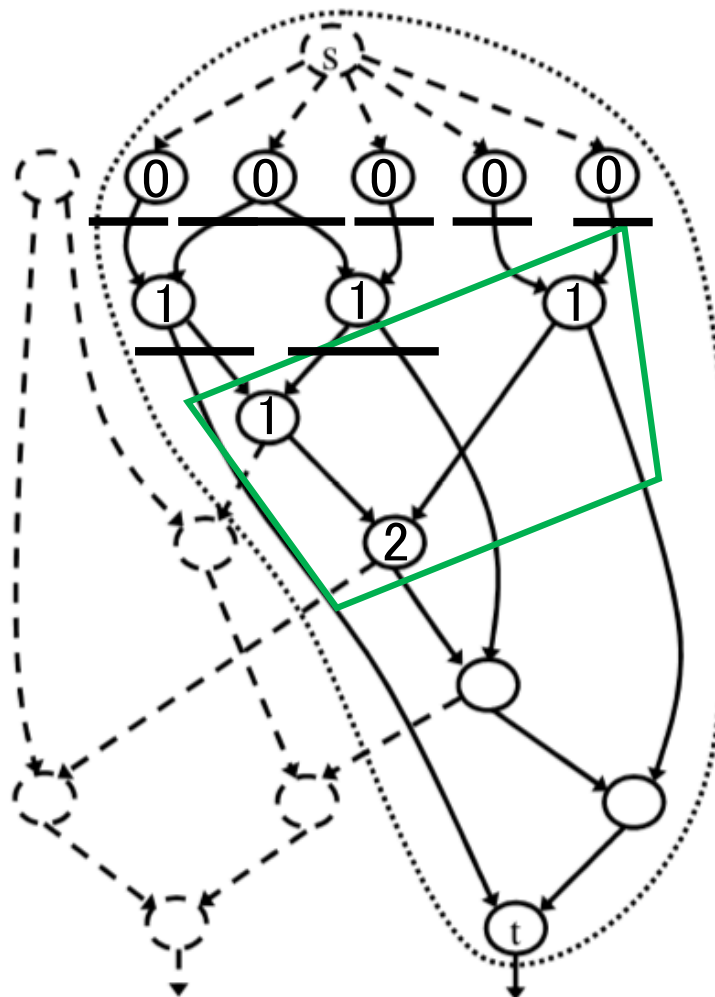
#in is less than 4,  
and #out is one.

 is feasible,  
since #in=2 and #out=1.

# Update Labeling Index



# Covering by the k-Input LUT (k-LUT)



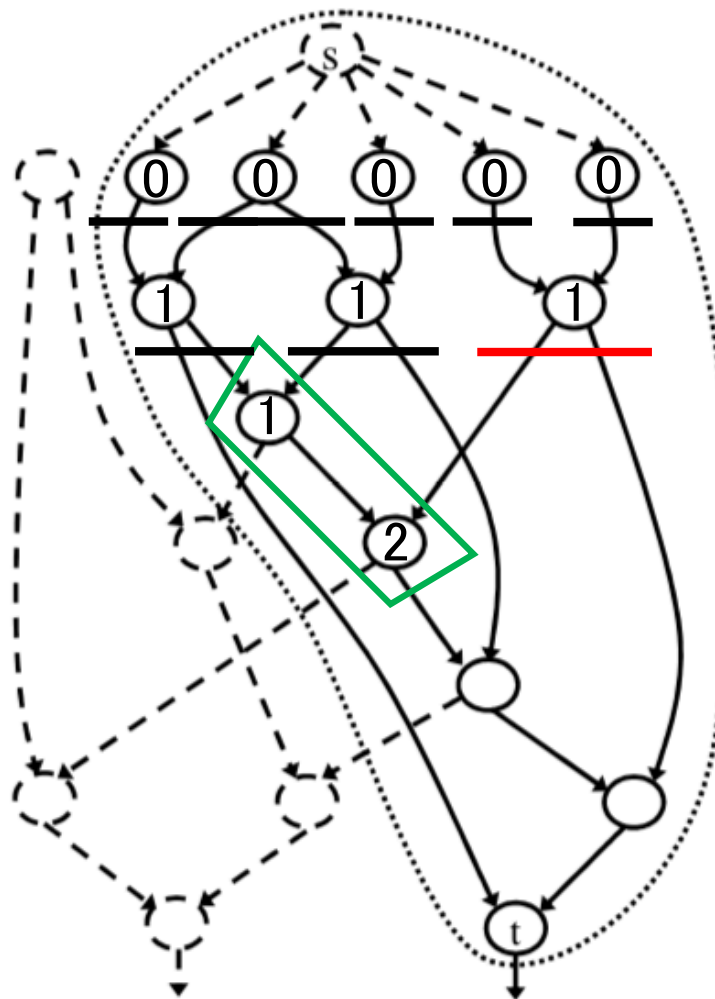
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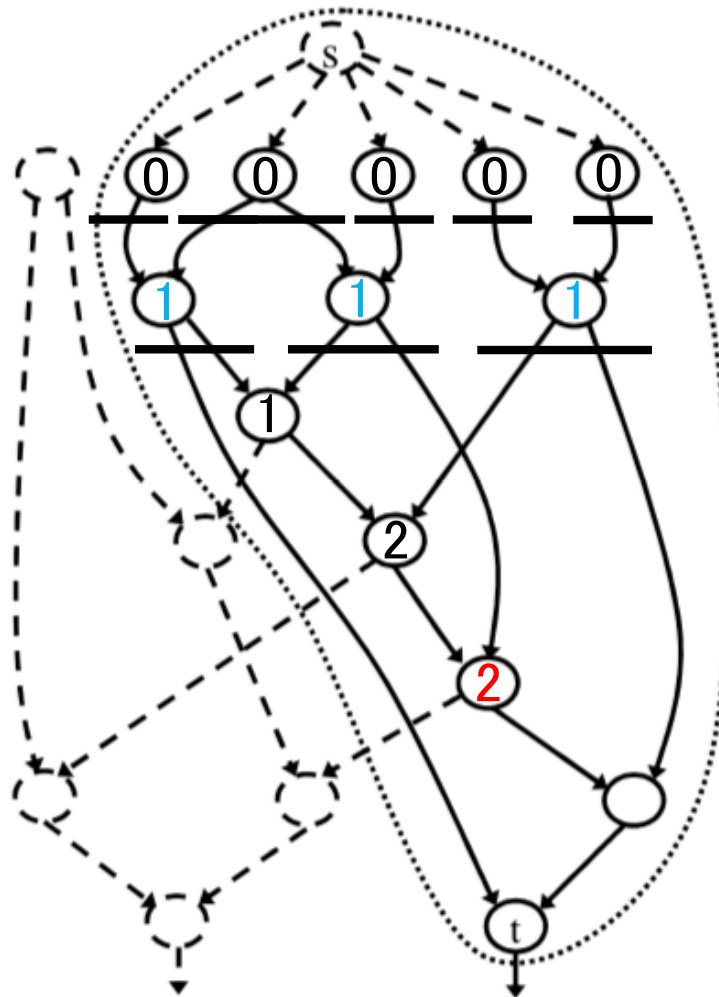


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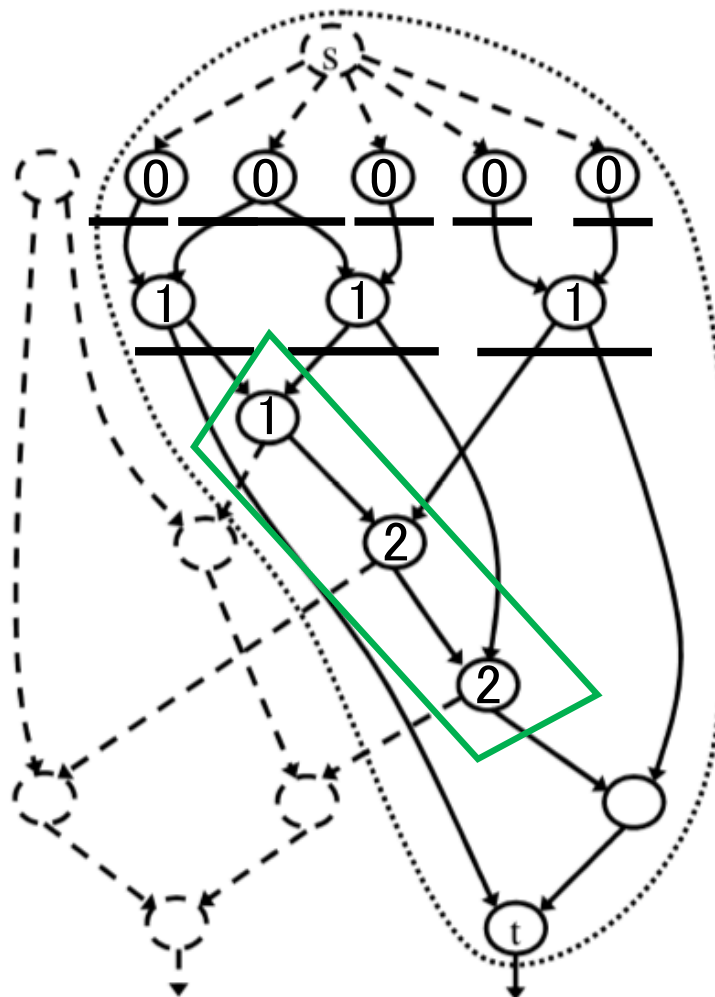
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# Update Labeling Index




# Covering by the k-Input LUT (k-LUT)

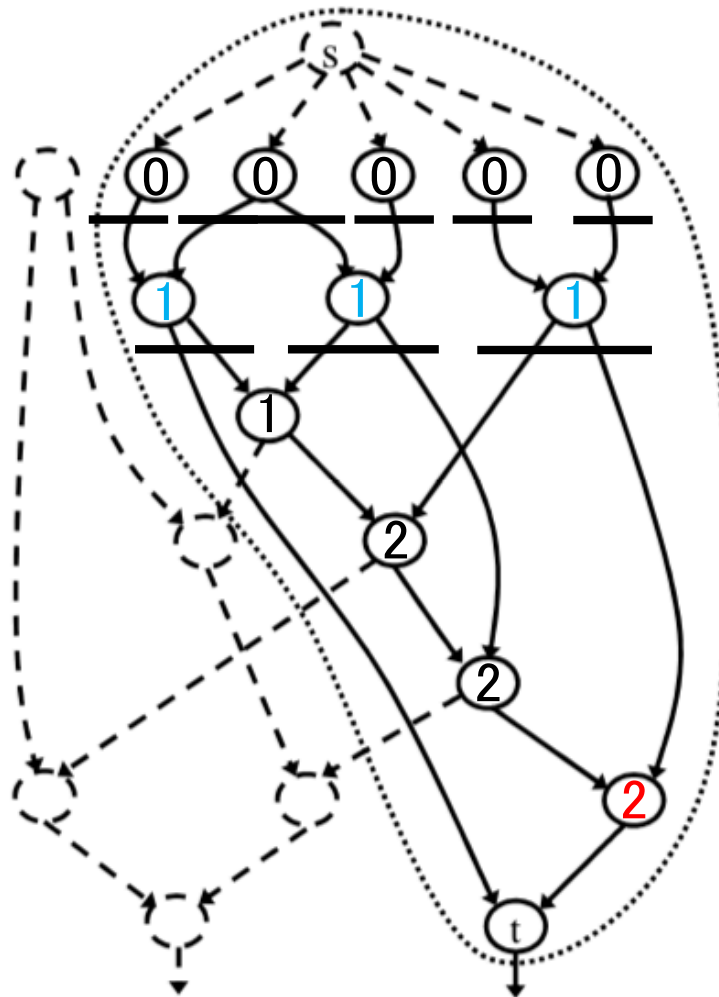


3-LUT:

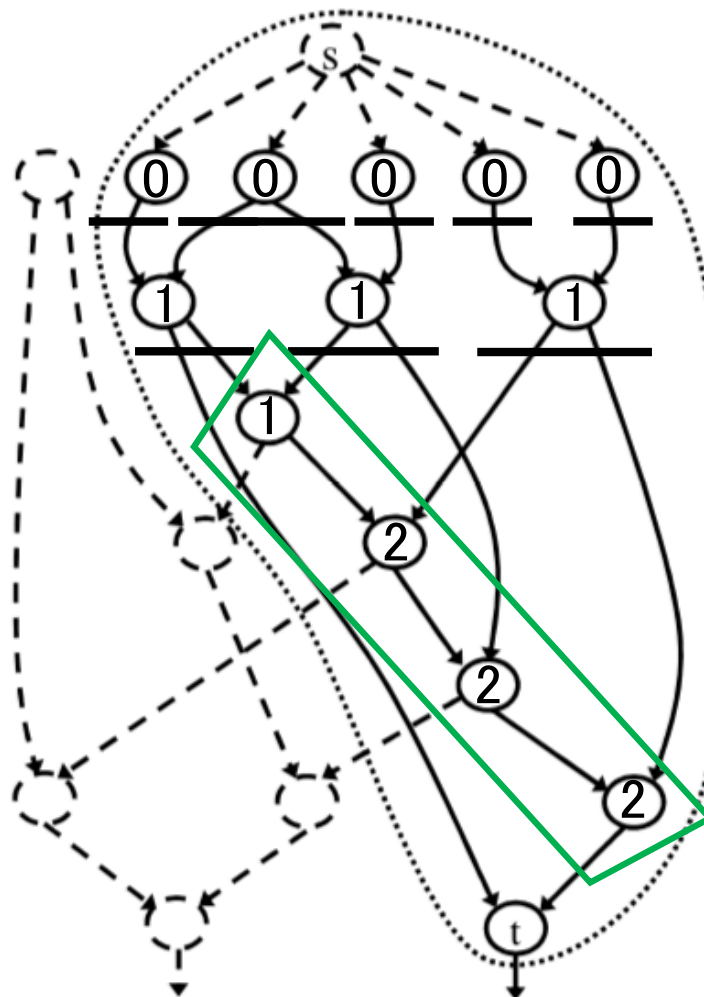
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# Covering by the k-Input LUT (k-LUT)

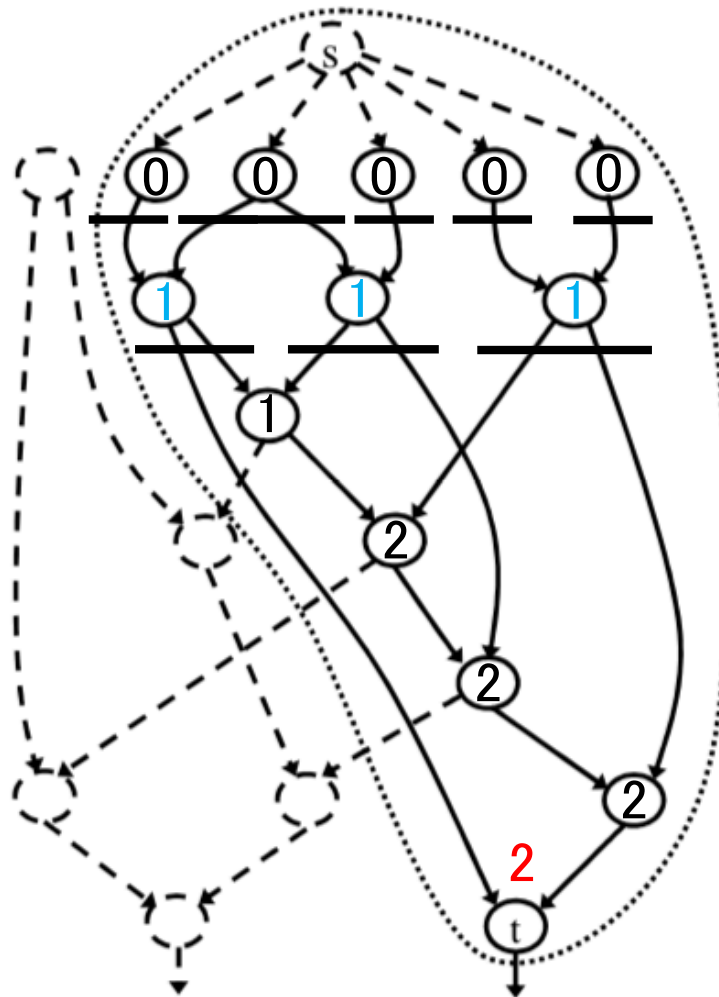


3-LUT:

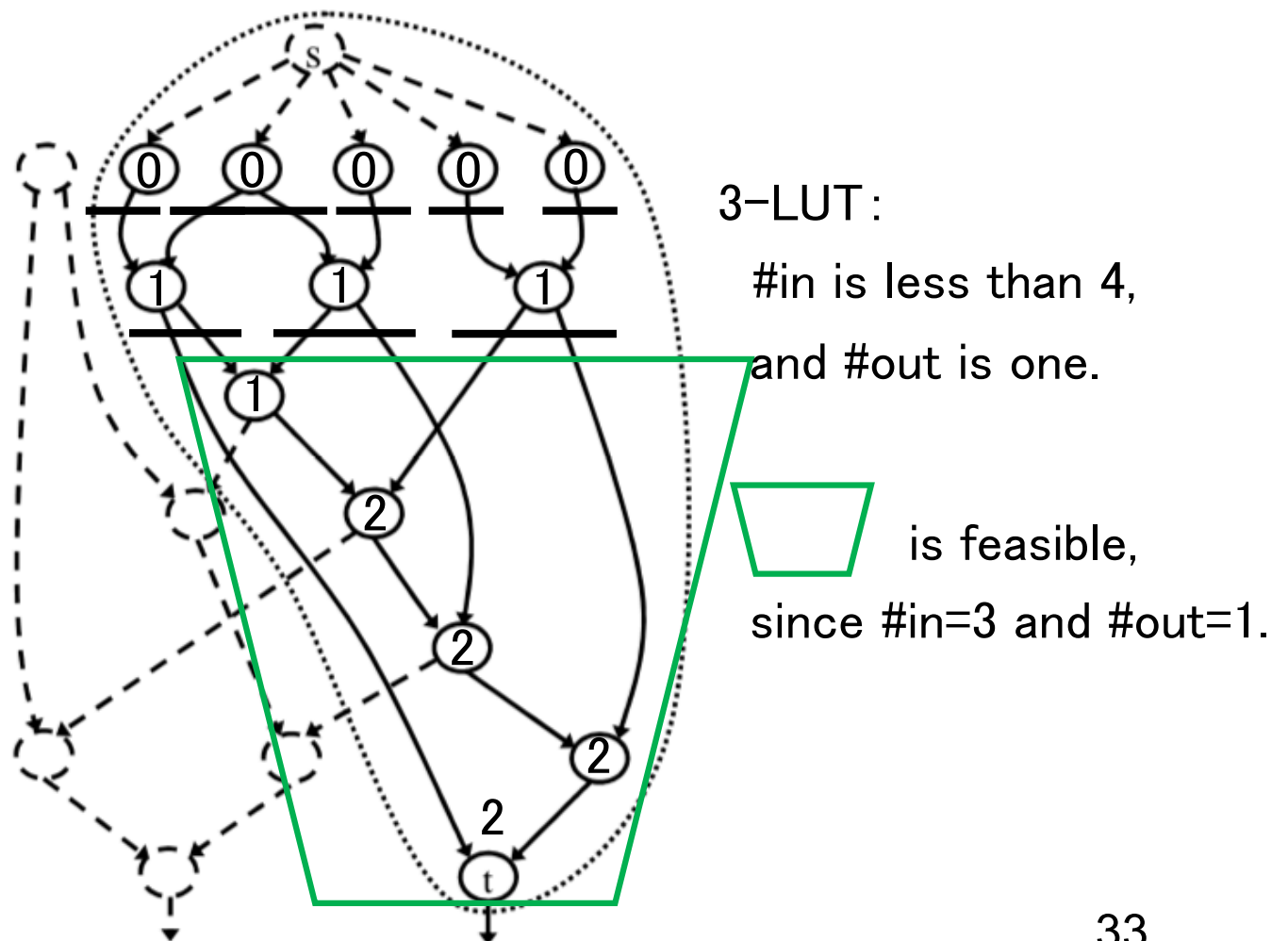
#in is less than 4,  
and #out is one.

 is feasible,  
since #in=3 and #out=1.

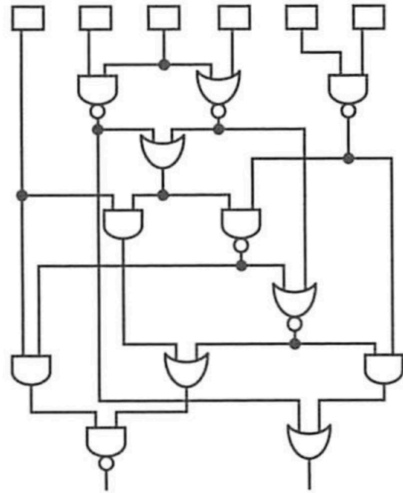
# Update Labeling Index



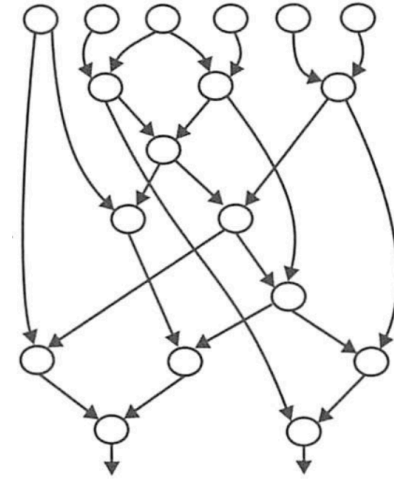
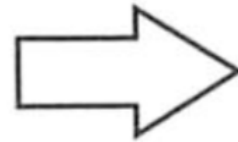
# Covering by the k-Input LUT (k-LUT)



# FlowMap Process

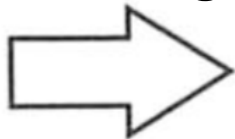


Boolean netlist

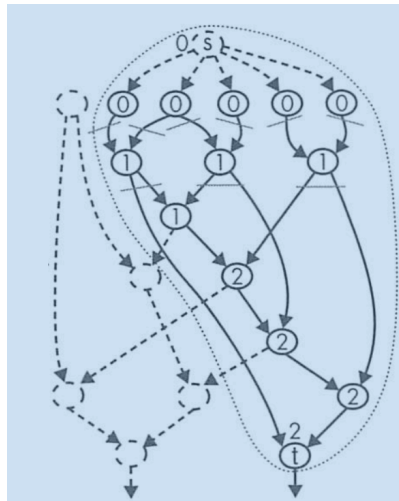


DAG

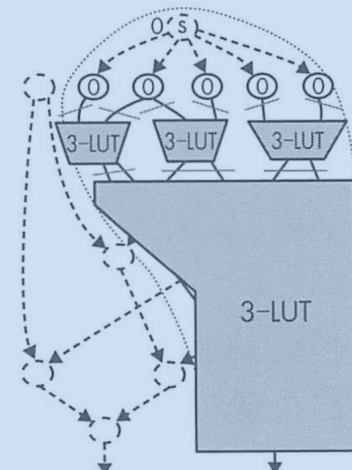
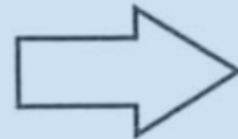
Labeling



Cut

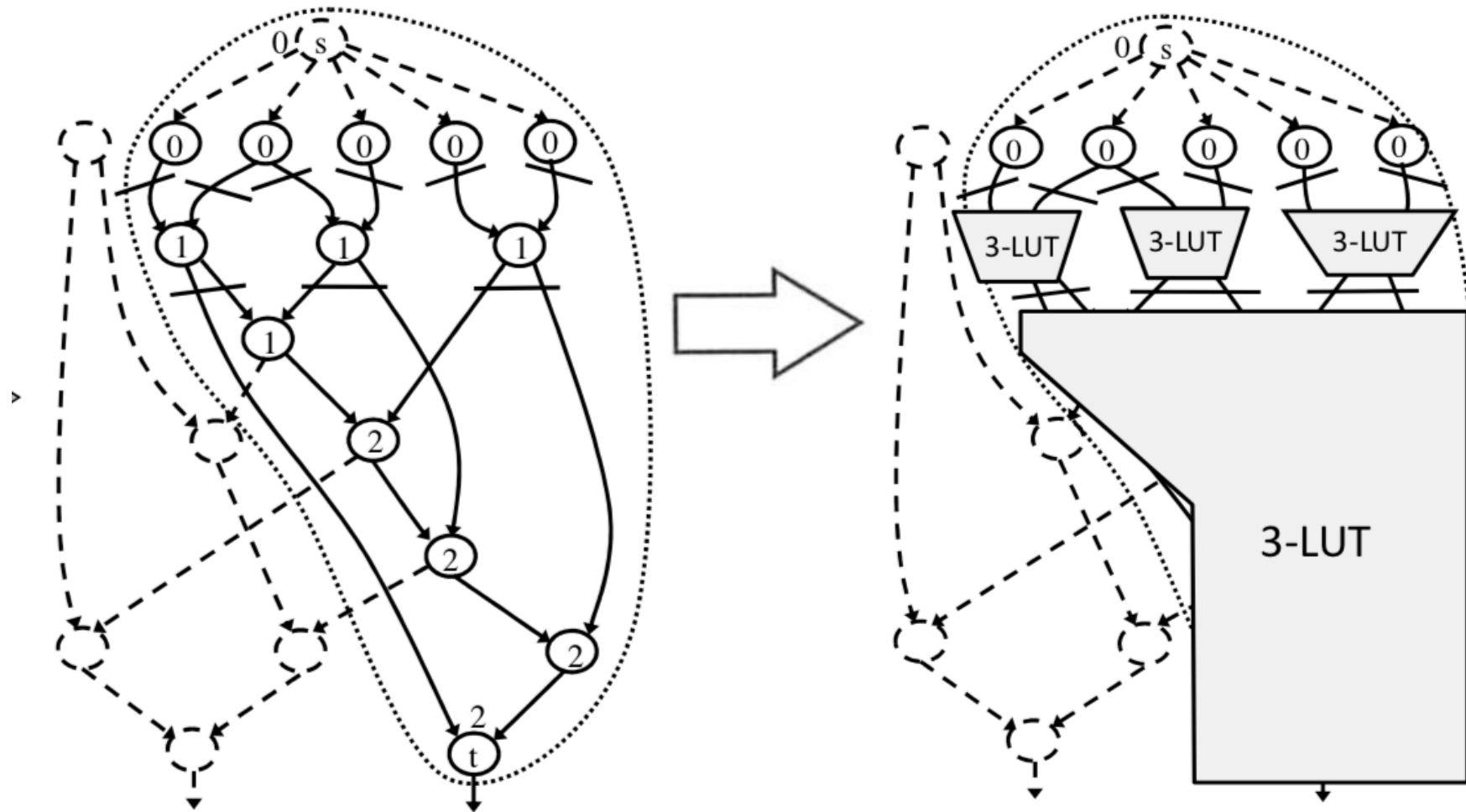


Mapping

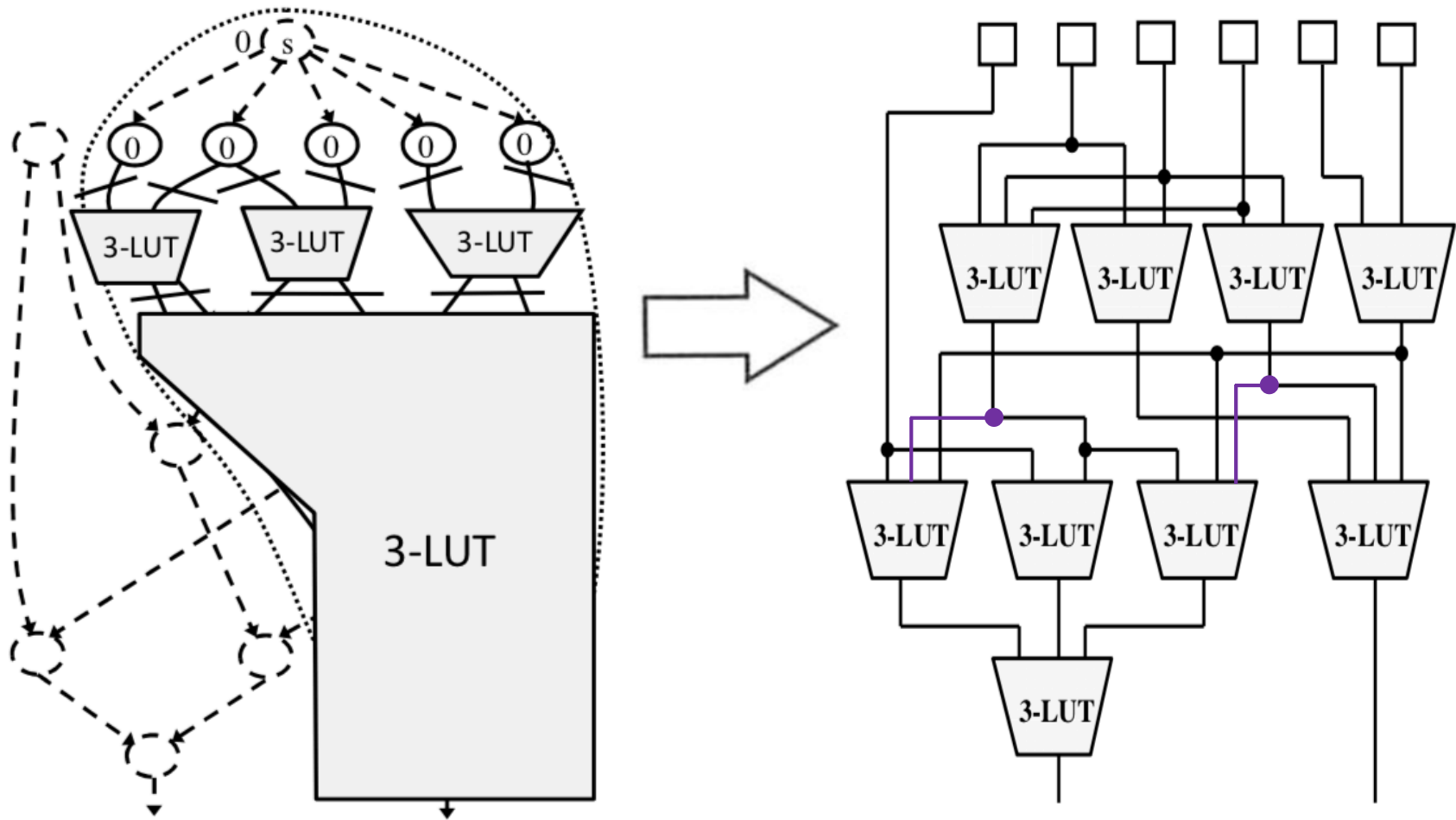


LUT netlist

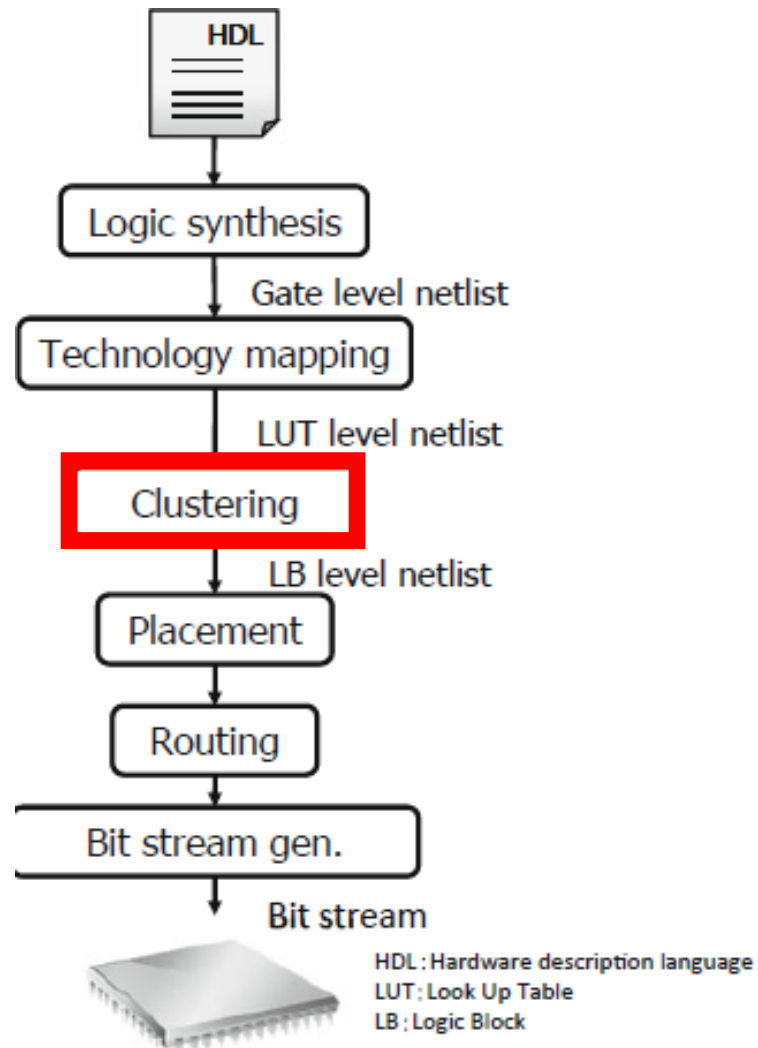
# Technology Mapping



# Merge k-LUT Netlists



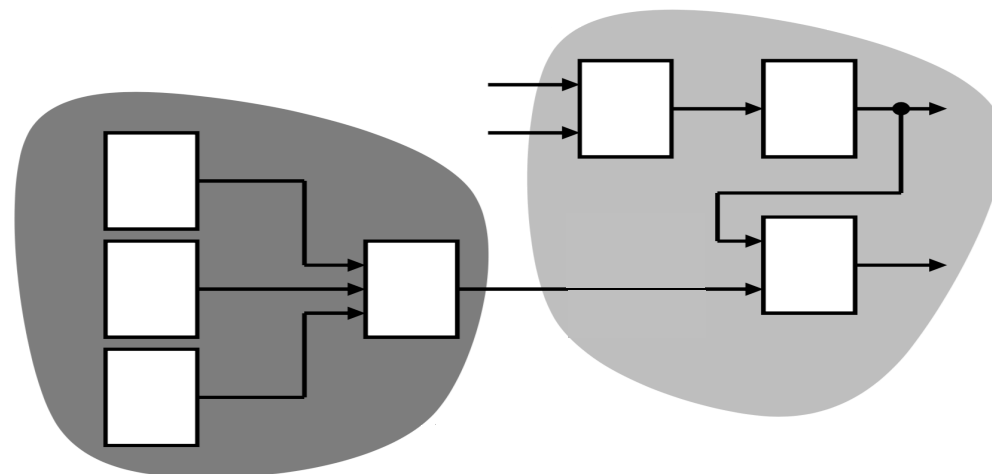
# Clustering



1. VPack
2. T-Vpack
  - Connection importance
  - Total route number impact
3. RPack/t-RPack/iRAC

# Clustering

- Goal: Merge several LUTs into a cluster
- Considerations:
  1. Routing outside the cluster has a larger delay penalty than in the cluster
  2. If there is an empty in the cluster, many logic blocks must be consumed



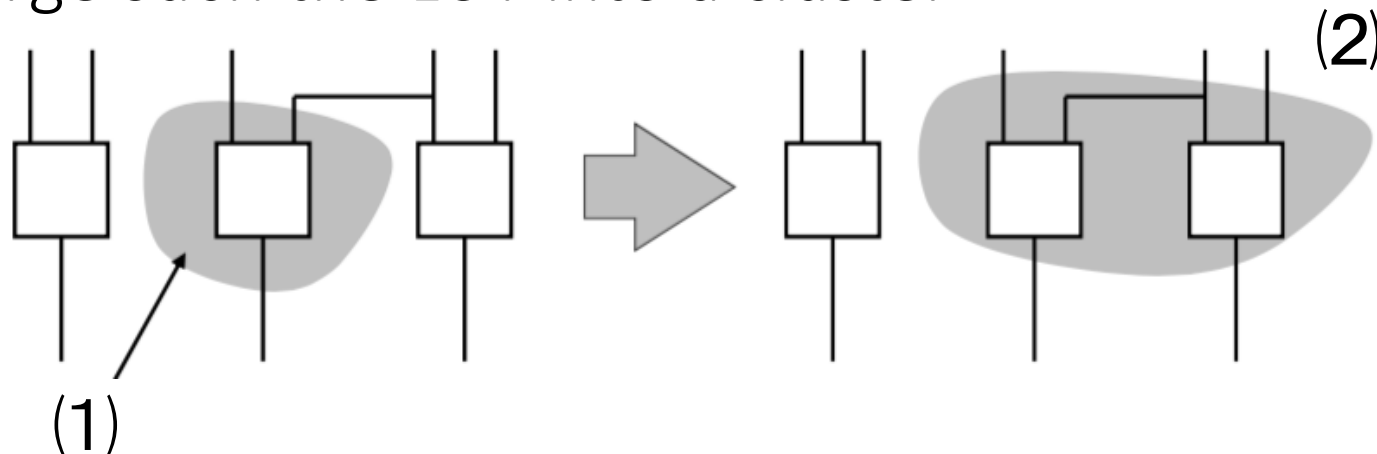
# VPack

- Goal:

1. Minimize the number of connections between clusters
2. Minimize the number of clusters

- Strategy:

1. Select the LUT with the largest number of inputs
2. Merge such the LUT into a cluster

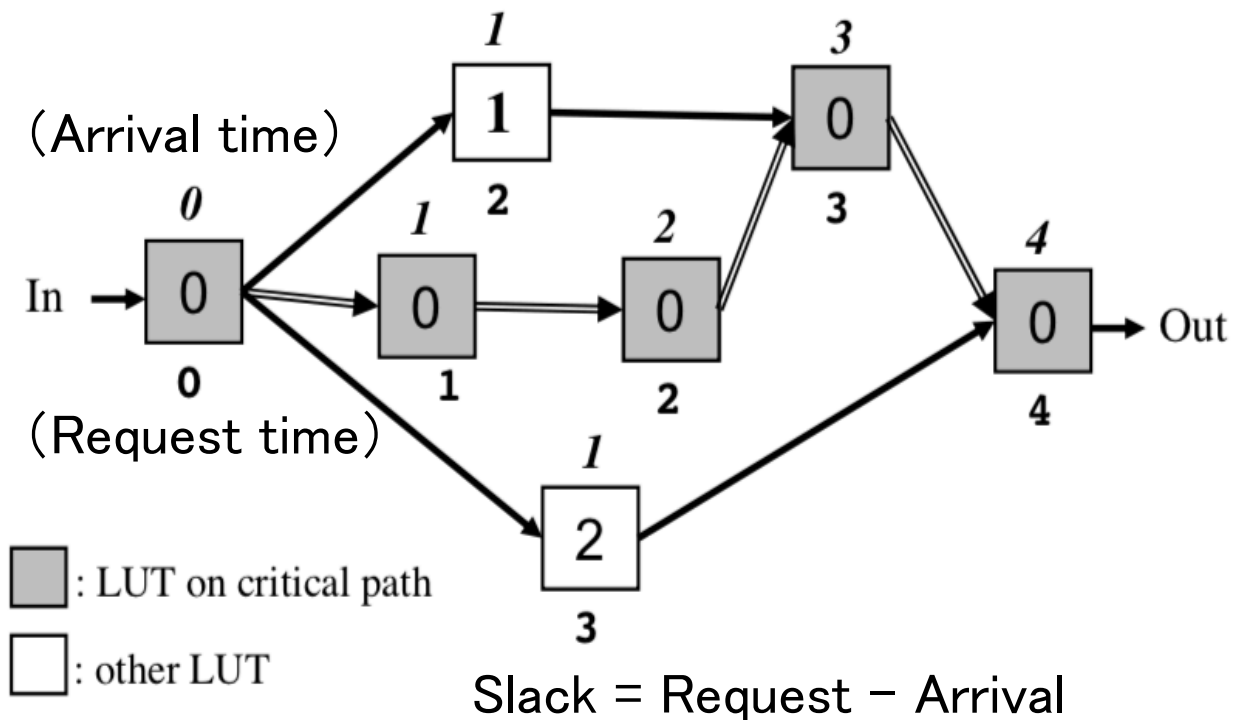


# T-VPack

- VPack:
  - Effective for reducing the number of clusters and the number of connections between clusters
    - Not consider the delay for inside and outside the cluster
- T-VPack:
  1. Connection importance
  2. Total route number impact
    - Reduce the delay by placing the critical path in the cluster

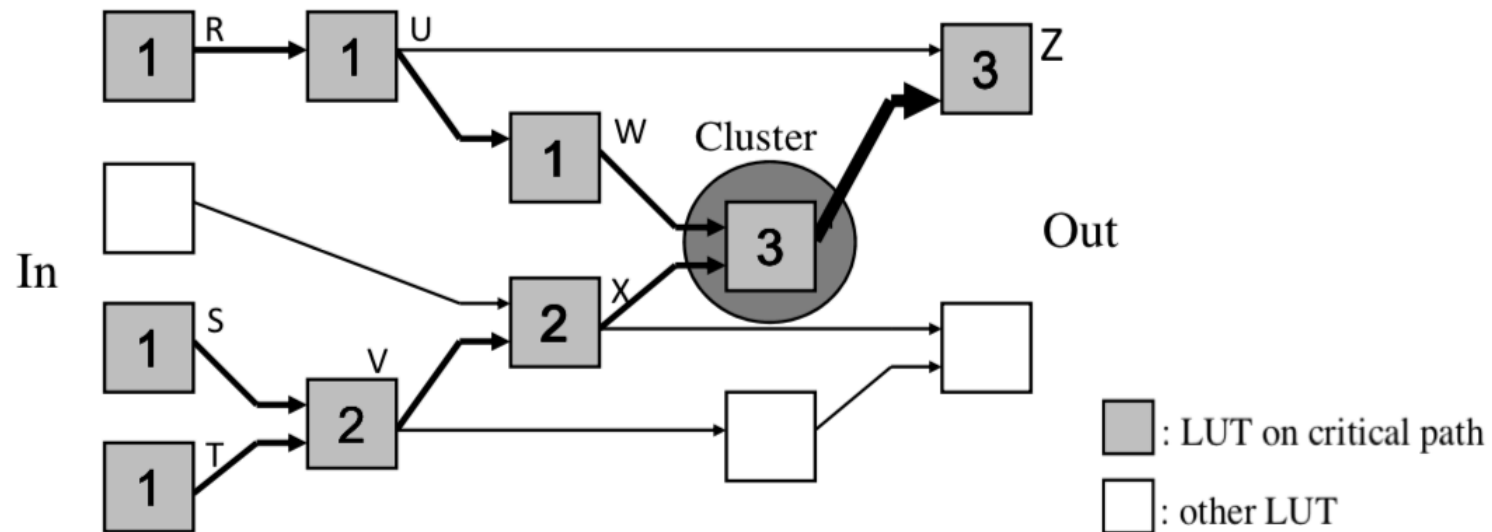
# Connection Importance

- LUTs close to the critical path (LUT with small Slack (delay margin)) are placed into the same cluster



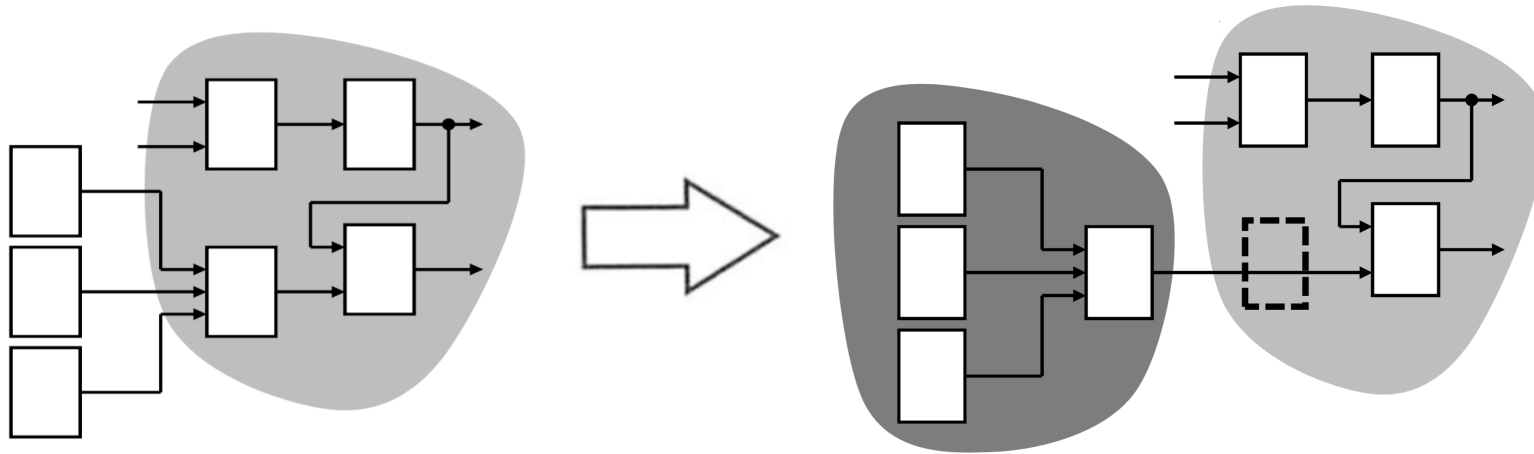
# Total Route Number Impact

- Place LUTs affected by many critical paths in the same cluster



# R-Pack/t-R-Pack/iRAC

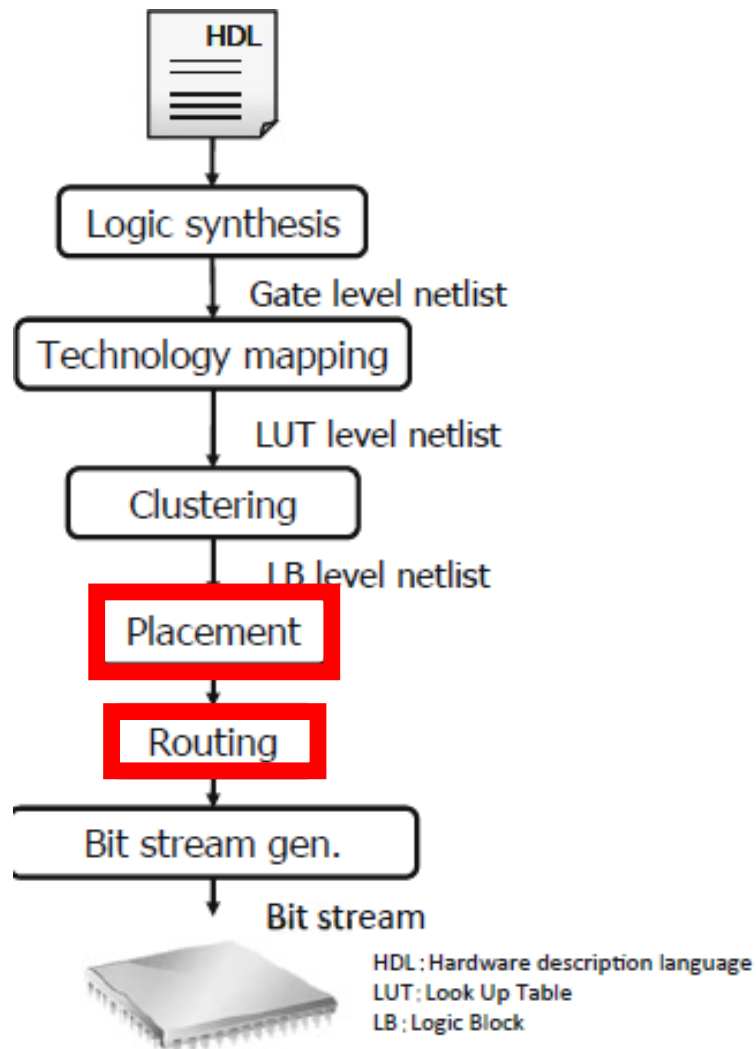
- Consider routing characteristics (degree of freedom in routing, simplicity connection)



No empty in the cluster,  
however three external wires

Although an empty exist,  
only a external wire

# Place-and-Routing



VPR (Versatile Place and Route)

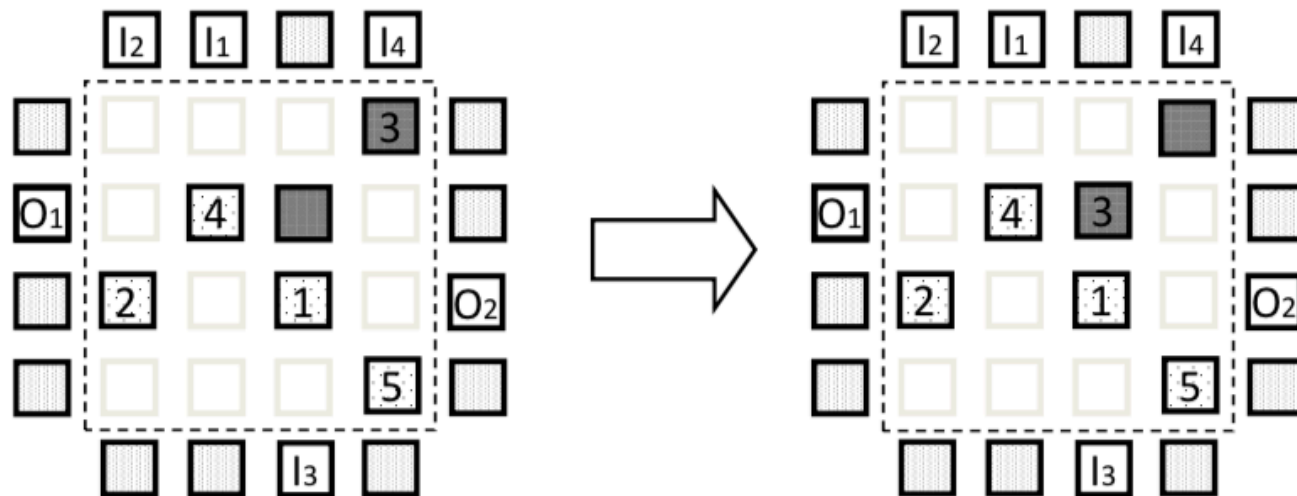
1. Placement
2. Routing
  - Detail routing

# Placement

Goal: Determine the position of each block

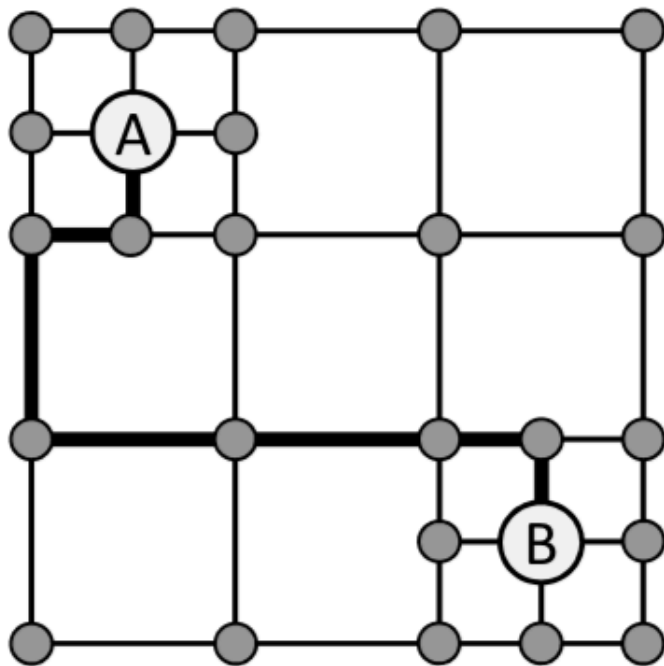
Strategy:

1. Place logical blocks and I/O blocks randomly
2. Exchange two blocks at random and accept cost improvement with a certain probability

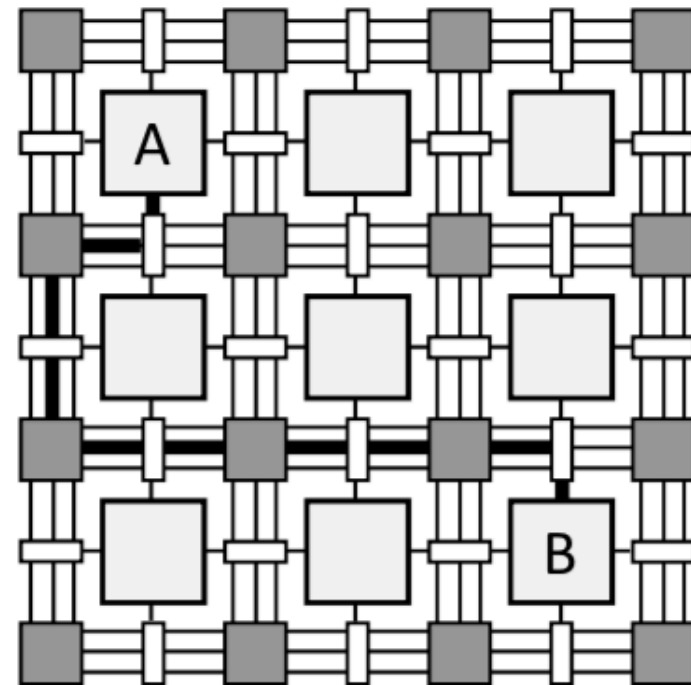
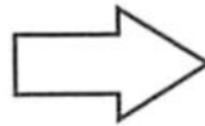


# Routing

- Determining the path of the signal connection for each block



Global routing

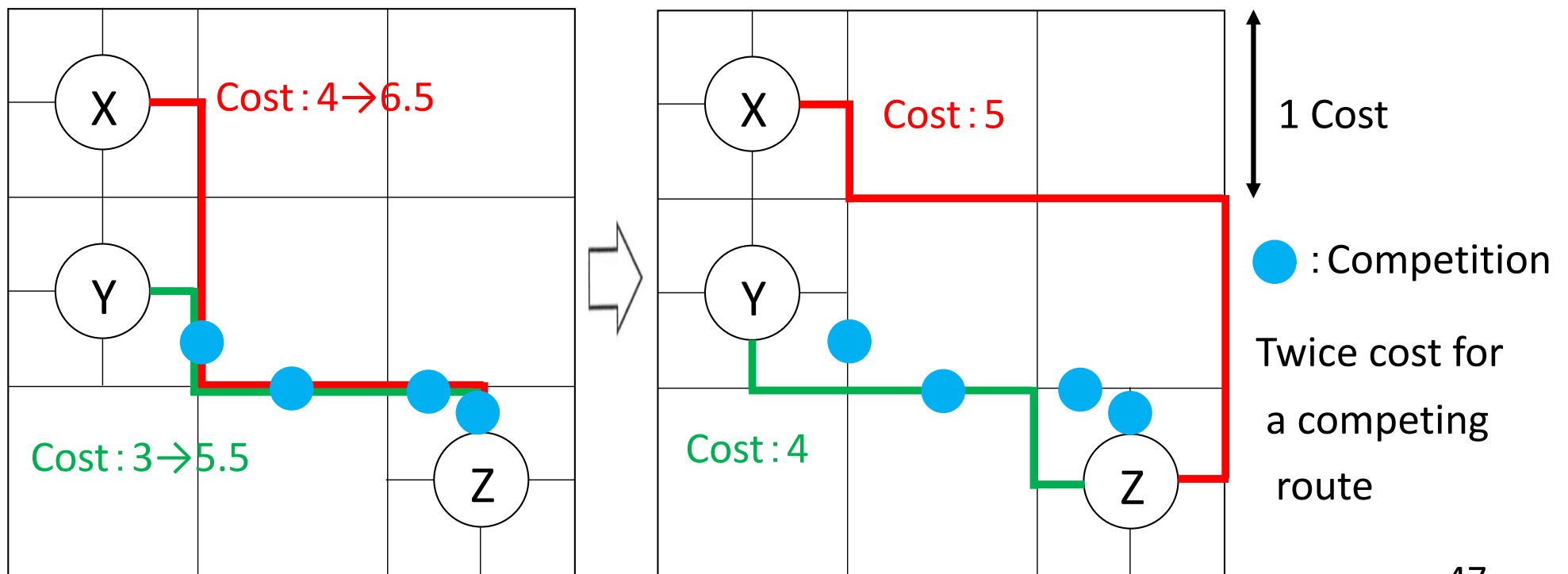


Detail routing

# Detail Routing

1. Routing at minimum cost for each net
2. Add cost to competing routes, re-calculate minimum cost, then perform routing

Example: Routing to input the output of X, Y to Z



# Low-Power Design Tools

1. Low-power design
2. Emap for technology mapping
3. P-T-VPack for clustering
4. P-VPR for place-and-routing
5. ACE for a measurement of activity

# Low-Power Design

- **Dynamic Power Consumption**

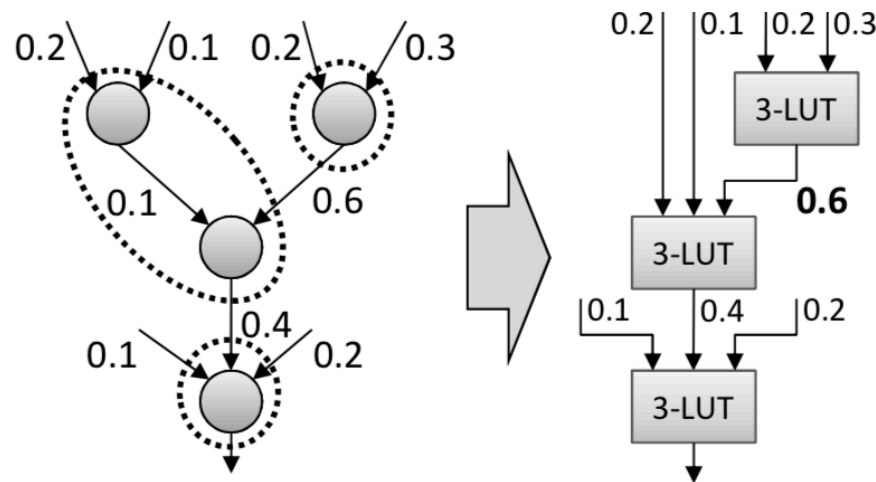
$$Power_{dynamic} = 0.5 \cdot V^2 \cdot f_{clk} \cdot \sum_{i \in nodes} Activity(i) \cdot C_i$$

- **Power Reduction**

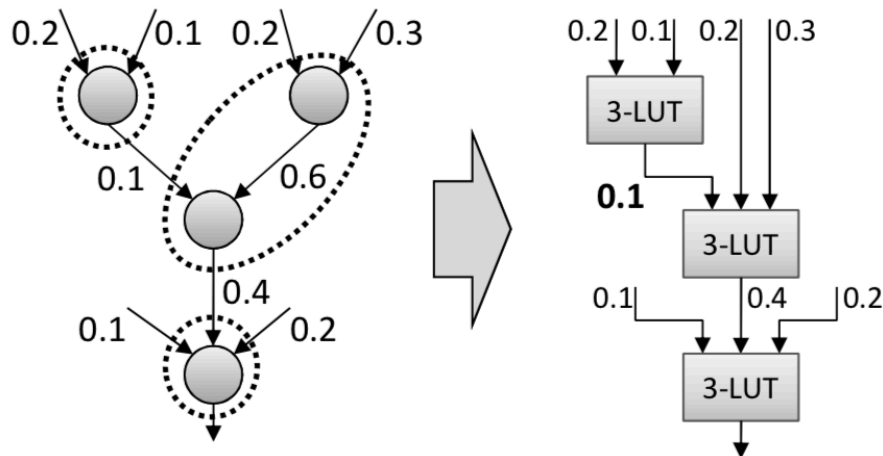
1. Low voltage for power source ( $V$ )
2. Low clock frequency ( $f_{clk}$ )
3. Low switching activity ( $Activity(i)$ )
4. Low capacitance ( $C_i$ )

# Emap: Mapping Tool

- Embed routing with the largest activity in the LUT



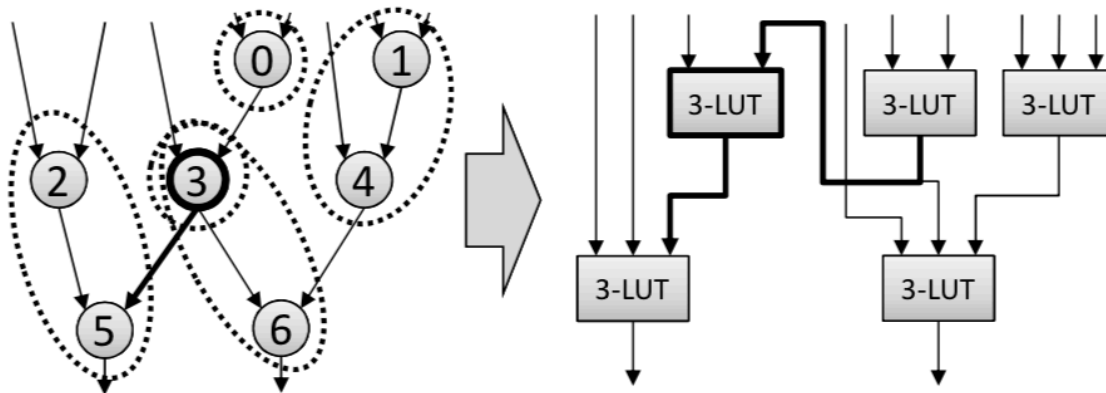
Without activity consideration



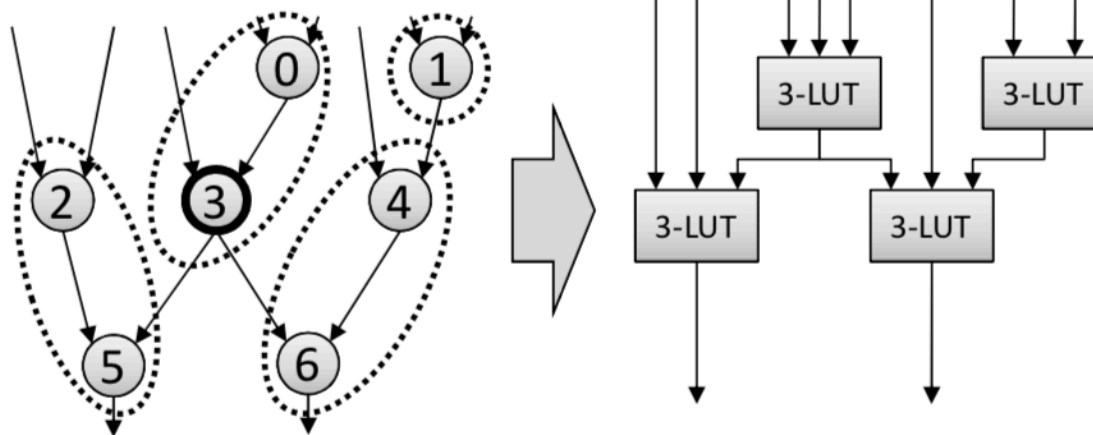
With activity consideration

# Cont'd

- Consider fan-out, reduce the number of branches of wiring by reducing the number of nodes to be duplicated



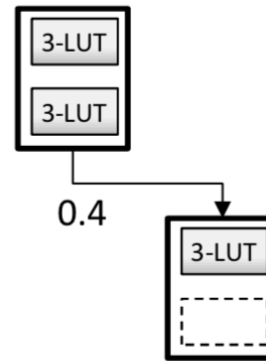
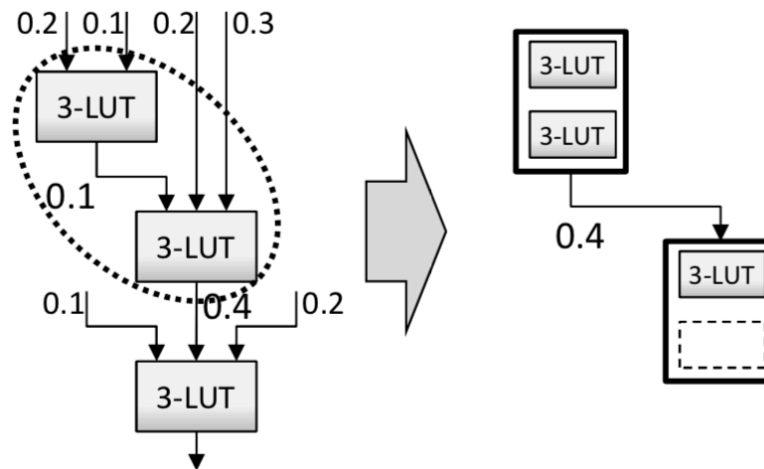
Without considering fan-out



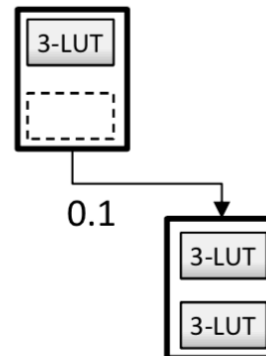
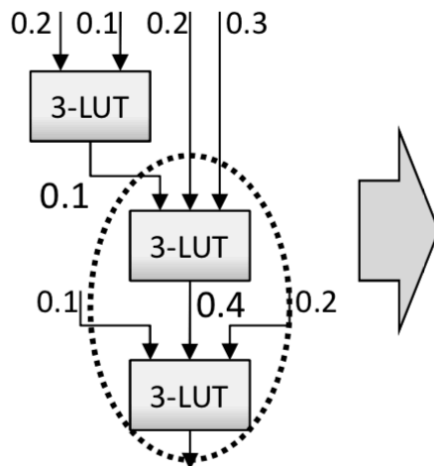
With considering fan-out

# P-T-VPack: Clustering Tool

- Include routes with high activity in the cluster



Without considering activity



With considering activity

# P-VPR: Place-and-Routing Tool

- Determine routes with high activity so that they are as short as possible
  - Consider making the routing with a high activity, which is not placed in the critical path

# ACE: Activity Measurement Tool

1. Deterministic approach by using a simulation result
  - High prediction, however long-time computation and depend on a testbench quality
2. Probabilistic approach
  - Low prediction and short-time, however result is depend on an initial value

# Conclusion

- In each process, aimed to optimize delay, area, power consumption
- In the future, it is expected that a method to optimize across multiple processes

# Exercise

- (Mandatory) Investigate another open-source CAD tools for FPGA architecture and CAD research and report it.
- Send a report via OCW-i

Deadline is 7th, July, 2020

(At the beginning of the lecture)