

# Complexity of Logic Functions, and its Decomposition: Synthesis for an FPGA

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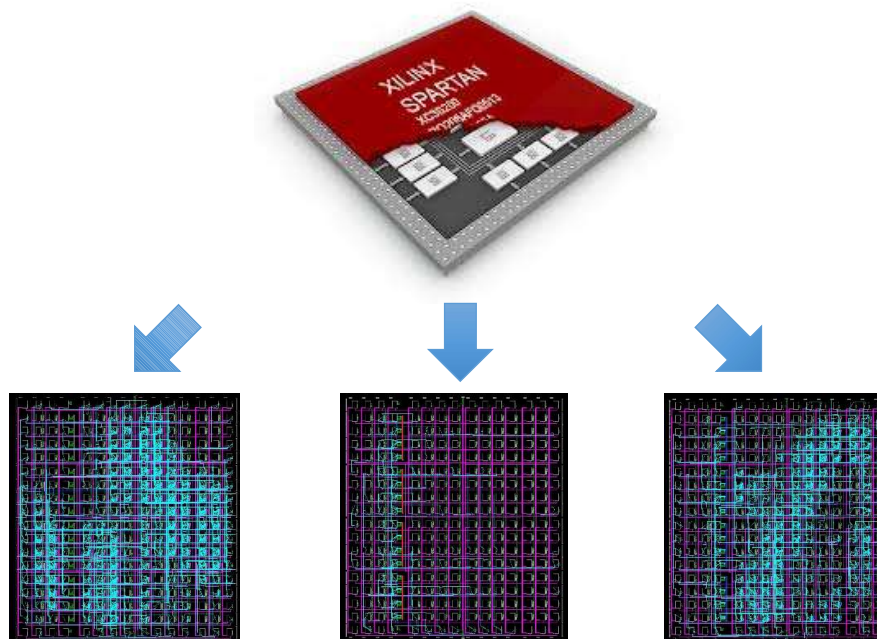
# Outline

- Memory-based logic design for an FPGA
  - FPGA architecture
- Functional decomposition
  - Complexity of a logic function
- Case studies
  - Index generation function
  - Sum of weighted function
  - Residue Number System (RNS)
- Summary

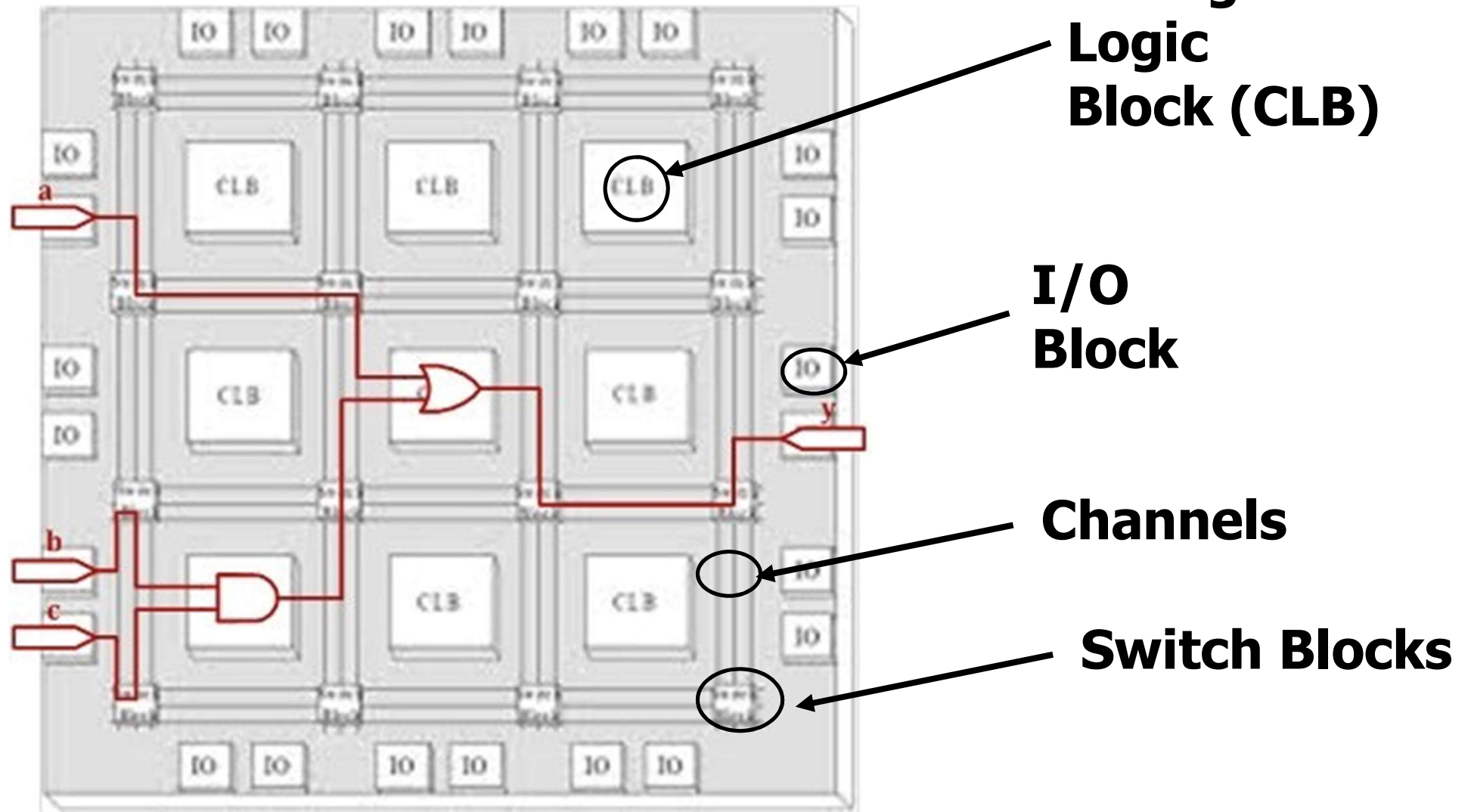
# 1 Memory-based logic design for an FPGA

# FPGA

- Reconfigurable LSI or Programmable Hardware
- Programmable Logic Array and Programmable Interconnection
- Programmed by Reconfigurable Data

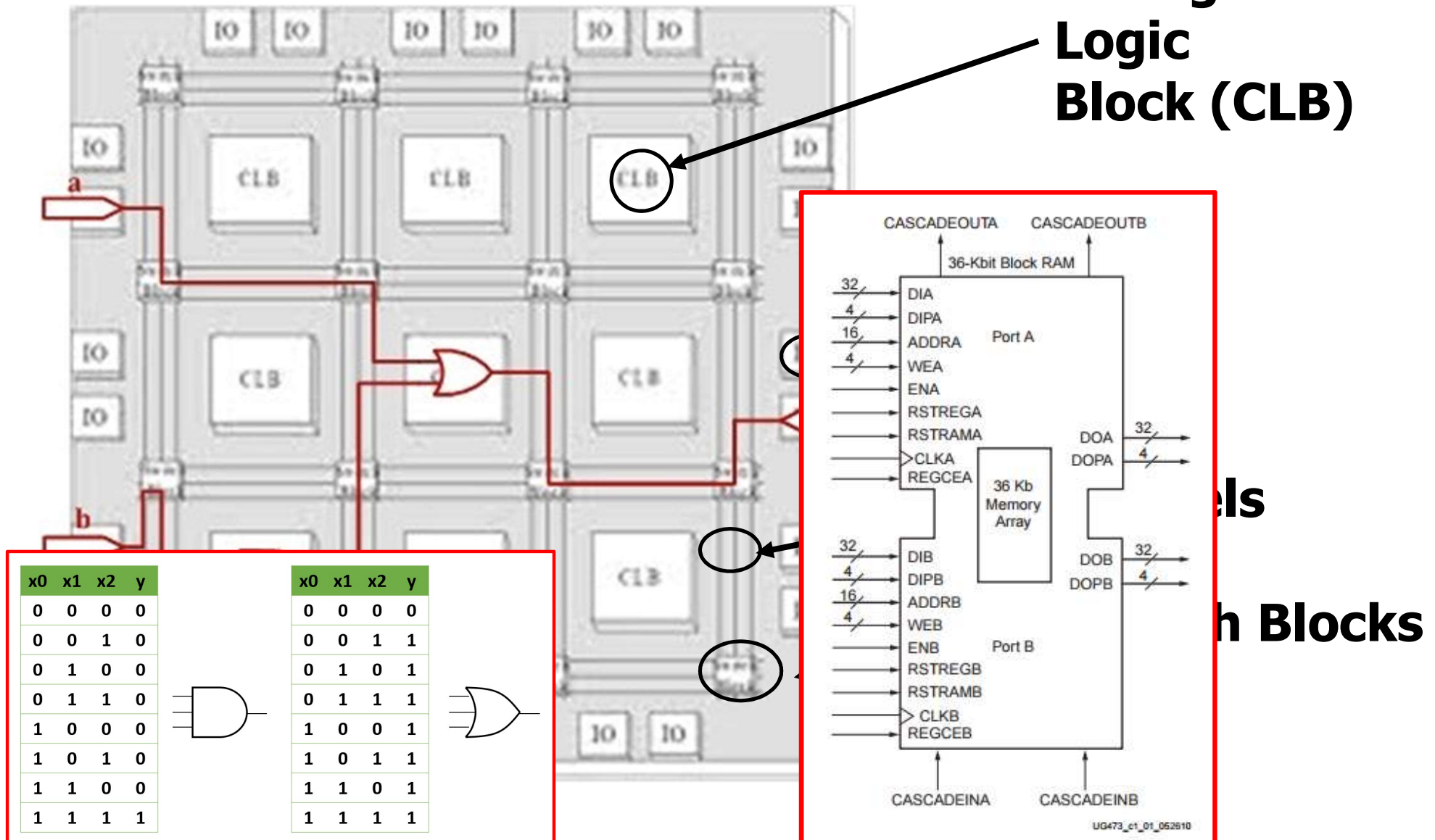


# Island Style FPGA



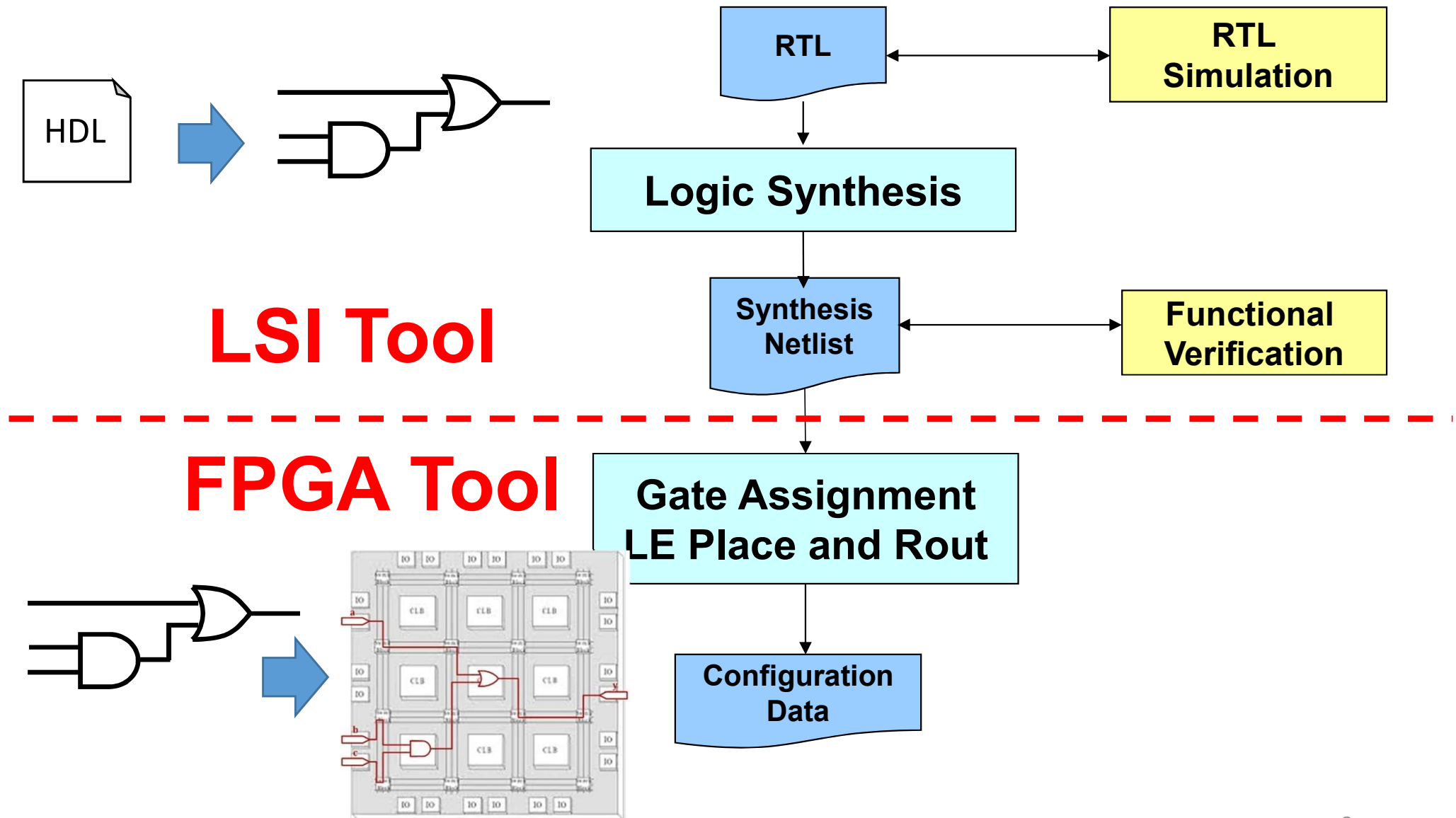
# FPGA is a memory-based architecture

**Configurable Logic Block (CLB)**



## 2. Functional decomposition for a Logic Function

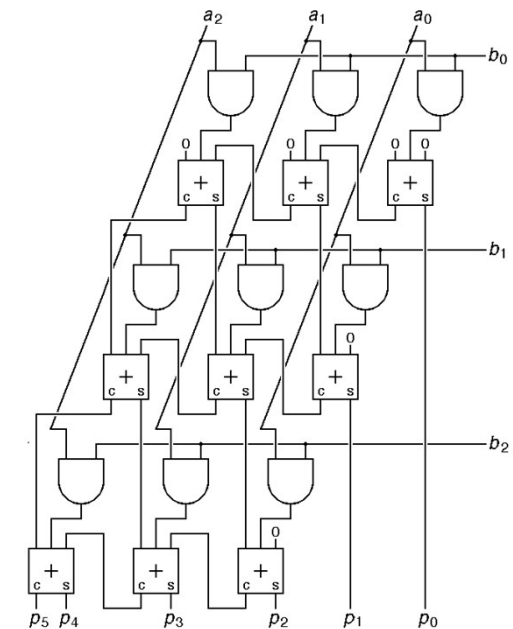
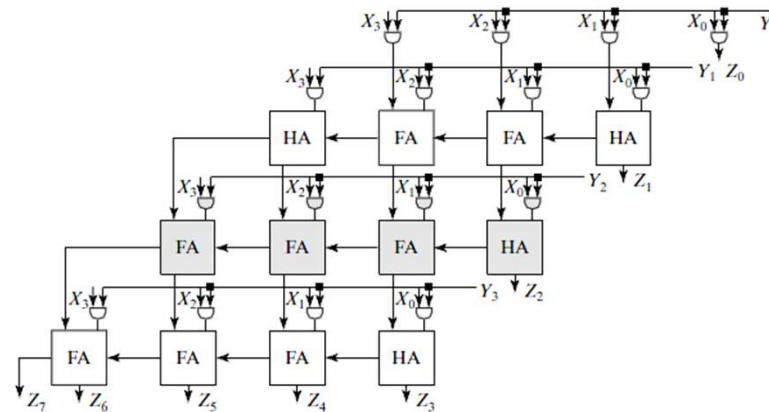
# Standard FPGA Design



# Logic Synthesis

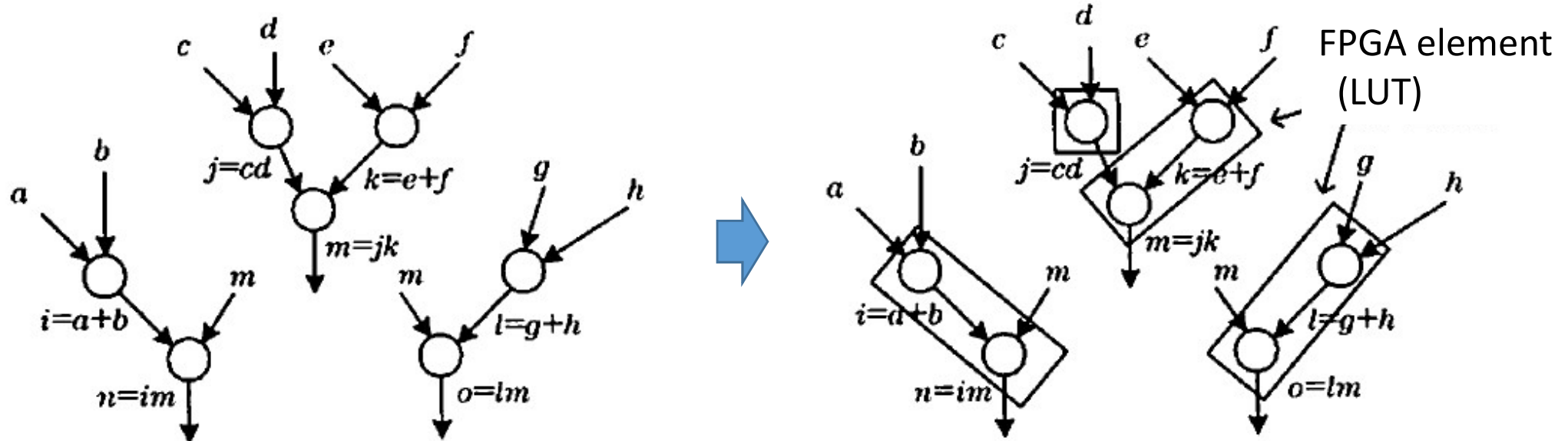
- Synthesize from a given HDL specification to a Boolean network

input [3:0]X,Y;  
output [7:0]Z;  
 $Z=X*Y$



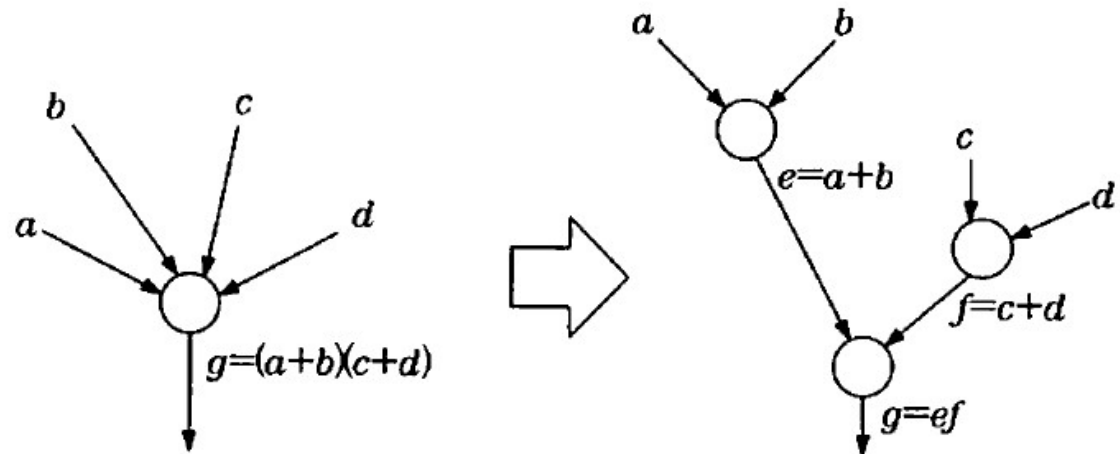
# Technology Mapping

- A kind of a graph covering problem
- Goal: A depth optimized one by using a dynamic programming

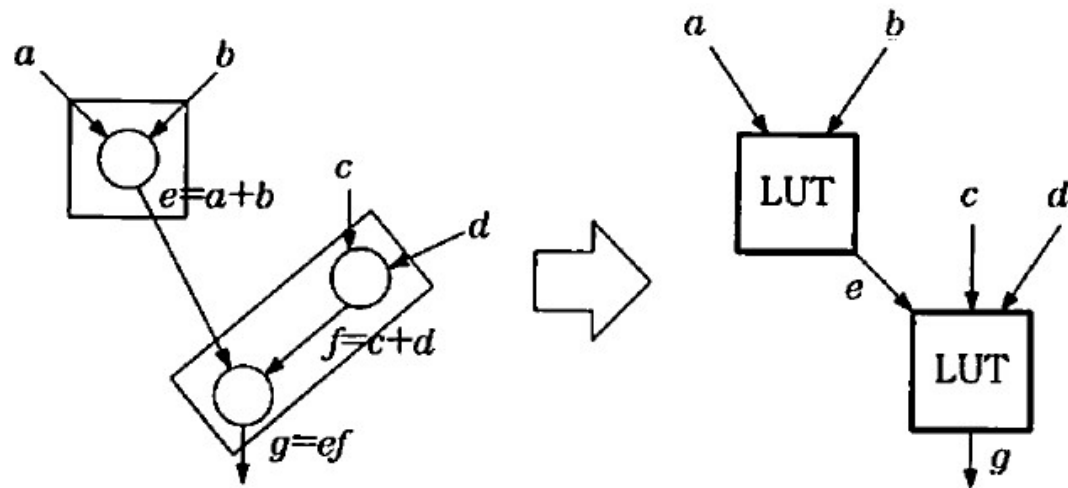


# Decomposition and Covering

Decomposition



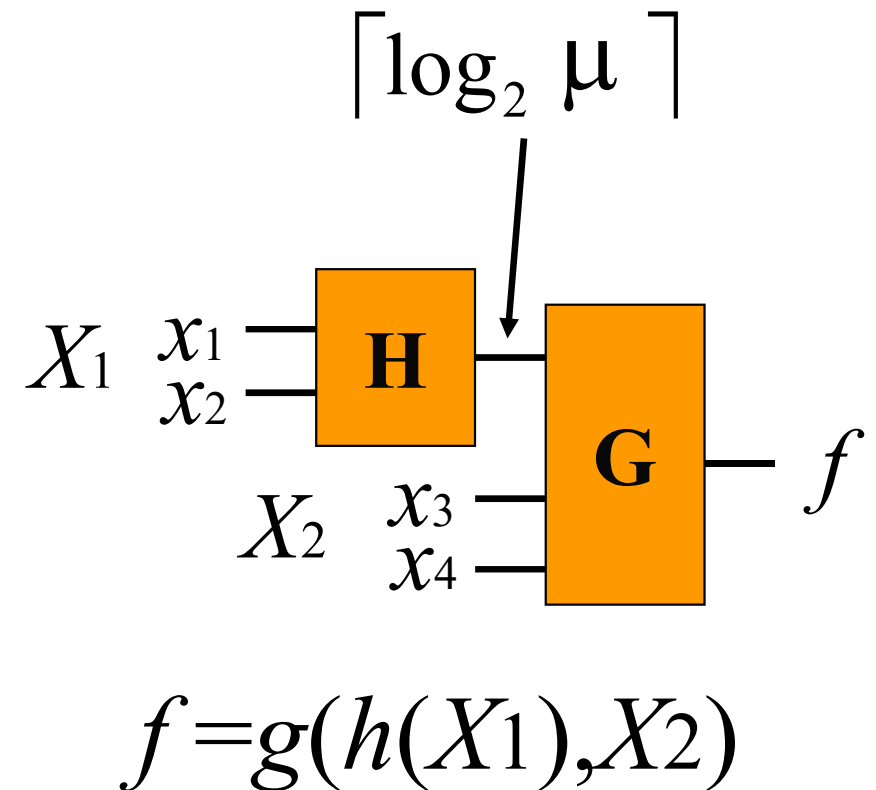
Covering



# Functional Decomposition

| Decomposition Chart                |          | Bound Variables<br>$X_1=(x_1, x_2)$ |    |    |    |
|------------------------------------|----------|-------------------------------------|----|----|----|
|                                    |          | 00                                  | 01 | 10 | 11 |
| Free Variables<br>$X_2=(x_3, x_4)$ | 00       | 0                                   | 1  | 0  | 1  |
|                                    | 01       | 1                                   | 1  | 1  | 1  |
|                                    | 10       | 1                                   | 0  | 1  | 0  |
|                                    | 11       | 1                                   | 0  | 1  | 0  |
|                                    | $h(X_1)$ | 0                                   | 1  | 0  | 1  |

Column Multiplicity  $\mu=2$



# Example

$X_1 = (x_1, x_2)$

|    | 00 | 01 | 10 | 11 |
|----|----|----|----|----|
| 00 | 0  | 1  | 0  | 1  |
| 01 | 1  | 1  | 1  | 1  |
| 10 | 1  | 0  | 1  | 0  |
| 11 | 1  | 0  | 1  | 0  |

$X_2 = (x_3, x_4)$

$h(X_1)$     0    1    0    1

$\mu=2$

$$2^4 \times 1 = 16 \text{ [bit]}$$

|       |   |   |   |   |
|-------|---|---|---|---|
| x1    | 0 | 0 | 1 | 1 |
| x2    | 0 | 1 | 0 | 1 |
| h(X1) | 0 | 1 | 0 | 1 |

↓

|    | 0 | 1 |
|----|---|---|
| 00 | 0 | 1 |
| 01 | 1 | 1 |
| 10 | 1 | 0 |
| 11 | 1 | 0 |

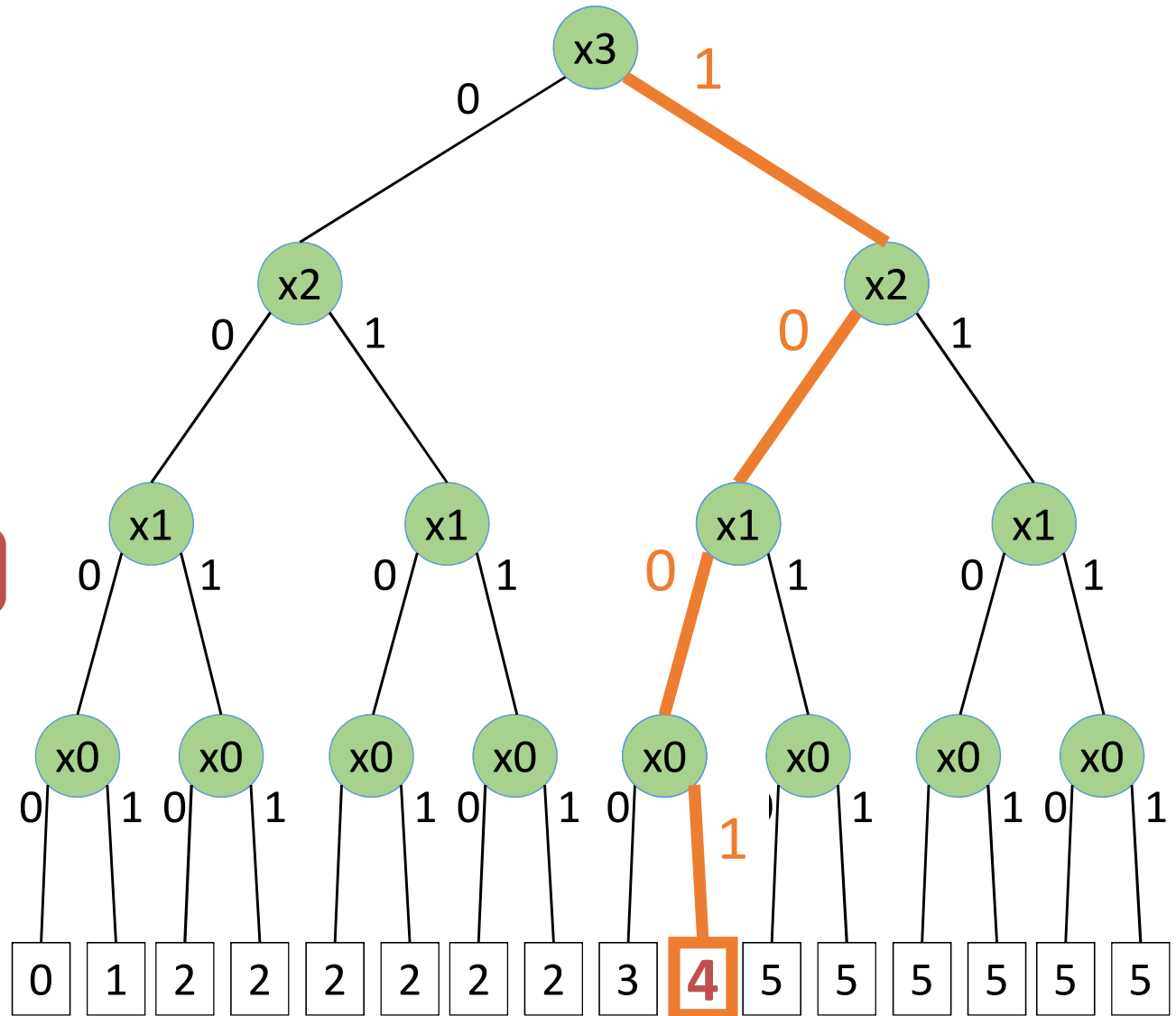
$h(X_1)$

$x_{3,x4}$

$$2^2 \times 1 + 2^3 \times 1 = 12 \text{ [bit]}$$

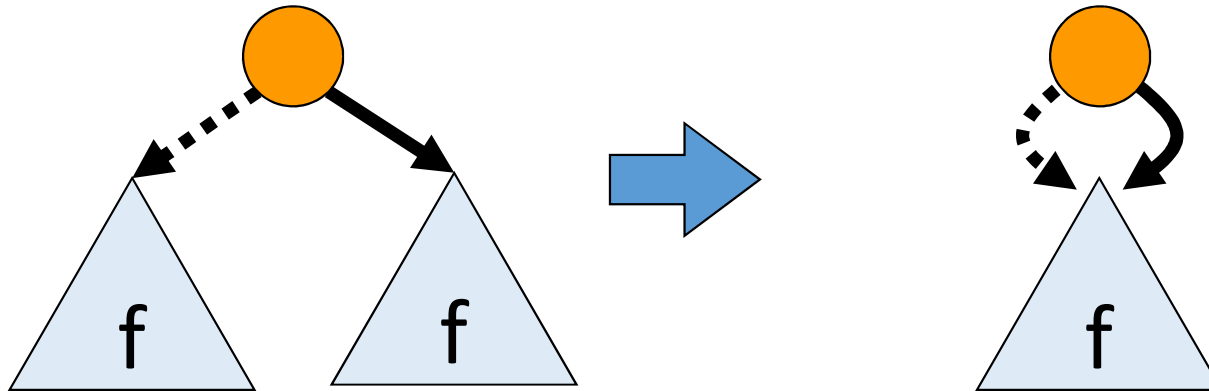
# Binary Tree

| SA | (x3x2x1x0) | IDX <sub>SA</sub> |
|----|------------|-------------------|
| 0  | (0000)     | 0                 |
| 1  | (0001)     | 1                 |
| 2  | (0010)     | 2                 |
| 3  | (0011)     | 2                 |
| 4  | (0100)     | 2                 |
| 5  | (0101)     | 2                 |
| 6  | (0110)     | 2                 |
| 7  | (0111)     | 2                 |
| 8  | (1000)     | 3                 |
| 9  | (1001)     | 4                 |
| 10 | (1010)     | 5                 |
| 11 | (1011)     | 5                 |
| 12 | (1100)     | 5                 |
| 13 | (1101)     | 5                 |
| 14 | (1110)     | 5                 |
| 15 | (1111)     | 5                 |

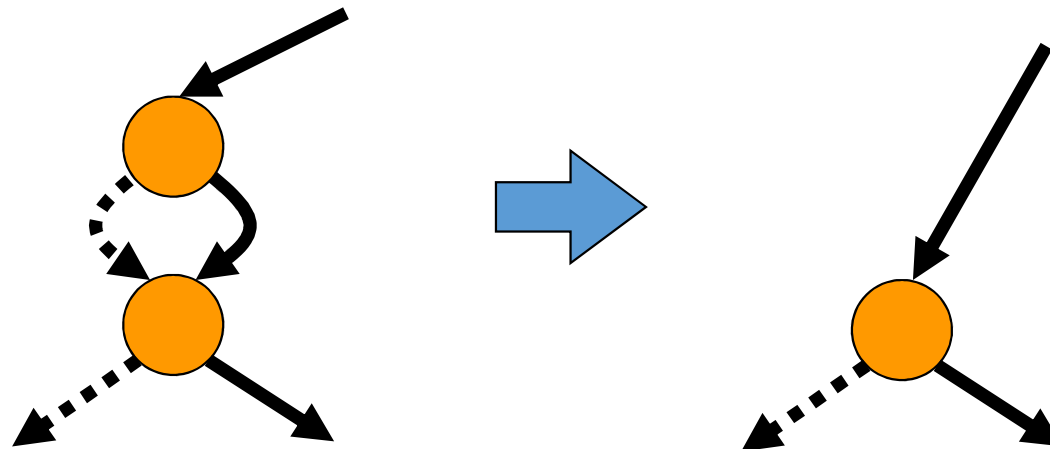


# Reduction Rules of a Binary Decision Diagram (BDD)

Rule 1: Merge

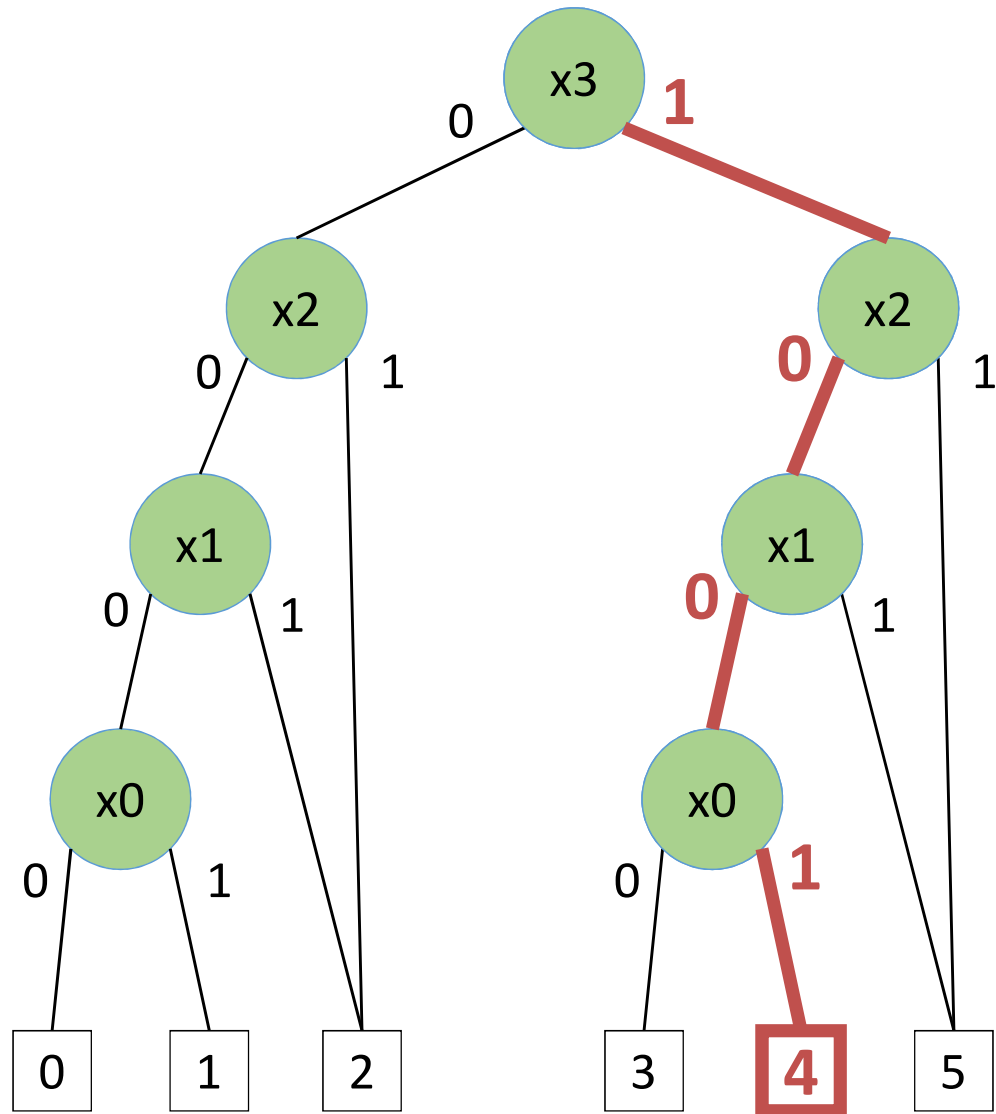


Rule 2: Delete



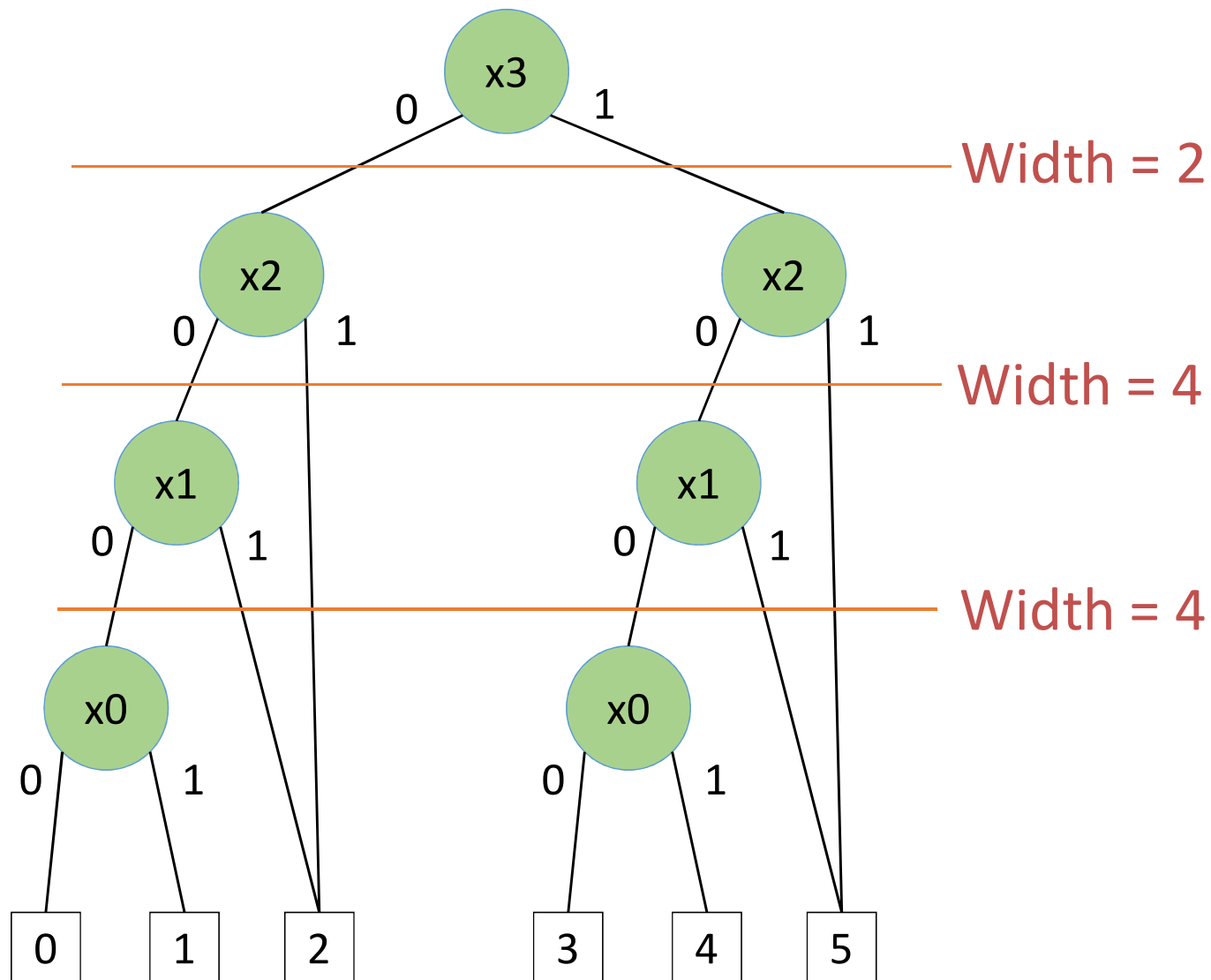
# Binary Decision Diagram (BDD)

| SA | (x3x2x1x0) | IDX <sub>SA</sub> |
|----|------------|-------------------|
| 0  | (0000)     | 0                 |
| 1  | (0001)     | 1                 |
| 2  | (0010)     | 2                 |
| 3  | (0011)     | 2                 |
| 4  | (0100)     | 2                 |
| 5  | (0101)     | 2                 |
| 6  | (0110)     | 2                 |
| 7  | (0111)     | 2                 |
| 8  | (1000)     | 3                 |
| 9  | (1001)     | 4                 |
| 10 | (1010)     | 5                 |
| 11 | (1011)     | 5                 |
| 12 | (1100)     | 5                 |
| 13 | (1101)     | 5                 |
| 14 | (1110)     | 5                 |
| 15 | (1111)     | 5                 |



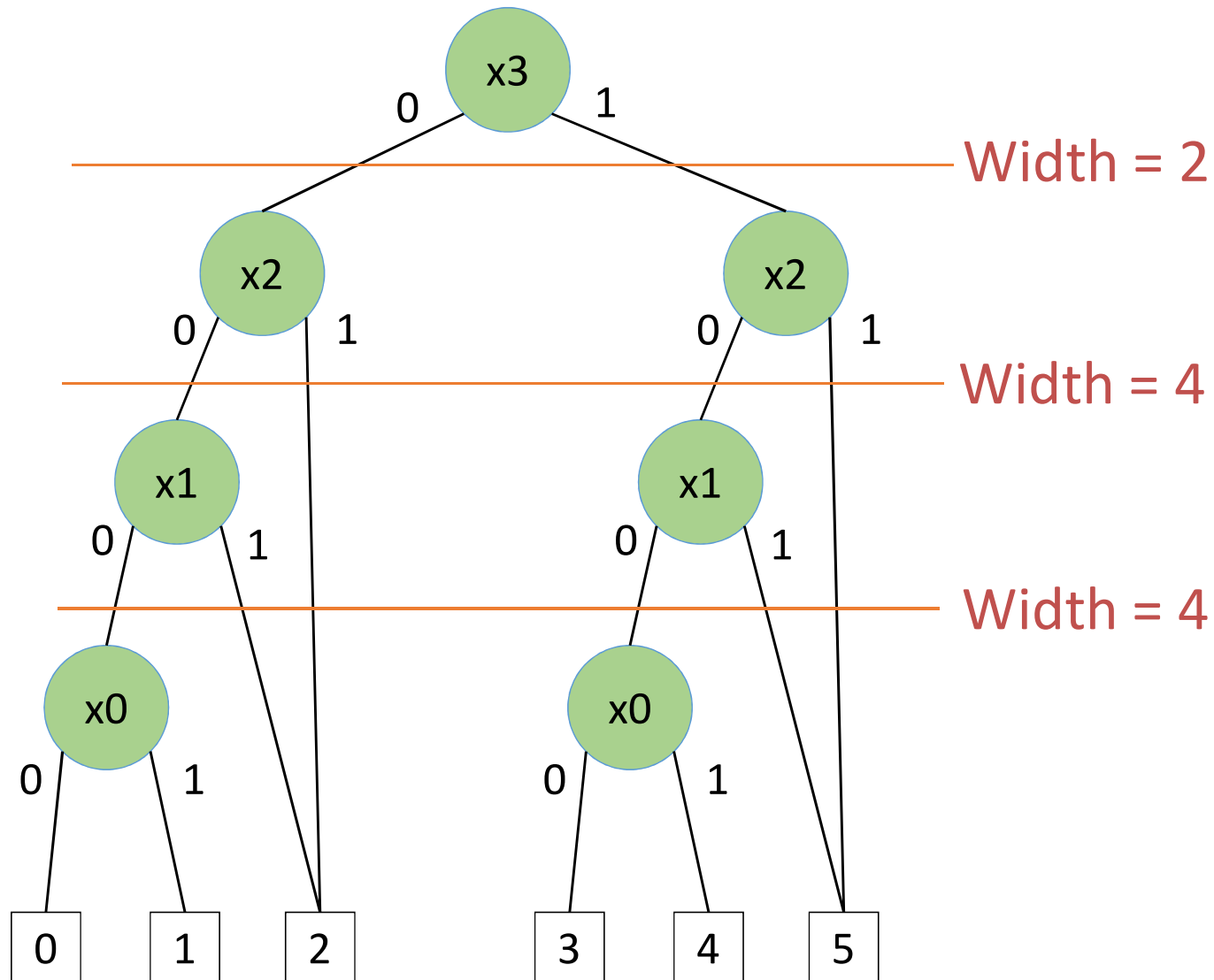
# Width

- # of edges crossing the section of the BDD between  $x_k$  and  $x_{k+1}$

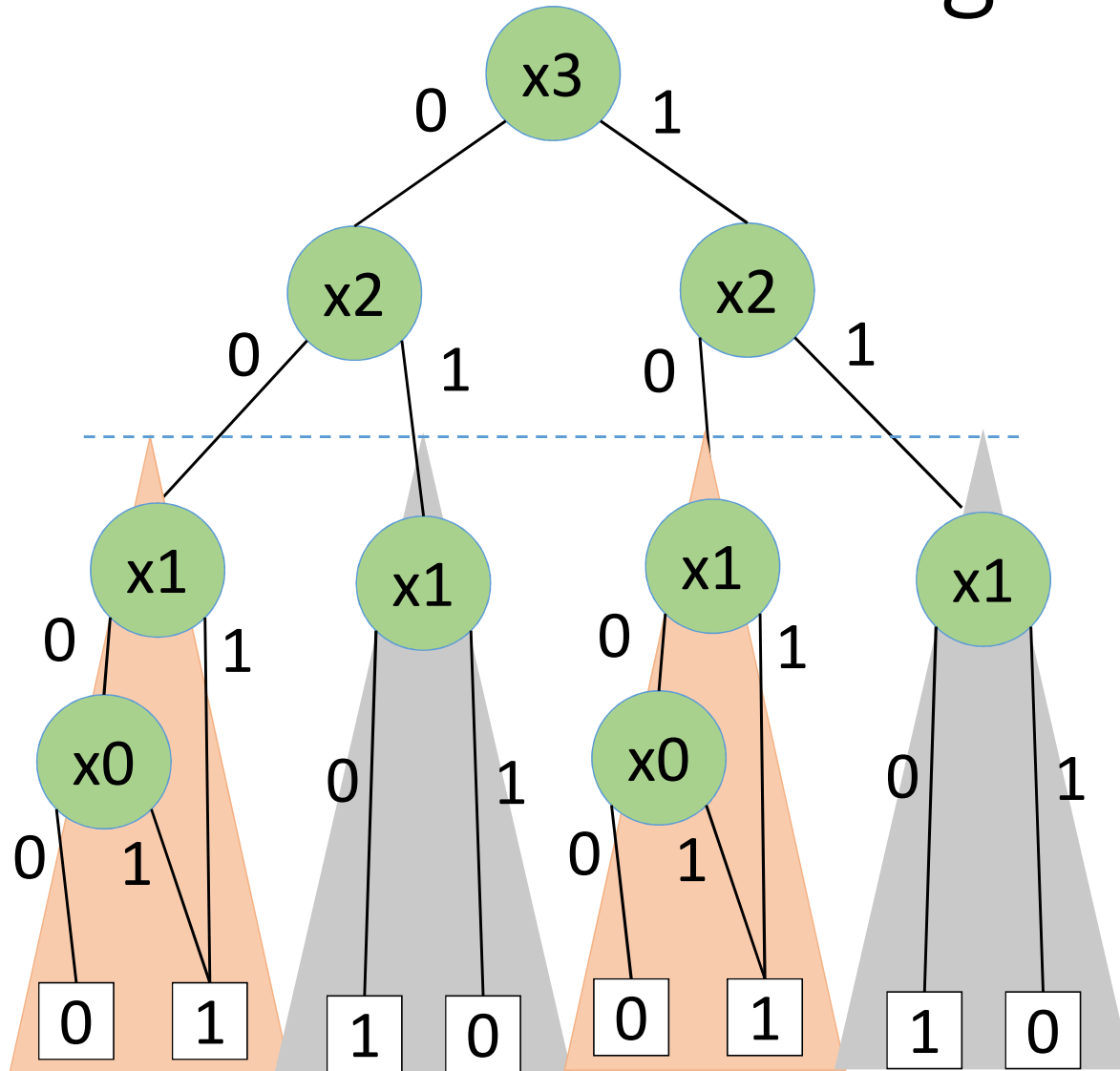


# C-measure for a BDD

- Maximum # of width for the BDD



# Functional Decomposition using the Decision Diagram

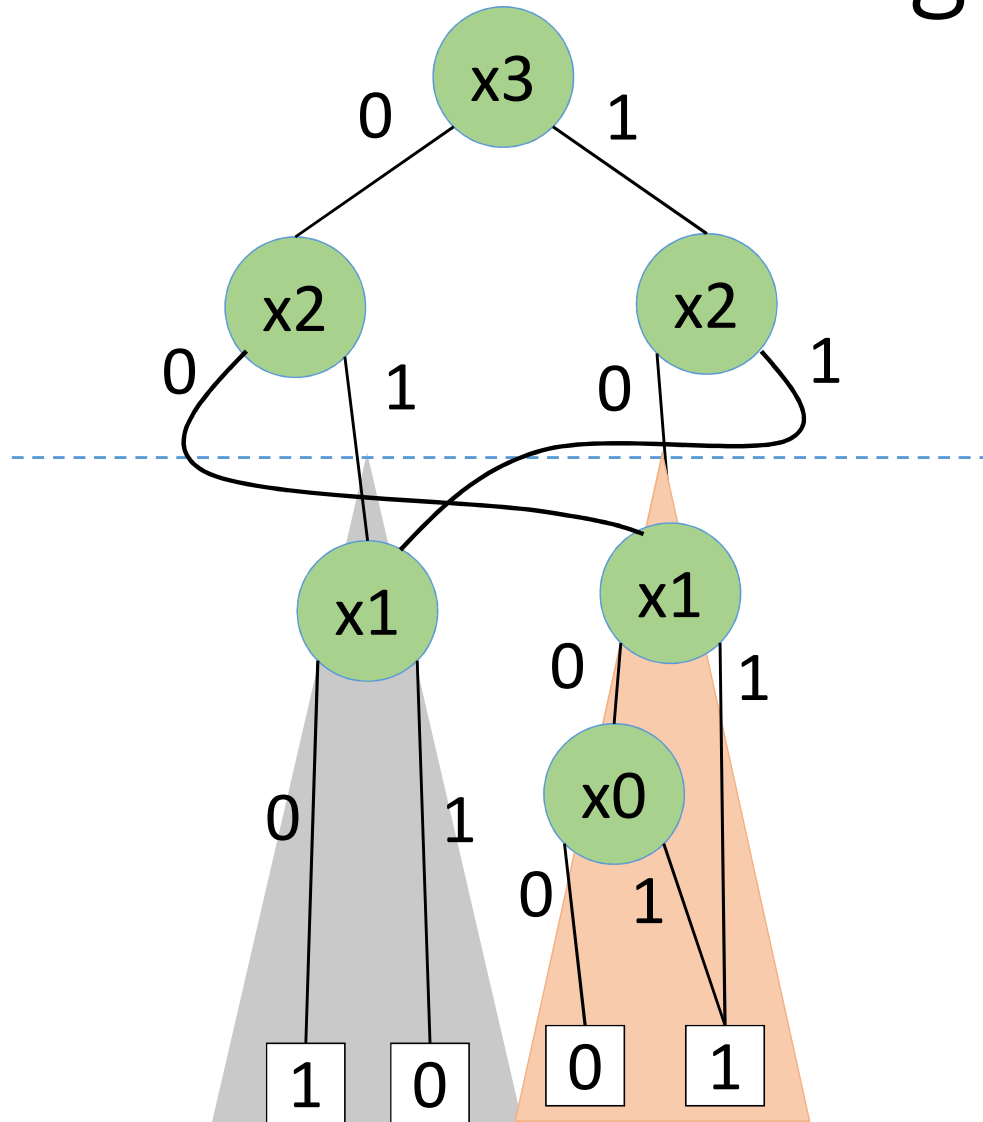


|          |   |   |   |   |
|----------|---|---|---|---|
| $x_1$    | 0 | 0 | 1 | 1 |
| $x_2$    | 0 | 1 | 0 | 1 |
| $h(X_1)$ | 0 | 1 | 0 | 1 |

$h(X_1)$

|            |   |   |   |   |
|------------|---|---|---|---|
|            | 0 | 1 | 0 | 1 |
| $x_3, x_4$ |   |   |   |   |
| 00         | 0 | 1 | 0 | 1 |
| 01         | 1 | 1 | 1 | 1 |
| 10         | 1 | 0 | 1 | 0 |
| 11         | 1 | 0 | 1 | 0 |

# Functional Decomposition using the Decision Diagram



|          |   |   |   |   |
|----------|---|---|---|---|
| $x_1$    | 0 | 0 | 1 | 1 |
| $x_2$    | 0 | 1 | 0 | 1 |
| $h(X_1)$ | 0 | 1 | 0 | 1 |

$h(X_1)$

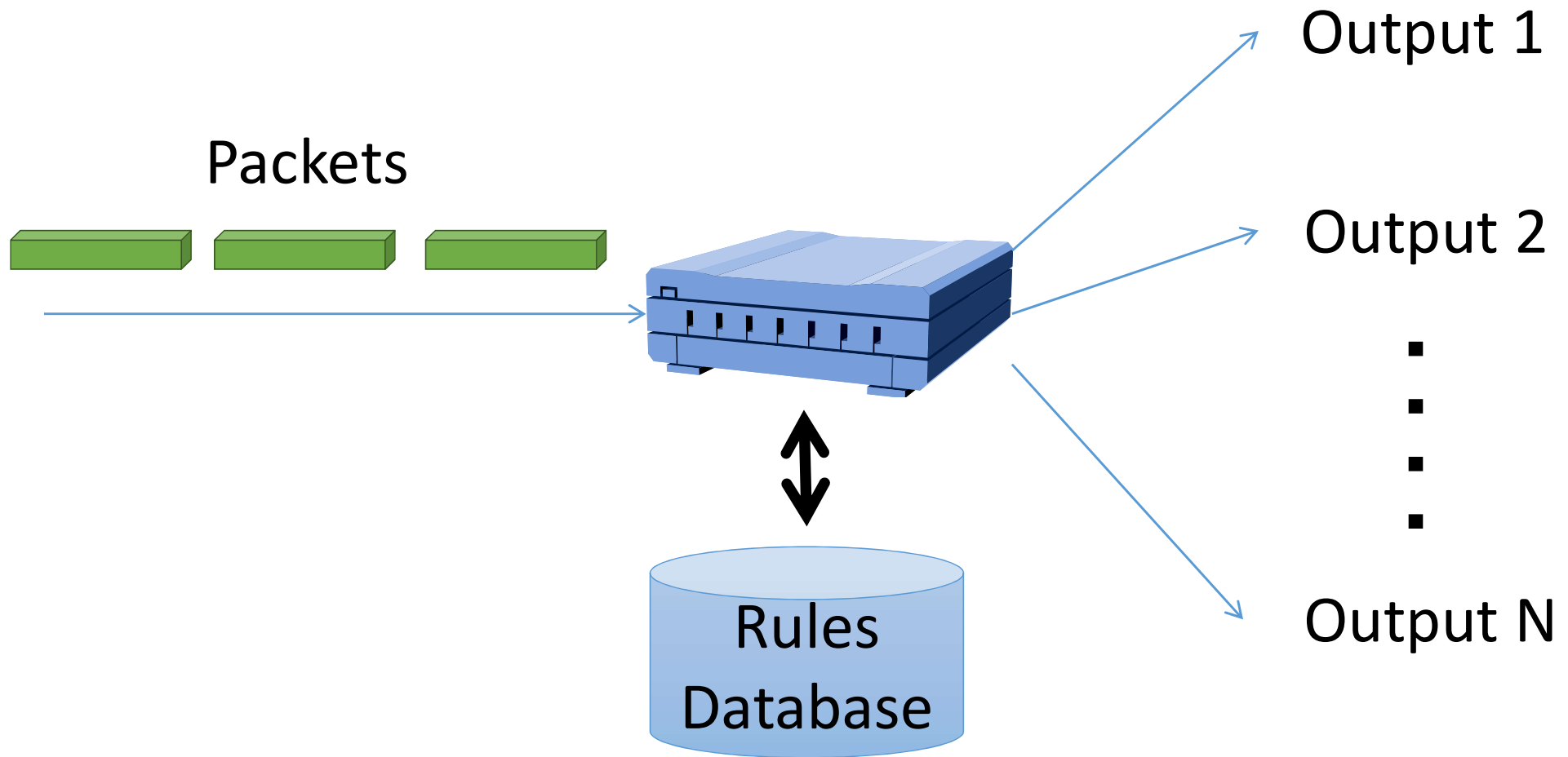
|    |   |   |
|----|---|---|
|    | 0 | 1 |
| 00 | 0 | 1 |
| 01 | 1 | 1 |
| 10 | 1 | 0 |
| 11 | 1 | 0 |

$x_3, x_4$

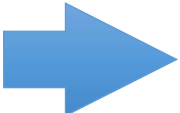
# 3. Case studies

## 3.1. Index Generation Function

# Packet Classification on a Router



# Pattern Matching

0 0 0 1      

| $x_1$ | $x_2$ | $x_3$ | $x_4$ | $f$ |
|-------|-------|-------|-------|-----|
| 0     | 0     | 0     | 1     | 1   |
| 0     | 0     | 1     | 1     | 2   |
| 0     | 1     | 0     | 1     | 3   |
| 0     | 1     | 1     | 0     | 4   |
| 0     | 0     | 0     | 0     | 5   |
| 0     | 1     | 1     | 1     | 6   |
| 1     | 0     | 0     | 0     | 7   |

 Match

# 5-tuple Packet Classification Problem

- Input : Packet Header (104 bit)
- Output : Matched Rule Number

|        |        |        |        |       |
|--------|--------|--------|--------|-------|
| 32 bit | 16 bit | 32 bit | 16 bit | 8 bit |
| SA     | SP     | DA     | DP     | PRT   |



| Source<br>Adr | Source<br>Port | Dest.<br>Adr | Dest.<br>Port | Proto | Rule |
|---------------|----------------|--------------|---------------|-------|------|
| 10.0.0.1/4    | 0:80           | 131.26.2.1/9 | *             | TCP   | 3    |
| 192.1.0.1/8   | 1024           | 20.1.1.3/24  | 16:32         | UDP   | 2    |
| 255.8.0.0/2   | *              | 254.3.1.0/16 | *             | ICMP  | 1    |
| *             | *              | *            | *             | *     | 0    |

# Terminology

| Source<br>Adr | Source<br>Port | Dest.<br>Adr | Dest.<br>Port | Proto | Rule |
|---------------|----------------|--------------|---------------|-------|------|
| 10.0.0.1/4    | 0:80           | 131.26.2.1/9 | *             | TCP   | 3    |
| 192.1.0.1/8   | 1024           | 20.1.1.3/24  | 16:32         | UDP   | 2    |
| 255.8.0.0/2   | *              | 254.3.1.0/16 | *             | ICMP  | 1    |
| *             | *              | *            | *             | *     | 0    |

Field

Entry

Rule

# Example of 3-Field Packet Classification Table

| SA   | SP        | PRT  | Rule |
|------|-----------|------|------|
| 1000 | 1000:1001 | 0010 | 3    |
| 01** | 0110:1000 | 0001 | 2    |
| 010* | 0111:1110 | **** | 1    |
| **** | 0000:1111 | **** | 0    |

Longest Prefix  
Matching

Range  
Matching

Exact  
Matching

# Interval Function

- Input:  $x_i \in \{0, 1\}$ ,  $X=(x_1, x_2, \dots, x_n)$ ,  $Y = \sum_{i=0}^{n-1} x_{i+1} \times 2^i$
- Integers:  $A, B$ ,  $0 \leq A \leq B \leq 2^n - 1$

$$IN(X:A,B)= \begin{cases} 1 & \text{if } A \leq Y \leq B \\ 0 & \text{otherwise} \end{cases}$$

# Representation by Interval Functions

| SA   | SP        | PRT  | Rule |
|------|-----------|------|------|
| 1000 | 1000:1001 | 0010 | 3    |
| 01** | 0110:1000 | 0001 | 2    |
| 010* | 0111:1110 | **** | 1    |
| **** | 0000:1111 | **** | 0    |



| SA                         | SP                         | PRT                         | Rule |
|----------------------------|----------------------------|-----------------------------|------|
| $\text{IN}(X_{SA}, 8, 8)$  | $\text{IN}(X_{SP}, 8, 9)$  | $\text{IN}(X_{PRT}, 2, 2)$  | 3    |
| $\text{IN}(X_{SA}, 4, 7)$  | $\text{IN}(X_{SP}, 6, 8)$  | $\text{IN}(X_{PRT}, 1, 1)$  | 2    |
| $\text{IN}(X_{SA}, 4, 5)$  | $\text{IN}(X_{SP}, 7, 14)$ | $\text{IN}(X_{PRT}, 0, 15)$ | 1    |
| $\text{IN}(X_{SA}, 0, 15)$ | $\text{IN}(X_{SP}, 0, 15)$ | $\text{IN}(X_{PRT}, 0, 15)$ | 0    |

# Decomposed Realization

| SA                        | IDX <sub>SA</sub> |
|---------------------------|-------------------|
| IN(X <sub>SA</sub> ,0,3)  | 0                 |
| IN(X <sub>SA</sub> ,4,5)  | 1                 |
| IN(X <sub>SA</sub> ,6,7)  | 2                 |
| IN(X <sub>SA</sub> ,8,8)  | 3                 |
| IN(X <sub>SA</sub> ,9,15) | 4                 |

| SP                         | IDX <sub>SP</sub> |
|----------------------------|-------------------|
| IN(X <sub>SP</sub> ,0,0)   | 0                 |
| IN(X <sub>SP</sub> ,1,1)   | 1                 |
| IN(X <sub>SP</sub> ,2,7)   | 2                 |
| IN(X <sub>SP</sub> ,8,8)   | 3                 |
| IN(X <sub>SP</sub> ,9,9)   | 4                 |
| IN(X <sub>SP</sub> ,10,15) | 5                 |

| PRT                        | IDX <sub>PRT</sub> |
|----------------------------|--------------------|
| IN(X <sub>PRT</sub> ,0,0)  | 0                  |
| IN(X <sub>PRT</sub> ,2,2)  | 1                  |
| IN(X <sub>PRT</sub> ,3,15) | 2                  |

**Field  
Functions**

| IDX <sub>SA</sub> | IDX <sub>SP</sub> | IDX <sub>PRT</sub> | Rule |
|-------------------|-------------------|--------------------|------|
| 4                 | 4                 | 3                  | 1    |
| 4                 | 5                 | 3                  | 1    |
| 2                 | 2                 | 3                  | 2    |
| ⋮                 | ⋮                 | ⋮                  | ⋮    |

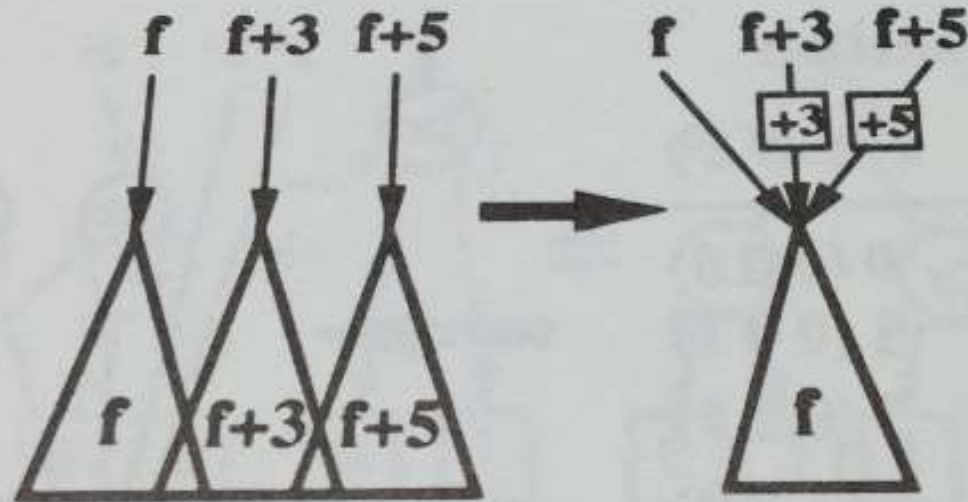
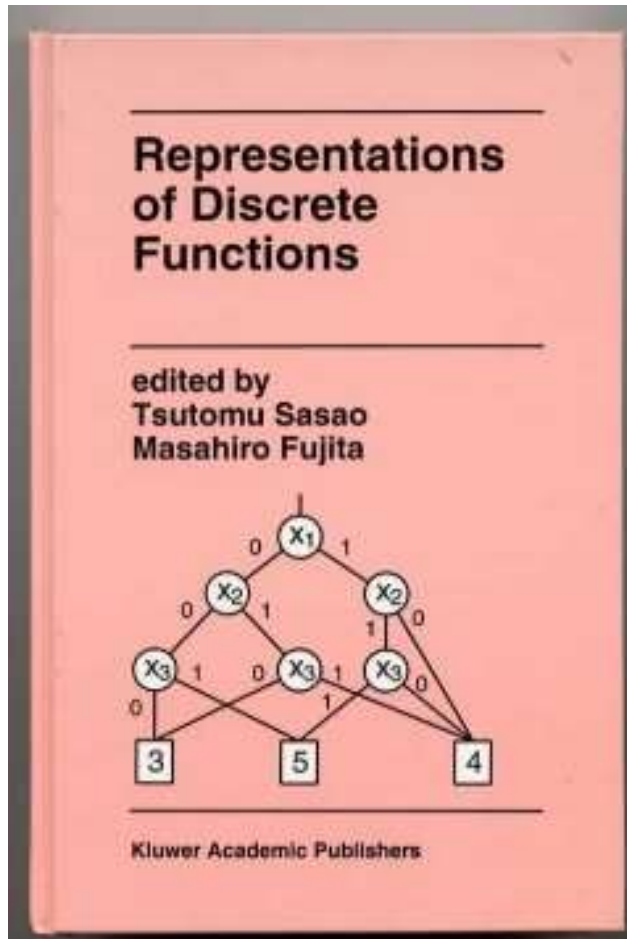
**Cartesian  
Product  
Function**

# Example of Field Function

| SA                         | IDX <sub>SA</sub> |
|----------------------------|-------------------|
| IN(X <sub>SP</sub> ,0,0)   | 0                 |
| IN(X <sub>SP</sub> ,1,1)   | 1                 |
| IN(X <sub>SP</sub> ,2,7)   | 2                 |
| IN(X <sub>SP</sub> ,8,8)   | 3                 |
| IN(X <sub>SP</sub> ,9,9)   | 4                 |
| IN(X <sub>SP</sub> ,10,15) | 5                 |

| SA | IDX <sub>SA</sub> |
|----|-------------------|
| 0  | 0                 |
| 1  | 1                 |
| 2  | 2                 |
| 3  | 2                 |
| 4  | 2                 |
| 5  | 2                 |
| 6  | 2                 |
| 7  | 2                 |
| 8  | 3                 |
| 9  | 4                 |
| 10 | 5                 |
| 11 | 5                 |
| 12 | 5                 |
| 13 | 5                 |
| 14 | 5                 |
| 15 | 5                 |

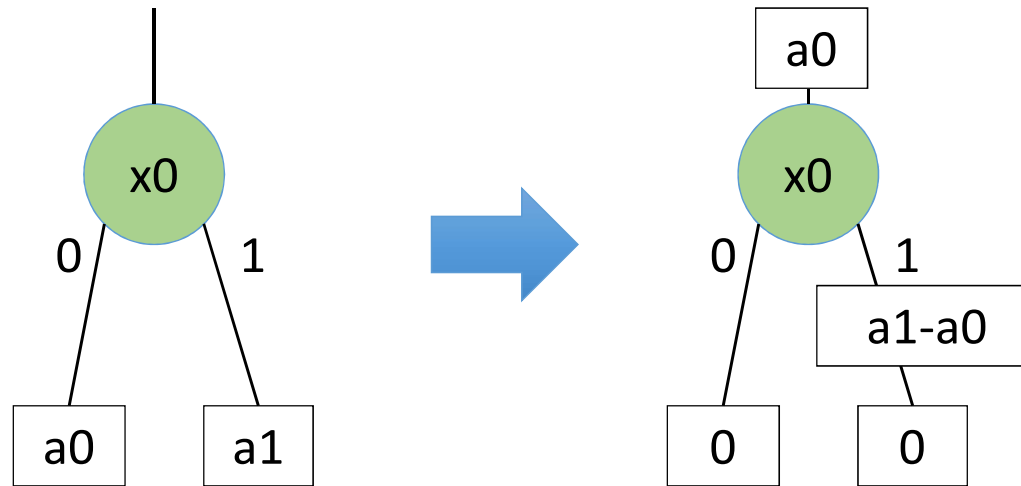
# Further Reduction of Width by an Edge-valued BDD (EVBDD)



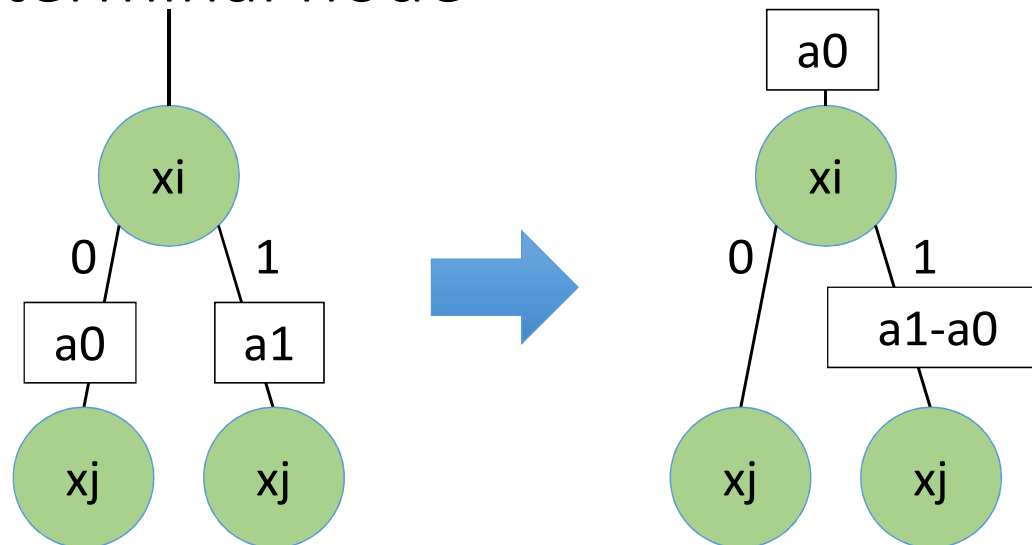
**Figure 1.3.4** Reduction using EVBDDs.

# BDD to EVBDD Conversion Rules

## Rule 1: Terminal node

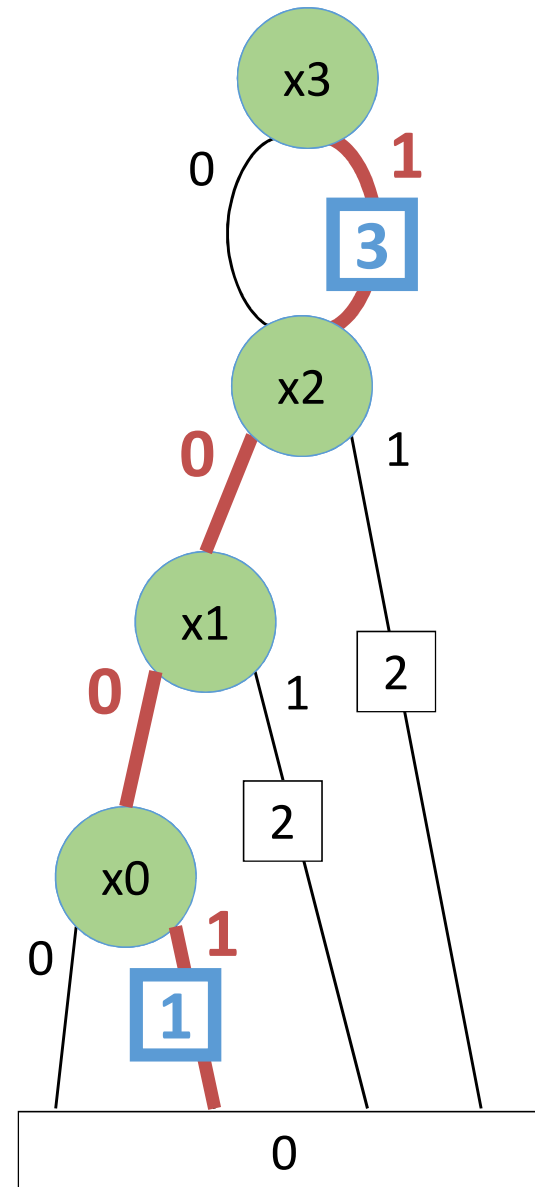


## Rule 2: Non-terminal node

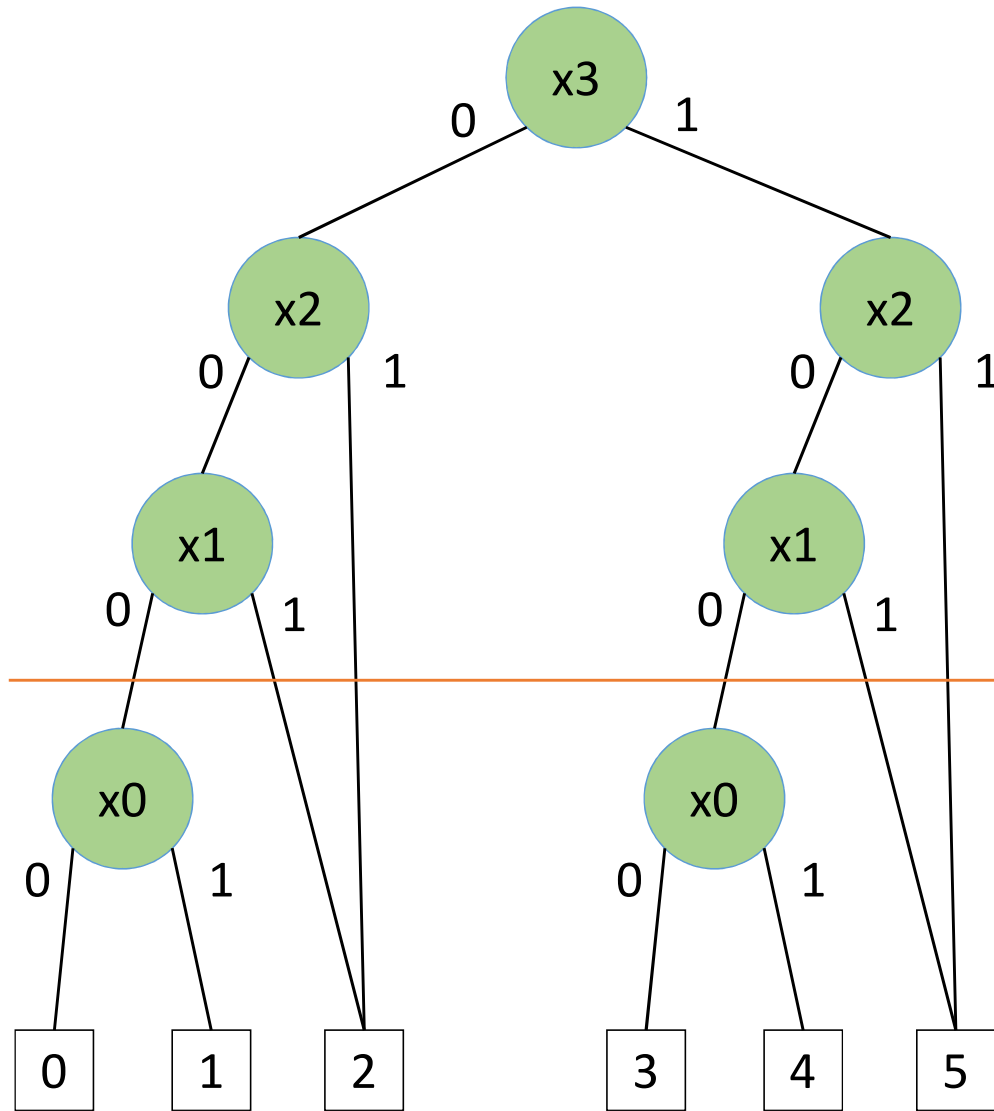


# Example of EVBDD

| SA | (x3x2x1x0) | IDX <sub>SA</sub> |
|----|------------|-------------------|
| 0  | (0000)     | 0                 |
| 1  | (0001)     | 1                 |
| 2  | (0010)     | 2                 |
| 3  | (0011)     | 2                 |
| 4  | (0100)     | 2                 |
| 5  | (0101)     | 2                 |
| 6  | (0110)     | 2                 |
| 7  | (0111)     | 2                 |
| 8  | (1000)     | 3                 |
| 9  | (1001)     | 4                 |
| 10 | (1010)     | 5                 |
| 11 | (1011)     | 5                 |
| 12 | (1100)     | 5                 |
| 13 | (1101)     | 5                 |
| 14 | (1110)     | 5                 |
| 15 | (1111)     | 5                 |

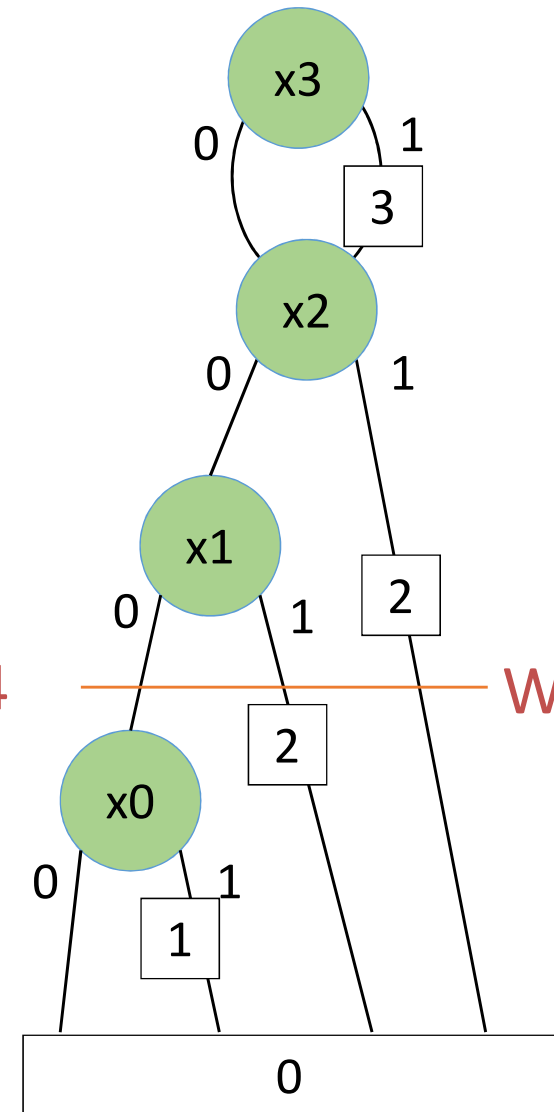


# MTBDD vs. EVBDD



MTBDD

Width=4



Width=2

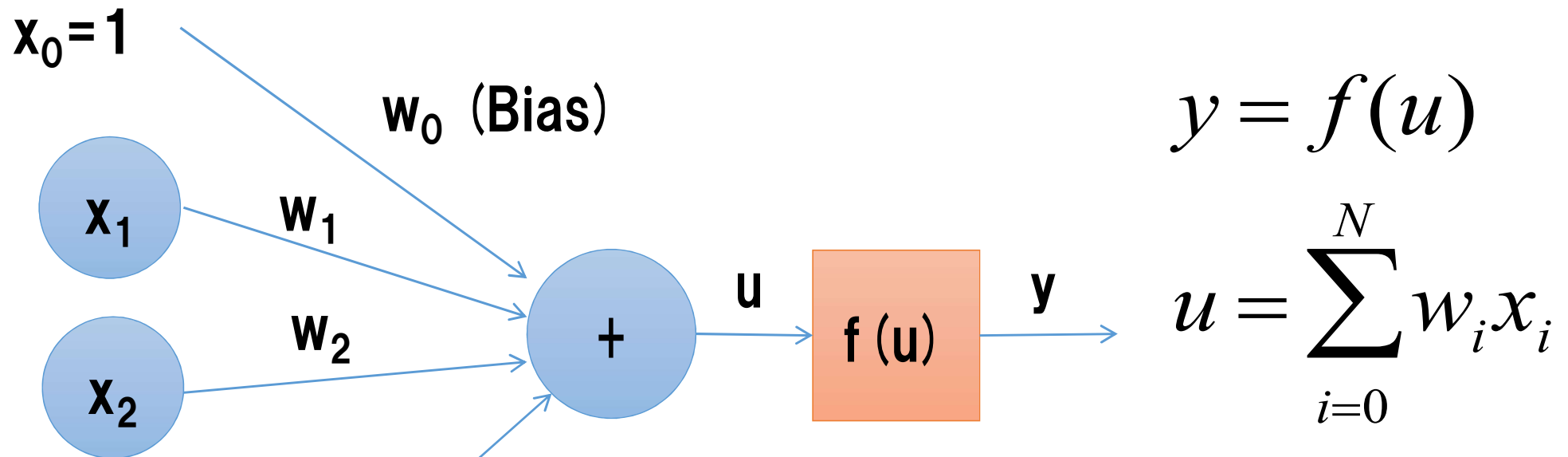
EVBDD

# Theorems

- Theorem 3.1.1: A field function with  $p$  distinct intervals has at most  $2p+1$  column multiplicities.
- Theorem 3.1.2: Let  $t$  be the number of unique indices for the monotone-increasing function. Then, there exist an EVBDD with at most  $t$  column multiplicities.

## 3.2. Weight-Sum Function

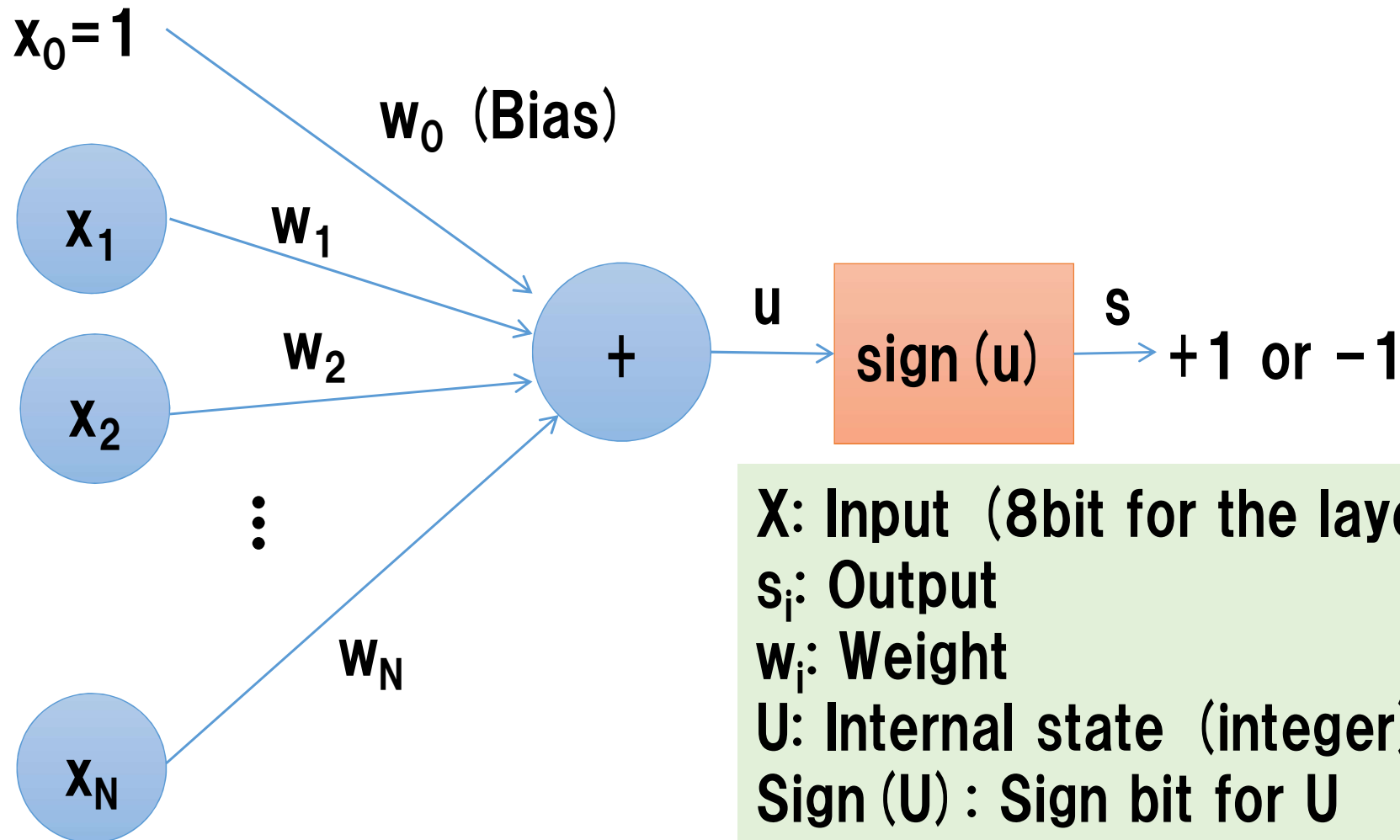
# Artificial Neuron (AN)



$x_i$ : Input signal  
 $w_i$ : Weight  
 $u$ : Internal state  
 $f(u)$ : Activation function  
(Sigmoid, ReLU, etc.)  
 $y$ : Output signal

# Binarized DCNN

- Treats only binarized (+1/-1) values (weights and inouts)
  - Except for the first and the last layers



H. Nakahara, H. Yonekawa, H. Iwamoto and M. Motomura, "A memory-based realization of a Binarized deep convolutional neural network," *FPT2016* (accepted).

# Example of Sum of Binarized-weights (n=5)

| $s_0$ | $s_1$ | $s_2$    | $s_3$ | $s_4$ | $f(s)$                 |
|-------|-------|----------|-------|-------|------------------------|
| 0     | 0     | 0        | 0     | 0     | $-w_0-w_1-w_2-w_3-w_4$ |
| 0     | 0     | 0        | 0     | 1     | $-w_0-w_1-w_2-w_3+w_4$ |
| 0     | 0     | 0        | 1     | 0     | $-w_0-w_1-w_2+w_3-w_4$ |
| 0     | 0     | 0        | 1     | 1     | $-w_0-w_1-w_2-w_3+w_4$ |
| 0     | 0     | 1        | 0     | 0     | $-w_0-w_1+w_2-w_3-w_4$ |
| 0     | 0     | 1        | 0     | 1     | $-w_0-w_1+w_2-w_3+w_4$ |
| 0     | 0     | 1        | 1     | 0     | $-w_0-w_1+w_2+w_3-w_4$ |
| 0     | 0     | 1        | 1     | 1     | $-w_0-w_1+w_2+w_3+w_4$ |
| 0     | 1     | 0        | 0     | 0     | $-w_0+w_1-w_2-w_3-w_4$ |
| 0     | 1     | 0        | 0     | 1     | $-w_0+w_1-w_2-w_3+w_4$ |
| 0     | 1     | 0        | 1     | 0     | $-w_0+w_1-w_2+w_3-w_4$ |
| 0     | 1     | 0        | 1     | 1     | $-w_0+w_1-w_2+w_3+w_4$ |
|       |       | $\vdots$ |       |       | $\vdots$               |
| 1     | 1     | 1        | 1     | 1     | $+w_0+w_1+w_2+w_3+w_4$ |

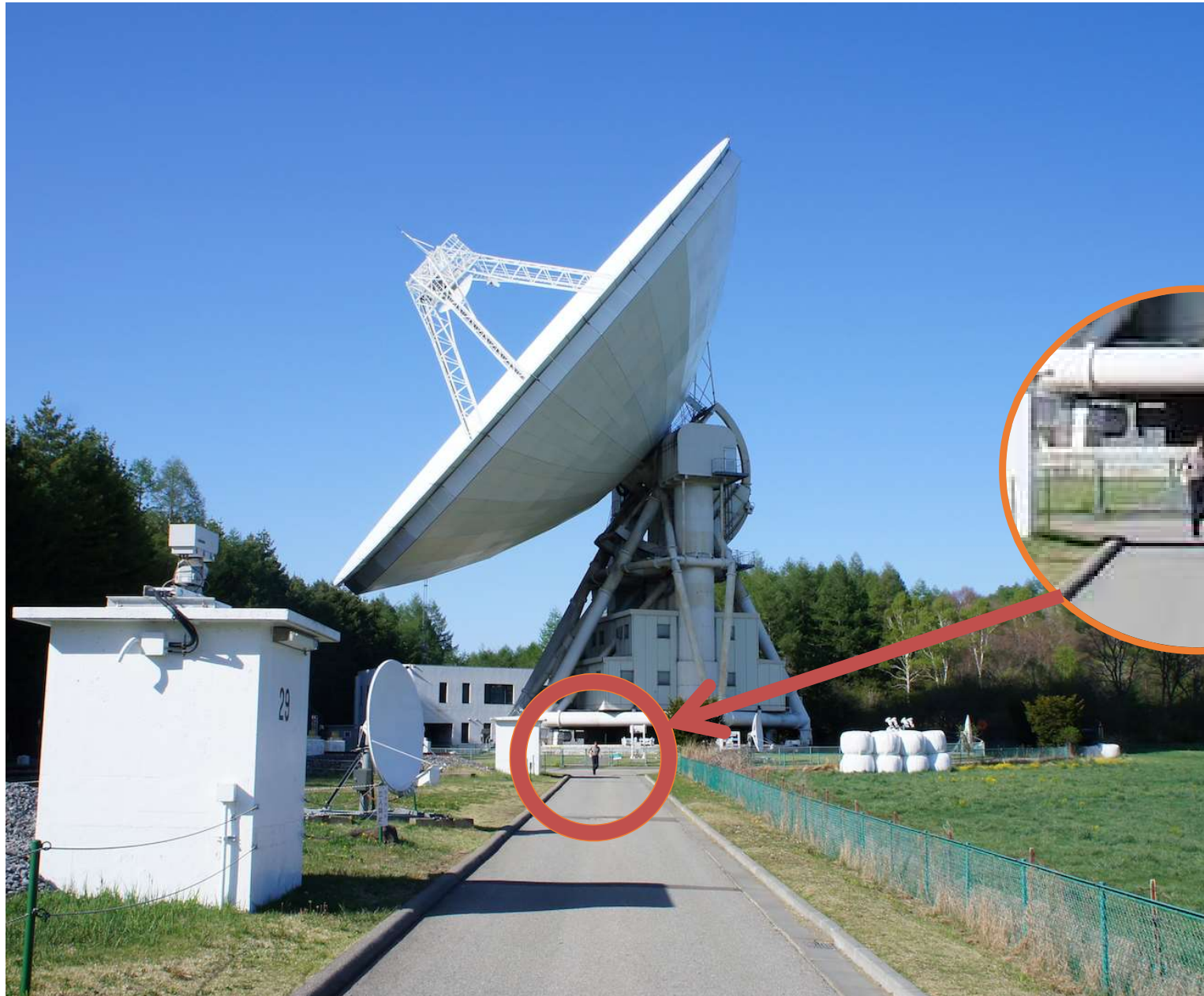
# Analysis of a weight-sum function

$$u = \sum_{i=0}^N w_i x_i$$

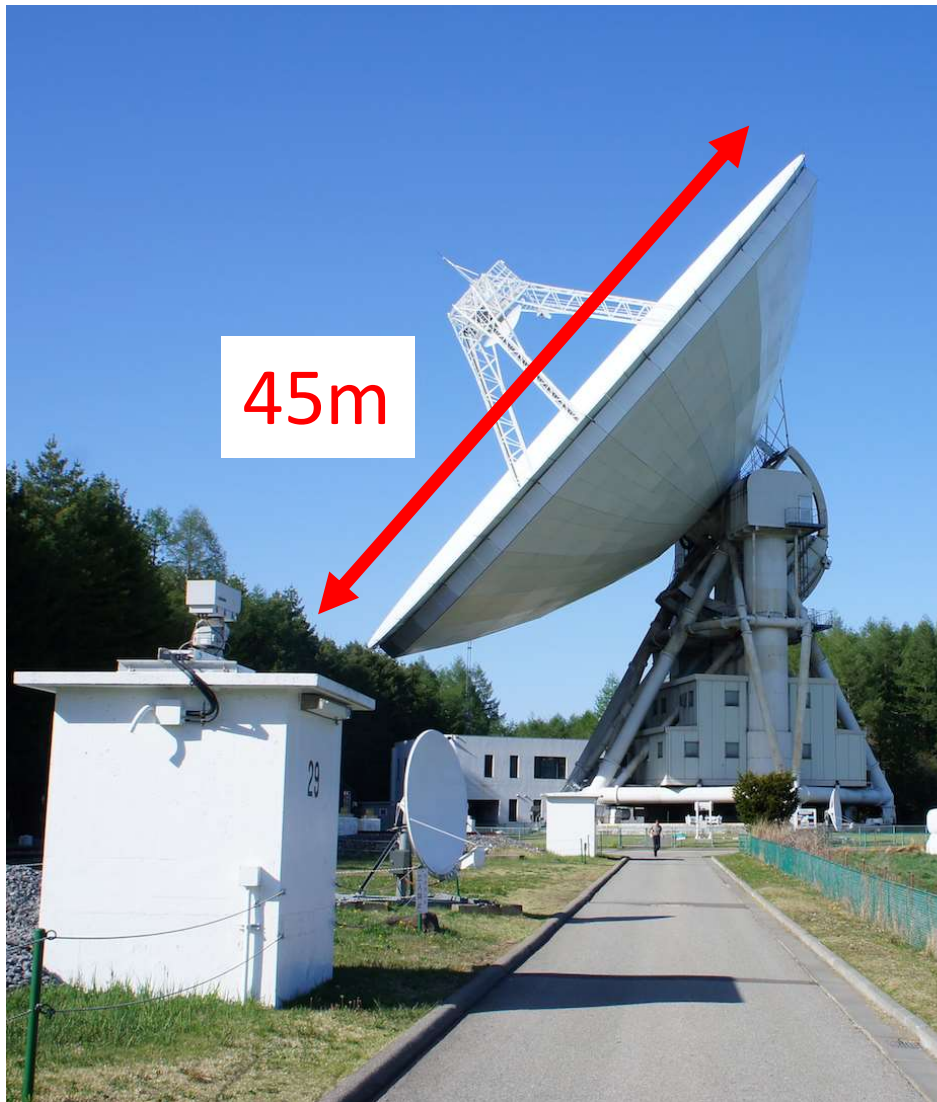
- Theorem 1: When the output of the WS function is represented by  $q$ -bits, its column multiplicity is at most  $2^q$
- Corollary 1: When the output of the WS function is represented by  $q$ -bits, its number of rails for the LUT cascade is at most  $q$

## 3.3. Residue Number System (RNS)

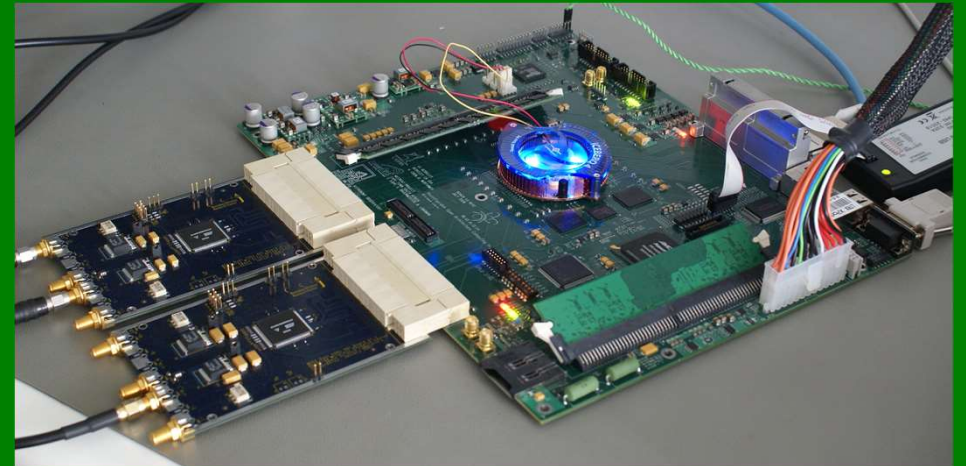
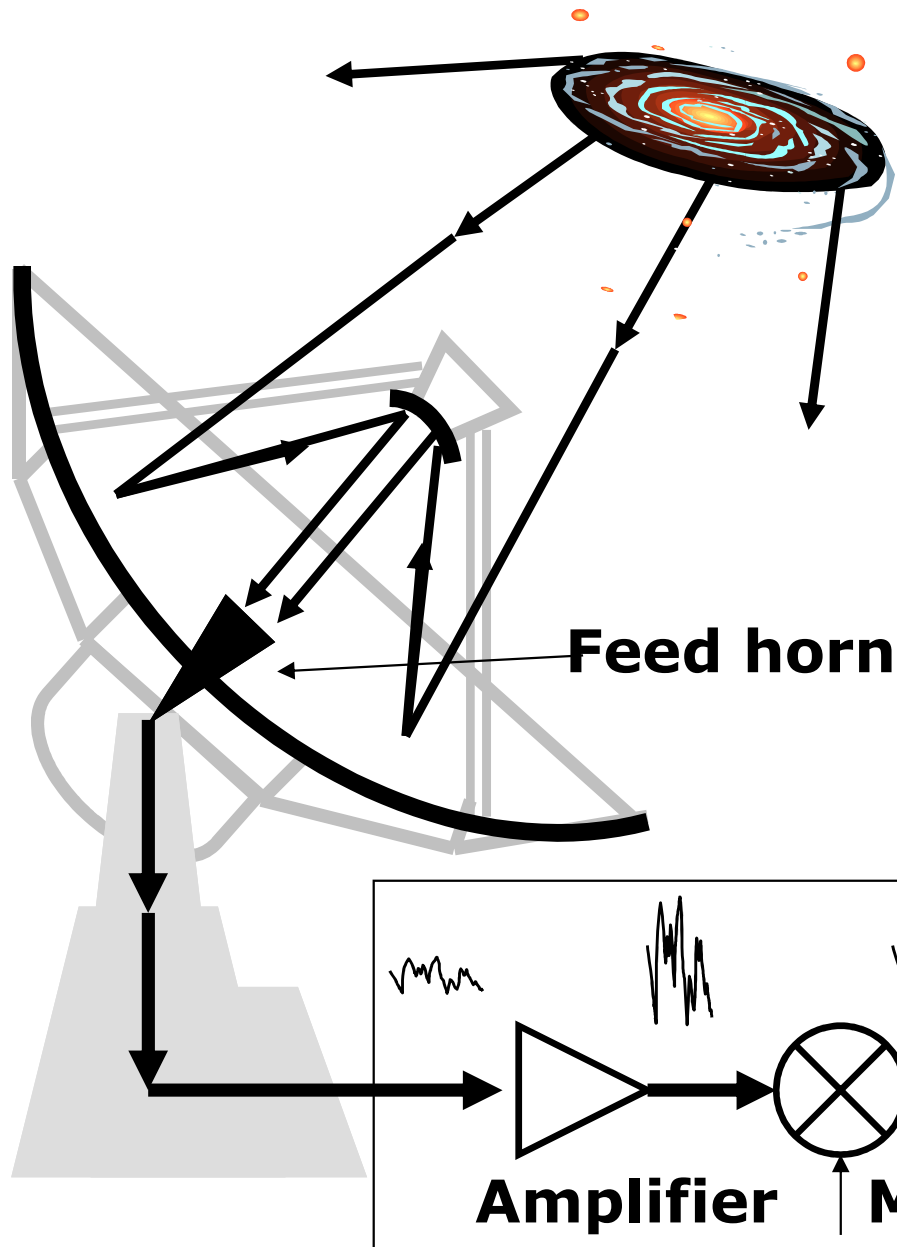
# Radio telescope



# Radio telescope

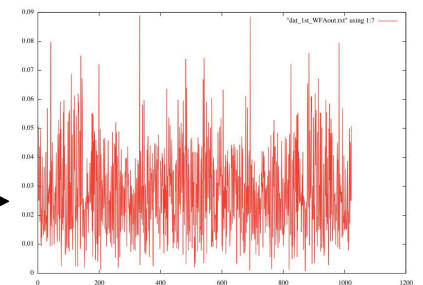


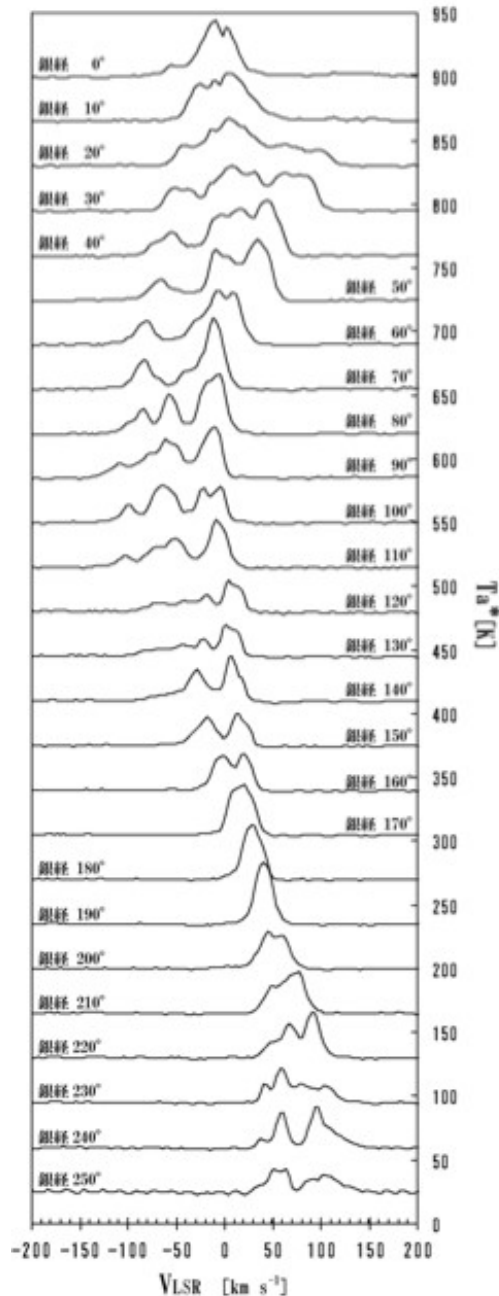
# FFT for a Radio Telescope



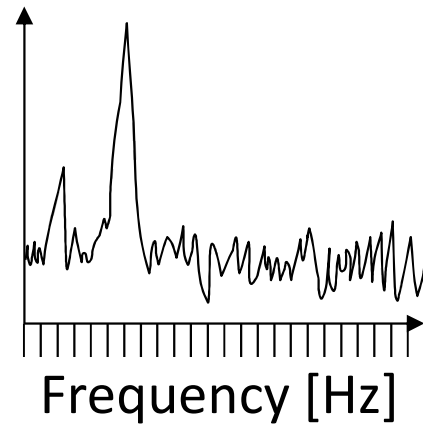
**CASPER ROACH-2 Revision 2  
Stand-alone FPGA board**

- FPGA: Xilinx Virtex-6 SX475T
- PowerPC 440 EPx
- Multi-gigabit transceiver (SFP+)
- 2 x ZDOKs



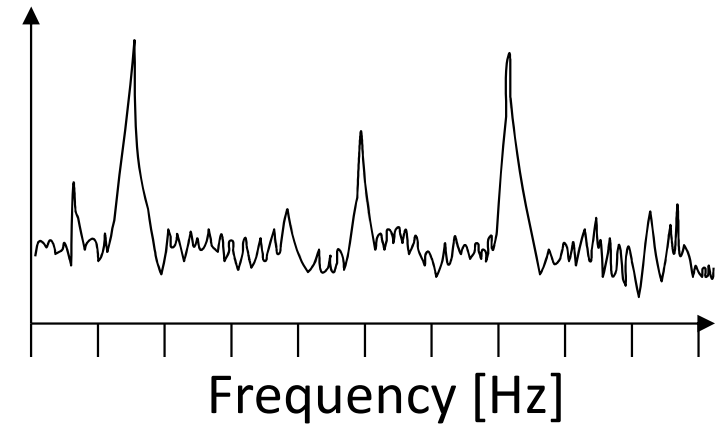


# Requirements



High-resolution

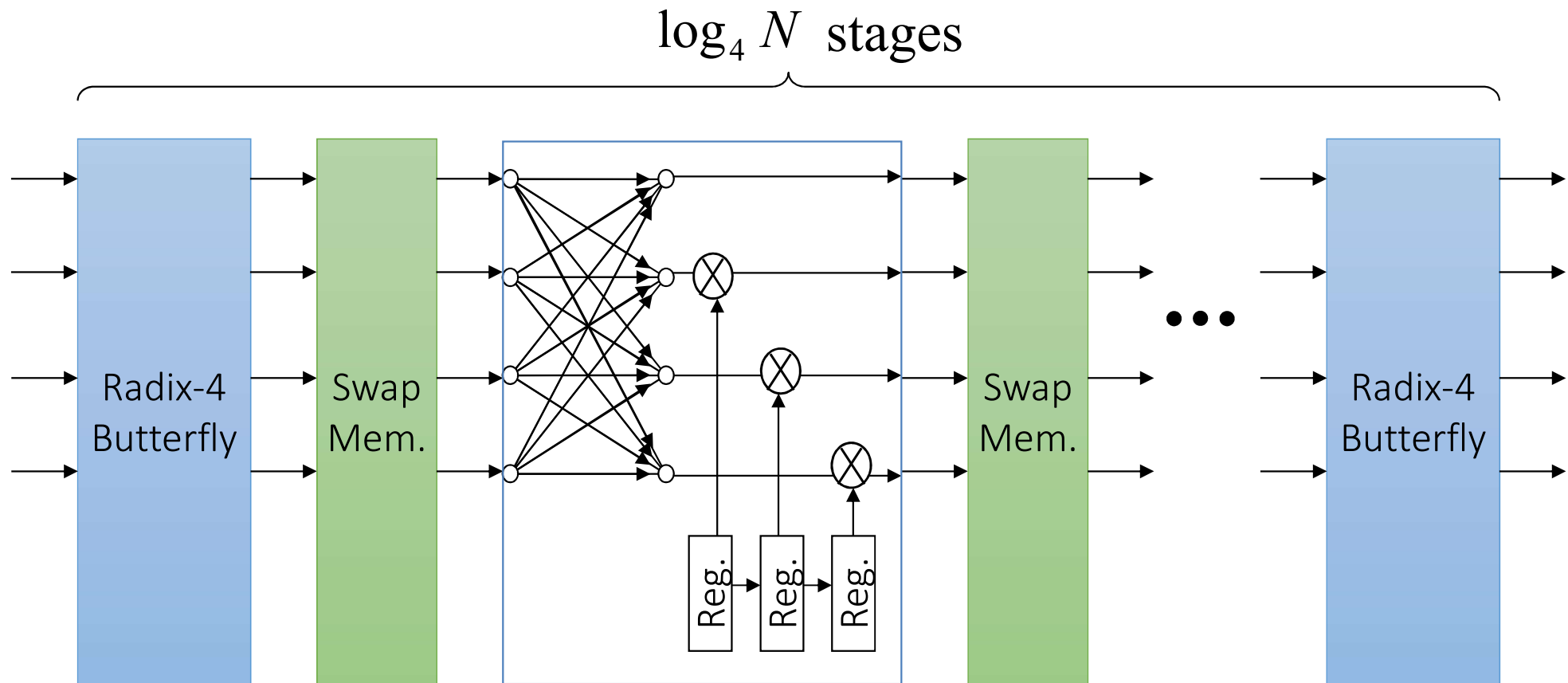
- $2^{30}$ - $2^{40}$  points FFT
- OFDM:  $2^8$
- CT Scanner:  $2^{16}$



Wide-band

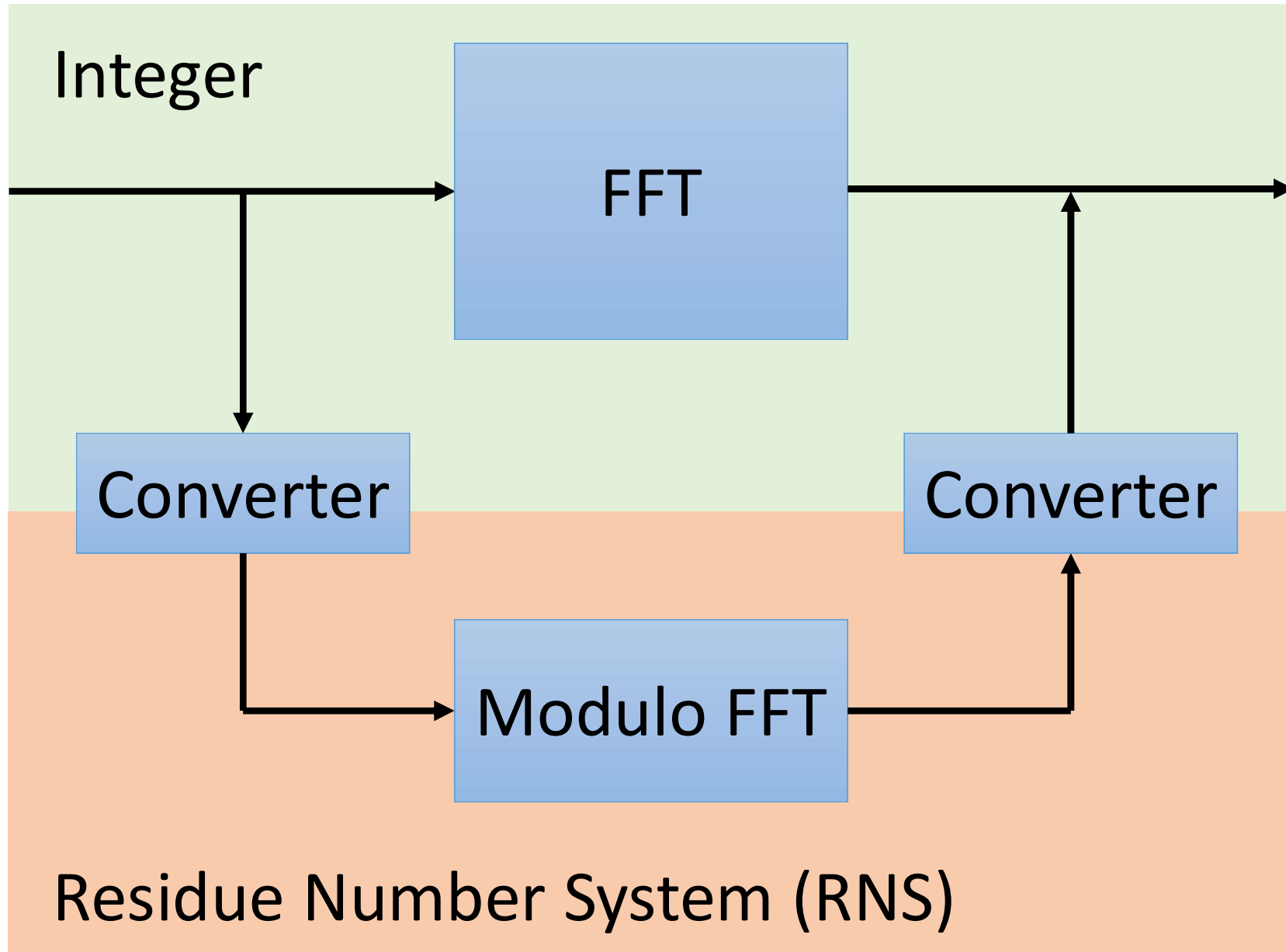
- 0.1 – 1000GHz
- Digital TV: 470-770MHz (UHF in Japan)
- Cellular phone: 0.8-2GHz

# Pipelined Binary FFT



H. Nakahara, H. Nakanishi, and T. Sasao, "On a wideband fast Fourier transform for a radio telescope," *ACM SIGARCH Computer Architecture News*, Vol.40, No. 5, 2012, pp.46-51.

# Different Number System



# Residue Number System (RNS)

- Defined by a set of  $L$  mutually prime integer constants  $\langle m_1, m_2, \dots, m_L \rangle$
- An arbitrary integer  $X$  can be represented by a tuple of  $L$  integers  $(X_1, X_2, \dots, X_L)$ ,

$$\text{where } X_i \equiv X \pmod{m_i}$$

- Dynamic range

$$M = \prod_{i=1}^L m_i$$

# Multiplication on RNS

- Moduli set  $\langle 3, 4, 5 \rangle$ ,  $X=8$ ,  $Y=2$

- $Z = X \times Y = 16 = (1, 0, 1)$

- $X = (2, 0, 3)$ ,  $Y = (2, 2, 2)$

$Z = (4 \bmod 3, 0 \bmod 4, 6 \bmod 5)$

$= (1, 0, 1) = 16$

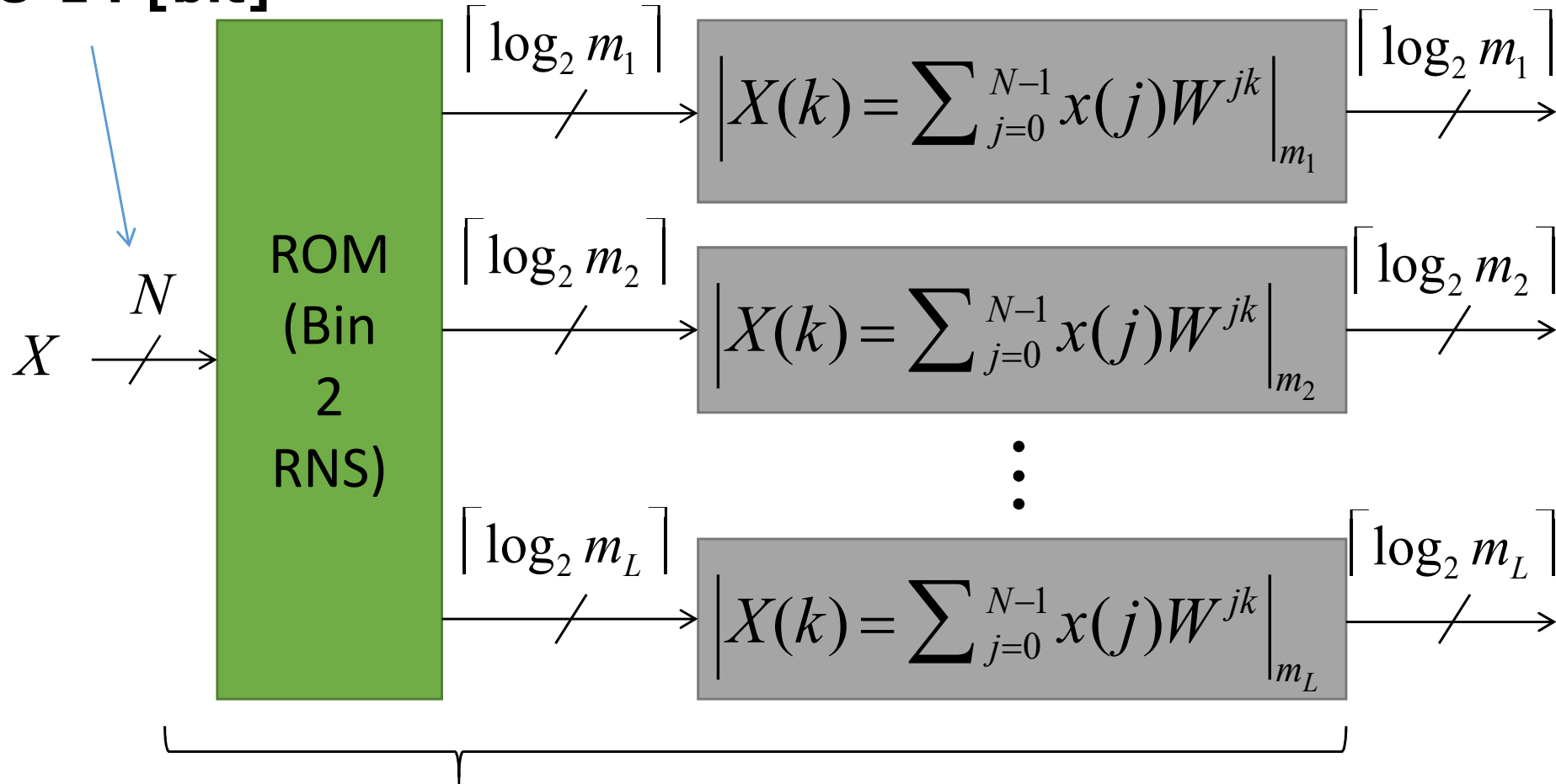
Binary2RNS Conversion

Parallel Multiplication

RNS2Binary Conversion

**Input Signal  
(from ADC)  
8-14 [bit]**

# RNS FFT

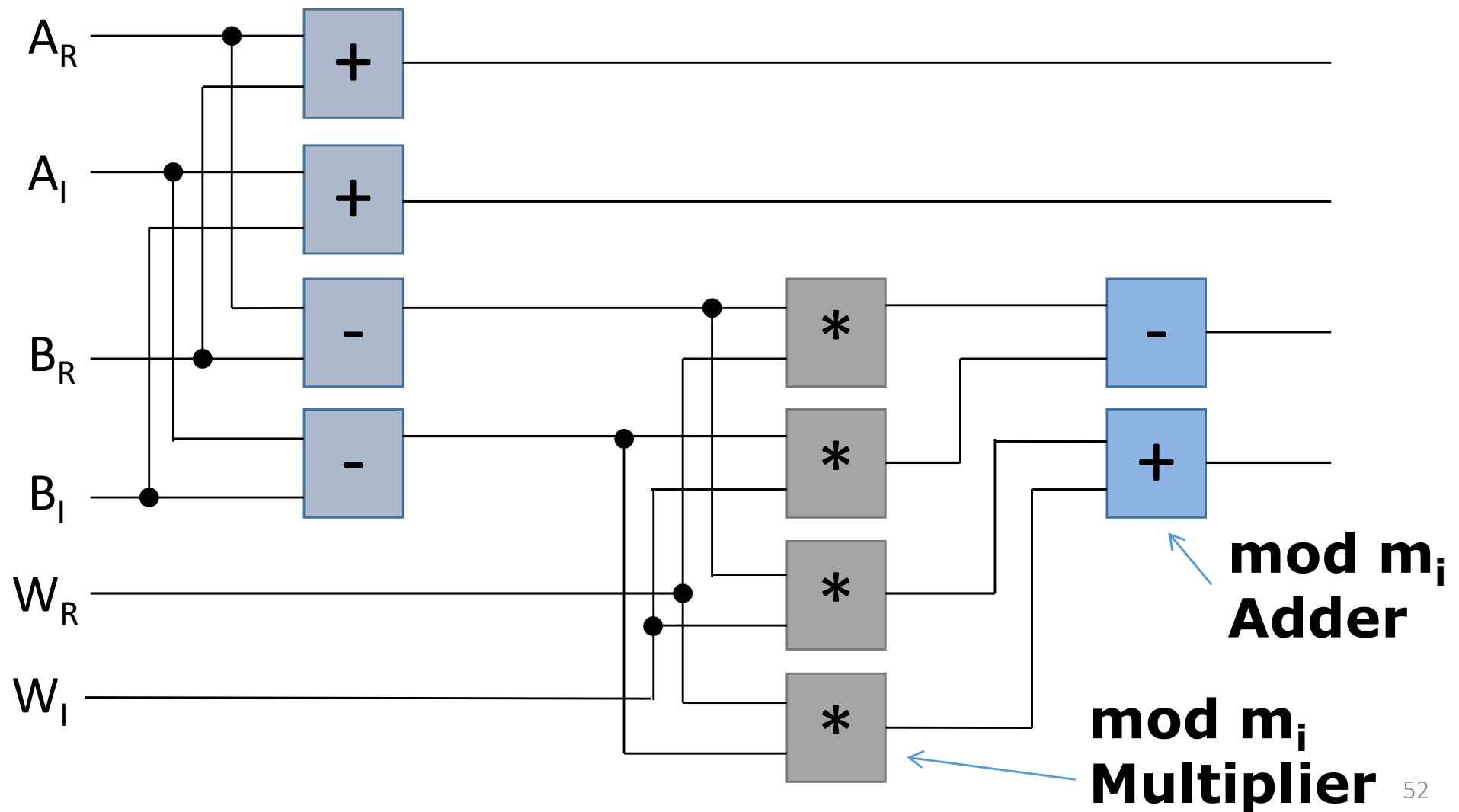


**RNS2Binary  
(Offline computation)**

**Online computation**

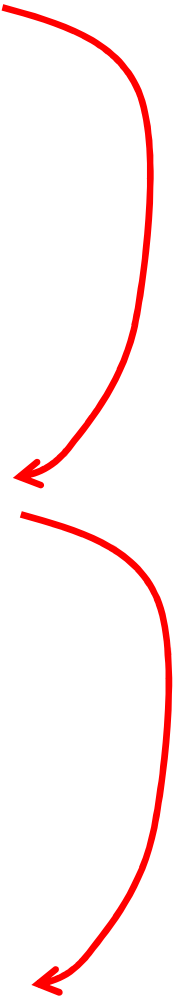
# Mod $m_i$ RNS Butterfly Operator

**R: real part, I: Imaginary part**



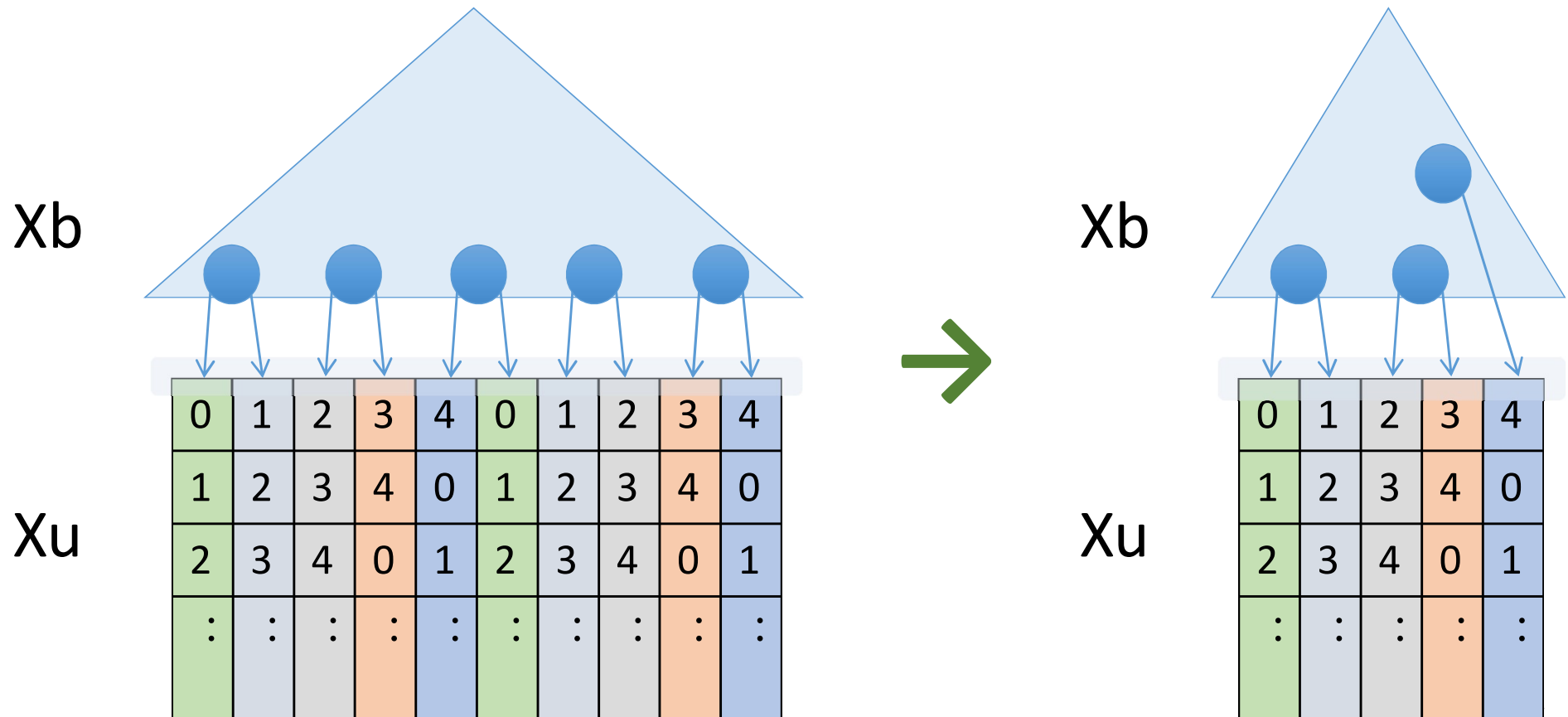
# Cyclic Manner in Modulo Operation

|                    |                     |
|--------------------|---------------------|
| <b>1+0 mod 5 =</b> | <b>1 mod 5 = 1</b>  |
| <b>1+1 mod 5 =</b> | <b>2 mod 5 = 2</b>  |
| <b>1+2 mod 5 =</b> | <b>3 mod 5 = 3</b>  |
| <b>1+3 mod 5 =</b> | <b>4 mod 5 = 4</b>  |
| <b>1+4 mod 5 =</b> | <b>5 mod 5 = 0</b>  |
| <b>1+5 mod 5 =</b> | <b>6 mod 5 = 1</b>  |
| <b>1+6 mod 5 =</b> | <b>7 mod 5 = 2</b>  |
| <b>1+7 mod 5 =</b> | <b>8 mod 5 = 3</b>  |
| <b>1+8 mod 5 =</b> | <b>9 mod 5 = 4</b>  |
| <b>1+4 mod 5 =</b> | <b>10 mod 5 = 0</b> |
| <b>1+5 mod 5 =</b> | <b>11 mod 5 = 1</b> |



# Column Multiplicity for mod m add/sub/mul

- Theorem 2: column multiplicity is at most  $\lceil \log_2 m \rceil$
- Ex.  $m=5$



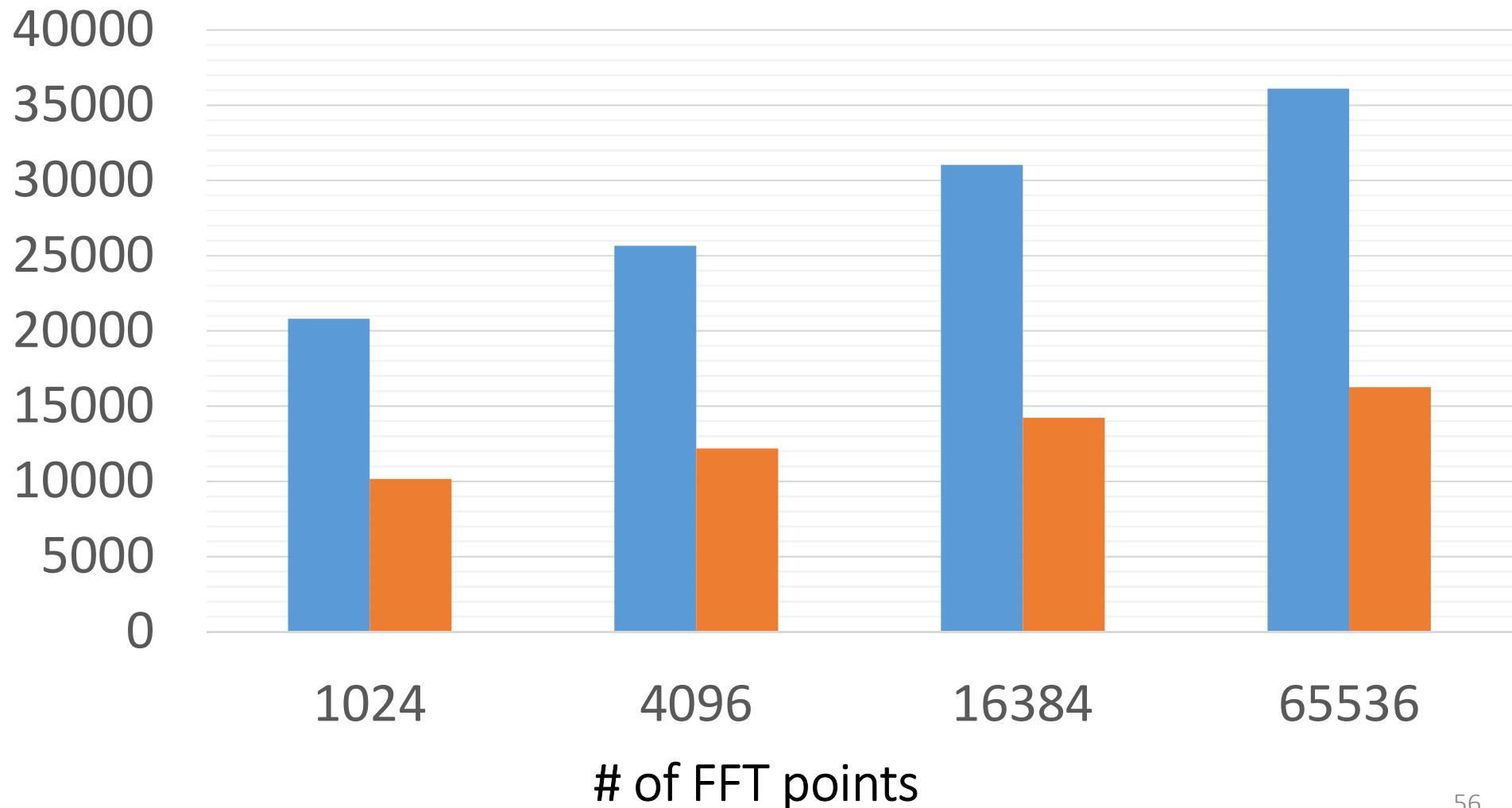
# Comparison with Conventional FFTs

- Implemented on the ROACH revision 2 board
  - Xilinx Corp. Virtex6 FPGA
    - 297,600 LUTs
    - 744,000 Slices
    - 2,128 18KbBRAMs
    - 2,016 DSP48Es
- Compared with the Xilinx FFT Library (version 7.1)
  - CLB logic as a complex multiplexer



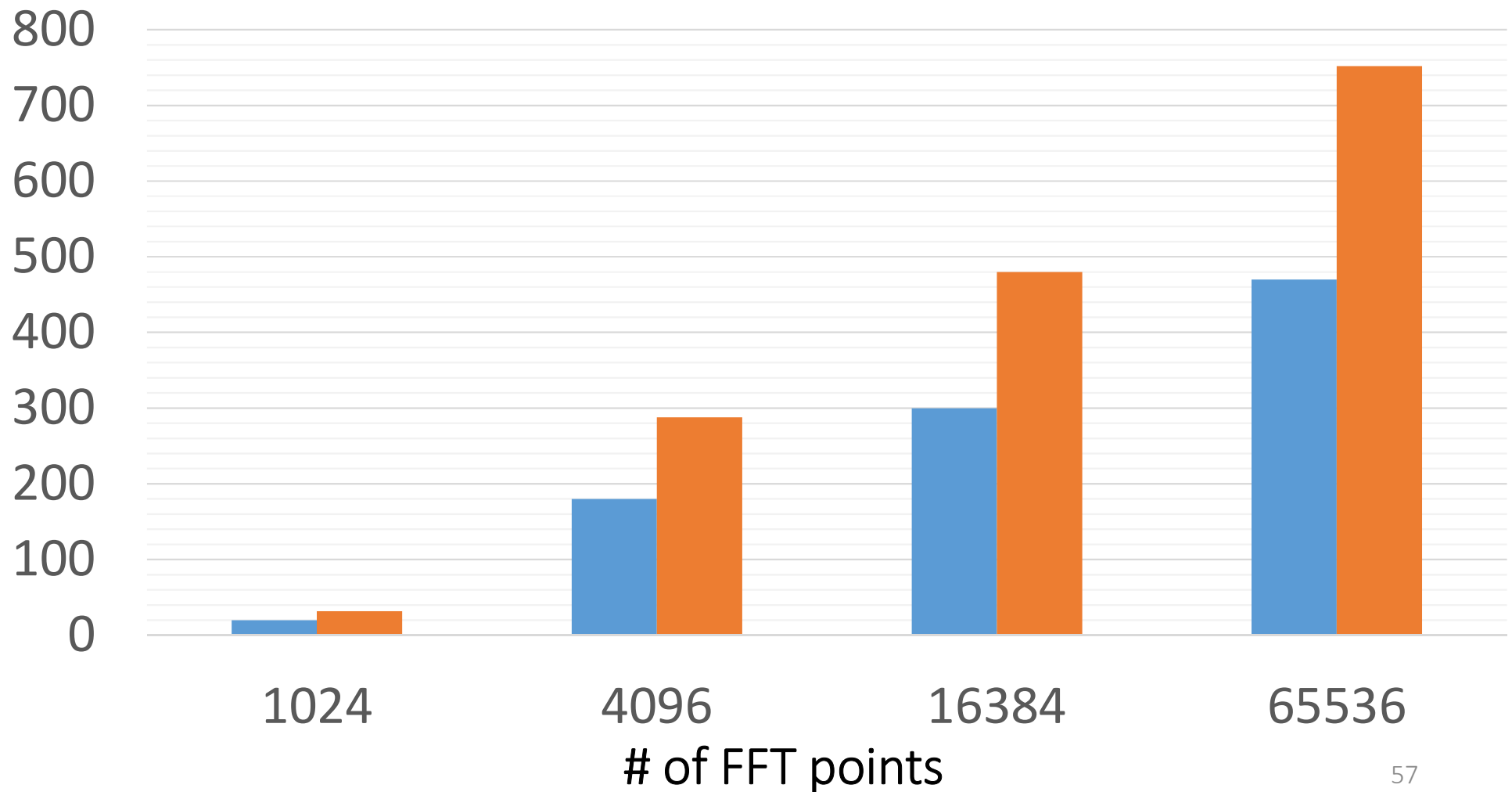
# # of 6-input LUTs

- Binary FFT (Xilinx Corp. Library)
- NRNS FFT (Proposed)



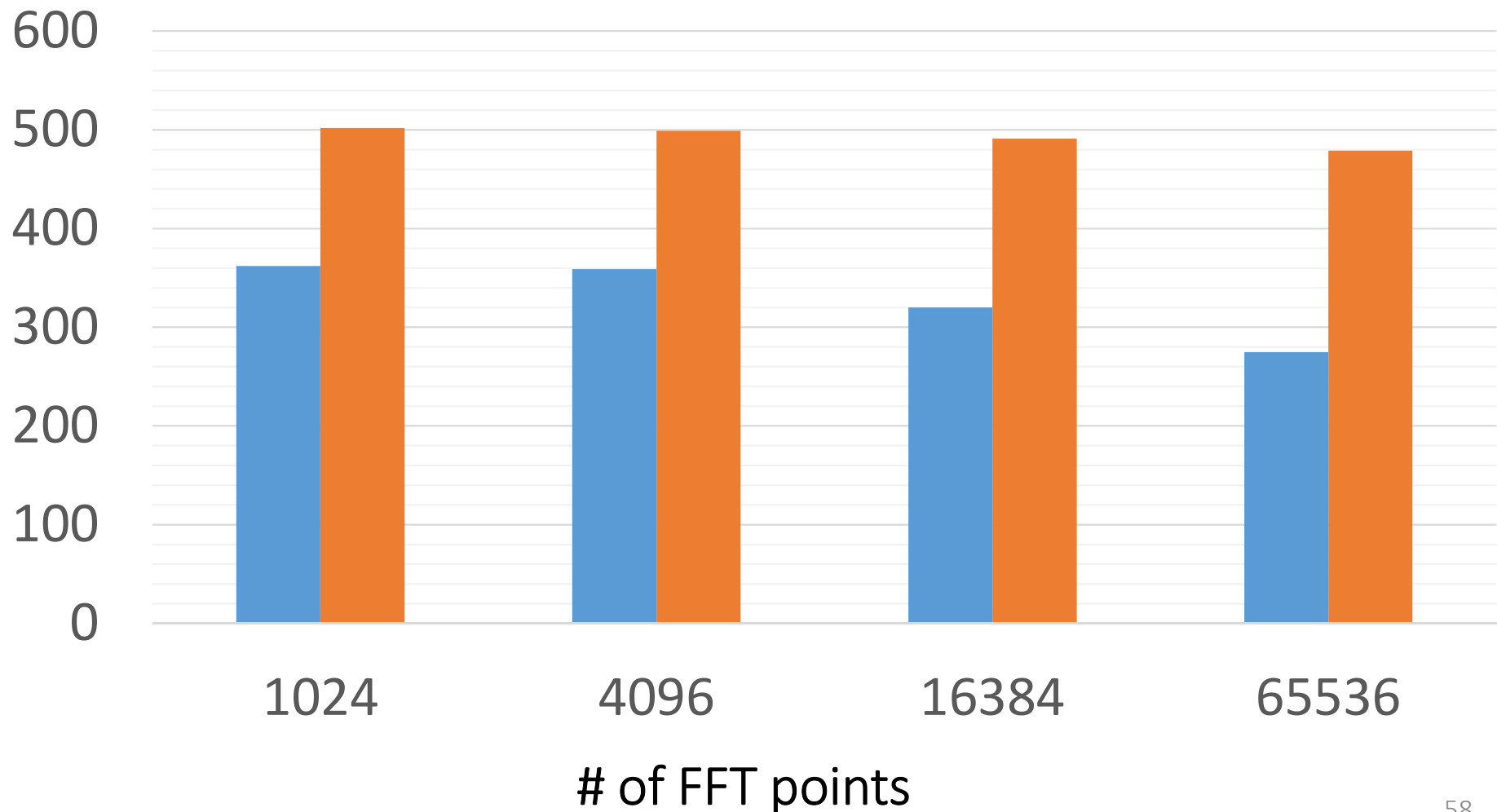
# # of 18Kb BRAMs

- Binary FFT (Xilinx Corp. Library)
- NRNS FFT (Proposed)



# Max. Clock Frequency [MHz]

- Binary FFT (Xilinx Corp. Library)
- NRNS FFT (Proposed)

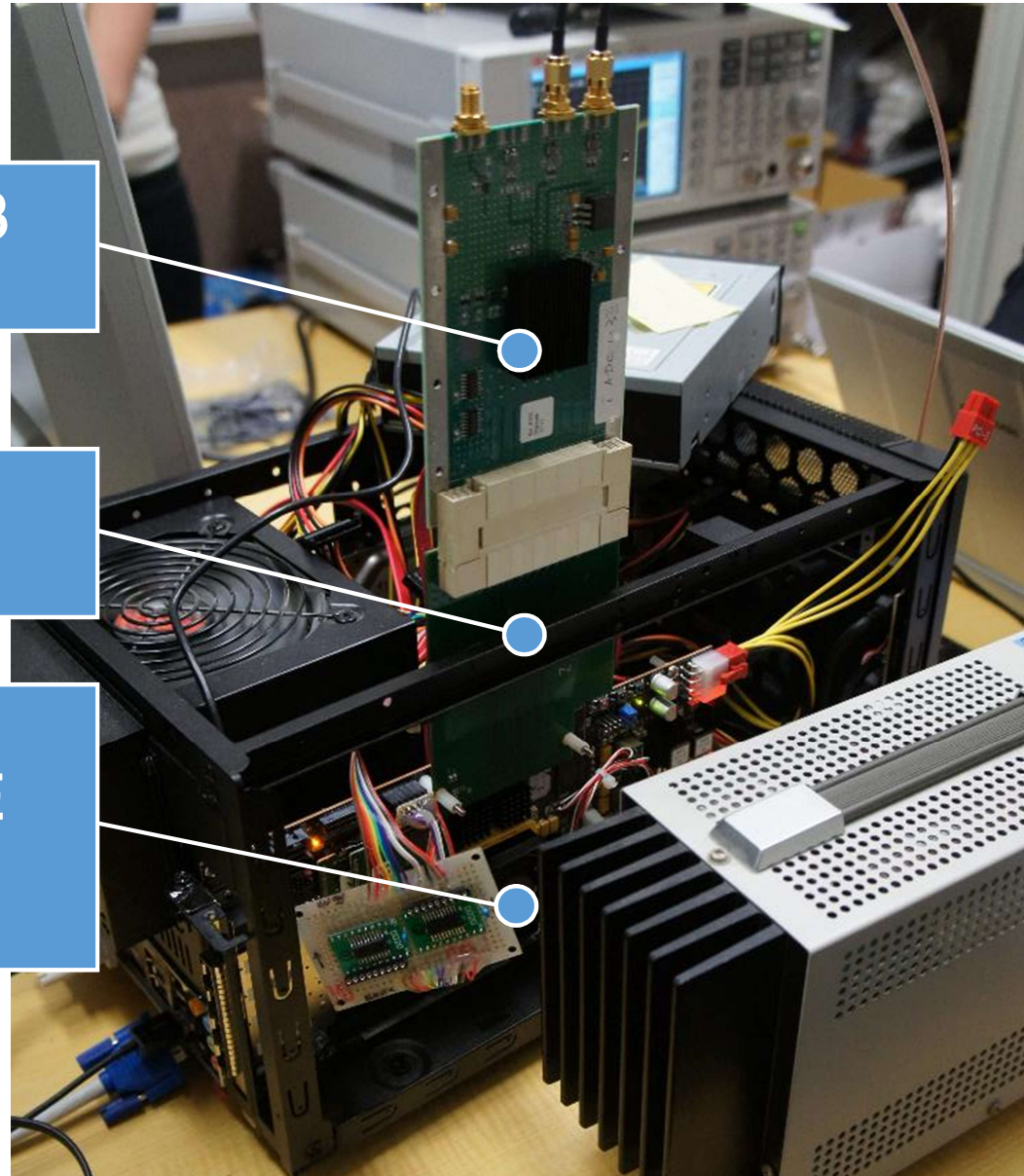


# Next ROACH?

CASPER ADC1.3  
(5Gps)

FMC-ZDOC  
Connector

Net FPGA SUME  
(Virtex7 FPGA)



# Summary

- Typical FPGA consists of various memories, such as a look-up table (LUT) and BRAMs
- Functional decomposition is applied to generate a Boolean network
- We analyzed the upper bounds for a column multiplicity:
  - An index generation function, a WS function, and a RNS

# Exercise

1. (Mandatory) Show a functional decomposition of a 2-input adder
2. (Optional) Show a proof for Theorem1 shown in the lecture
3. (Optional) Show a proof for Theorem2 shown in the lecture

Send a report by a PDF file to [nakahara@ict.e.titech.ac.jp](mailto:nakahara@ict.e.titech.ac.jp)

Deadline is 3<sup>rd</sup>, Aug., 2018