
A Sparse Matrix Personality for the Convey HC-1

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Introduction

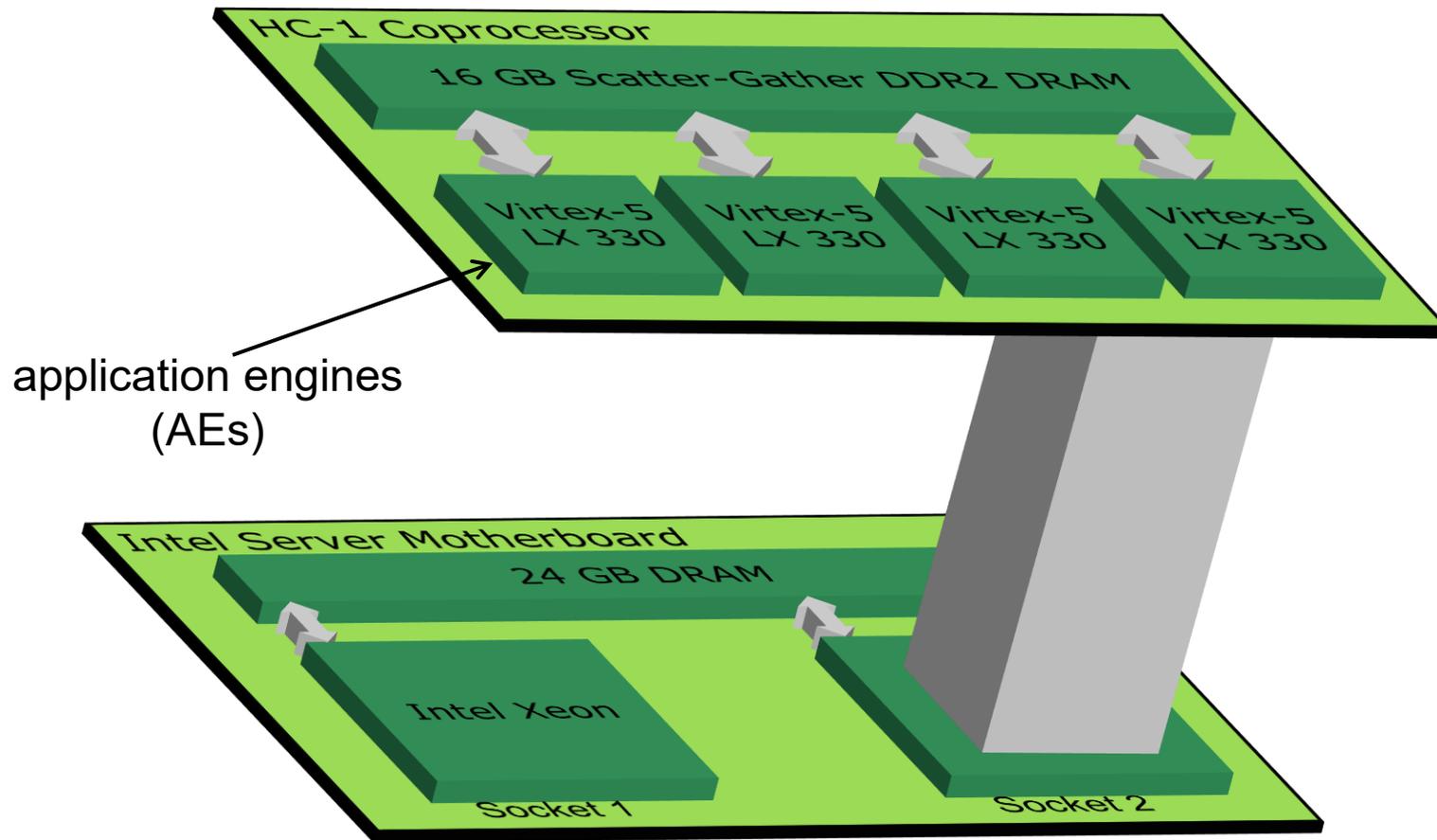
- Convey HC-1: A turnkey reconfigurable computer
- Personality: A configuration of the user programmable FPGAs that works within the HC-1's execution and programming model
- This paper introduces a sparse matrix personality for Convey HC-1



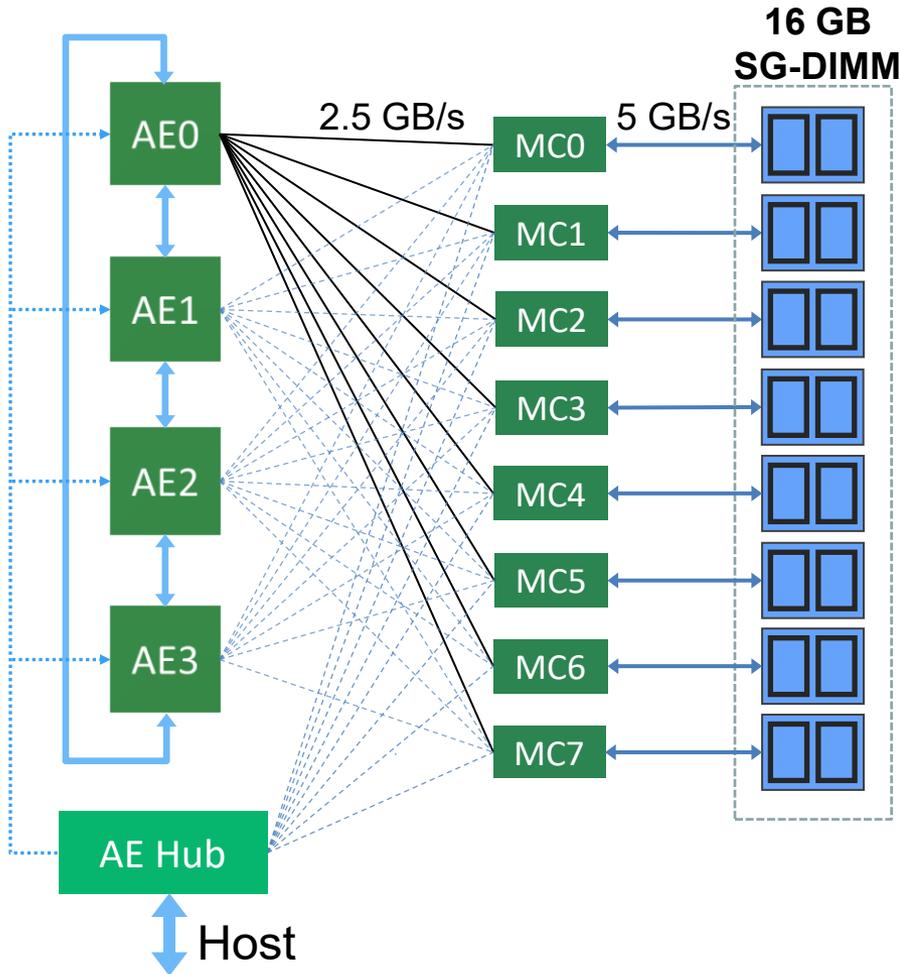
Outline

- Convey HC-1
 - Overview of system
 - Shared coherent memory model
 - High-performance coprocessor memory
- Personality design for sparse matrix vector multiply
 - Indirect addressing of vector data
 - Streaming double precision reduction architecture
- Results and comparison with NVIDIA Tesla

Convey HC-1



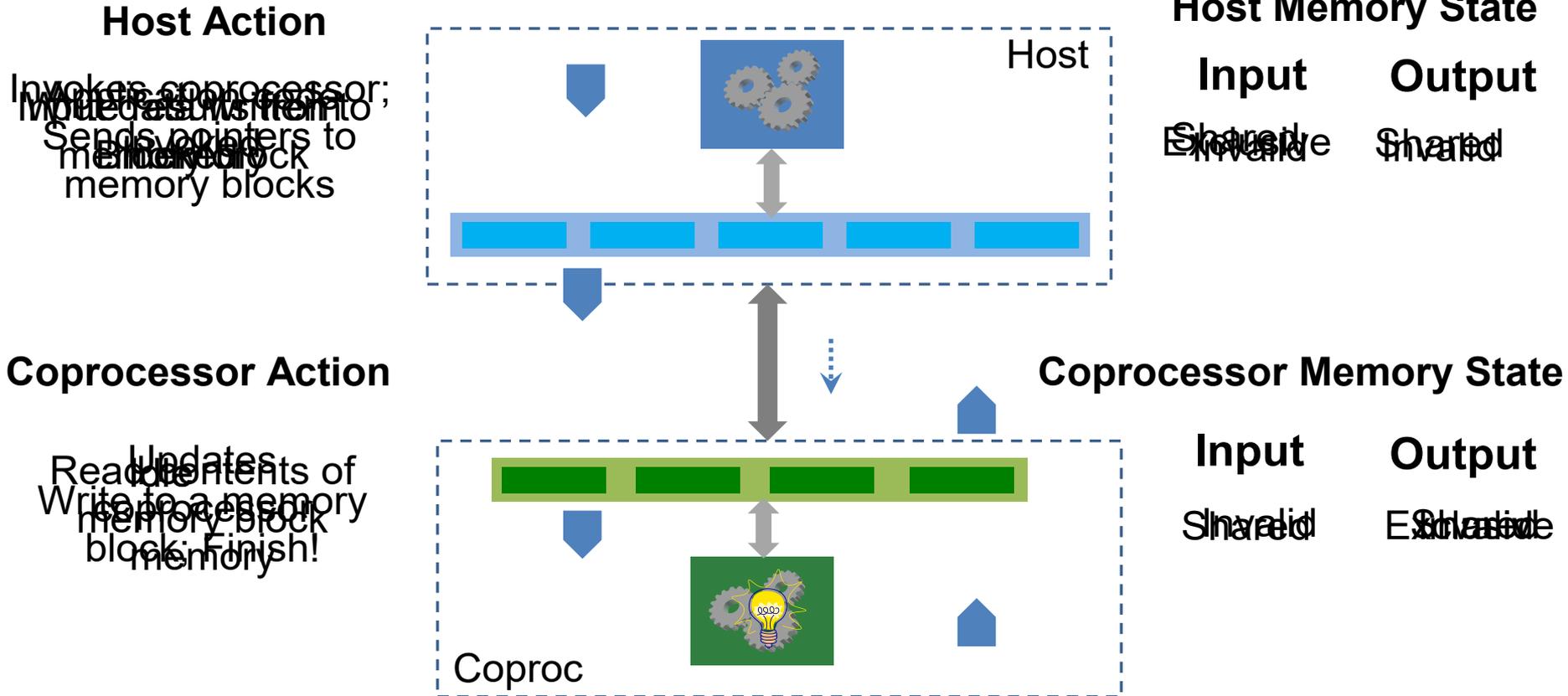
Coprocessor Memory System



- Each AE connected to 8 MCs through a full crossbar
- Address space partitioned across all 16 DIMMs
- High-performance memory
 - Organized in 1024 banks
 - Crossbar parallelism gives 80 GB/s aggregate bandwidth
 - Relaxed memory model
- Smallest contiguous unit of data that can be read at full bandwidth = 512 BYTES



HC-1 Execution Model



Convey Licensed Personalities

- Soft-core vector processor
 - Includes corresponding vectorizing compiler
 - Supports single and double precision
 - Supports hardware instructions for transcendental and random number generation
- Smith-Waterman sequence alignment personality
- No sparse matrix personality

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Sparse Matrix Representation

- Sparse Matrices can be very large but contain few non-zero elements
- Compressed formats are often used, e.g. Compressed Sparse Row (CSR)

$\begin{pmatrix} 1 & -1 & 0 & -3 & 0 \\ -2 & 5 & 0 & 0 & 0 \\ 0 & 0 & 4 & 6 & 4 \\ -4 & 0 & 2 & 7 & 0 \\ 0 & 8 & 0 & 0 & -5 \end{pmatrix}$	<i>val</i>	(1	-1	-3	-2	5	4	6	4	-4	2	7	8	-5)	
	<i>col</i>	(0	1	3	0	1	2	3	4	0	2	3	1	4)	
	<i>ptr</i>	(0	3	5	8	11	13)								

Sparse Matrix-Vector Multiply

- Code for $Ax = b$

```
row = 0
```

```
for i = 0 to number_of_nonzero_elements do
```

```
  if i == ptr[row+1] then row=row+1, b[row]=0.0
```

```
    b[row] = b[row] + val[i] * x[col[i]]
```

```
  end
```

recurrence (reduction)

Low arithmetic intensity
(1 FLOP / 10 bytes)

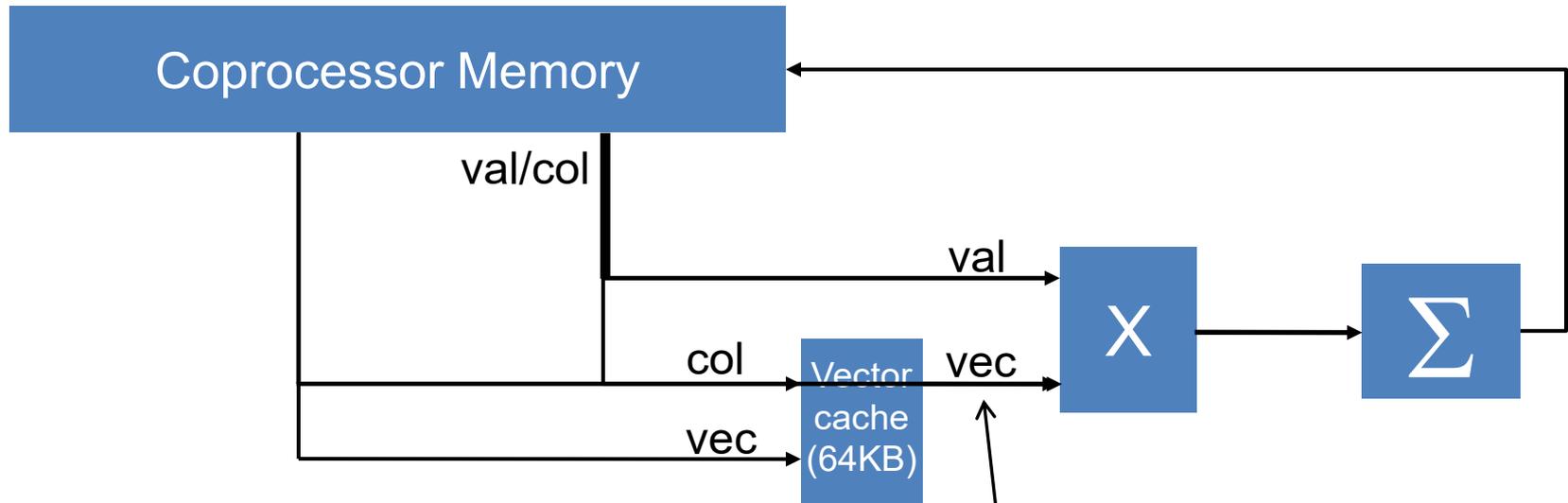
indirect indexing

- NVIDIA GPUs achieve only 0.6% to 6% of their peak double precision performance with CSR SpMV

N. Bell, M. Garland, "Implementing Sparse Matrix-Vector Multiplication on Throughput-Oriented Processors," Proc. Supercomputing 2009.



Indirect Addressing

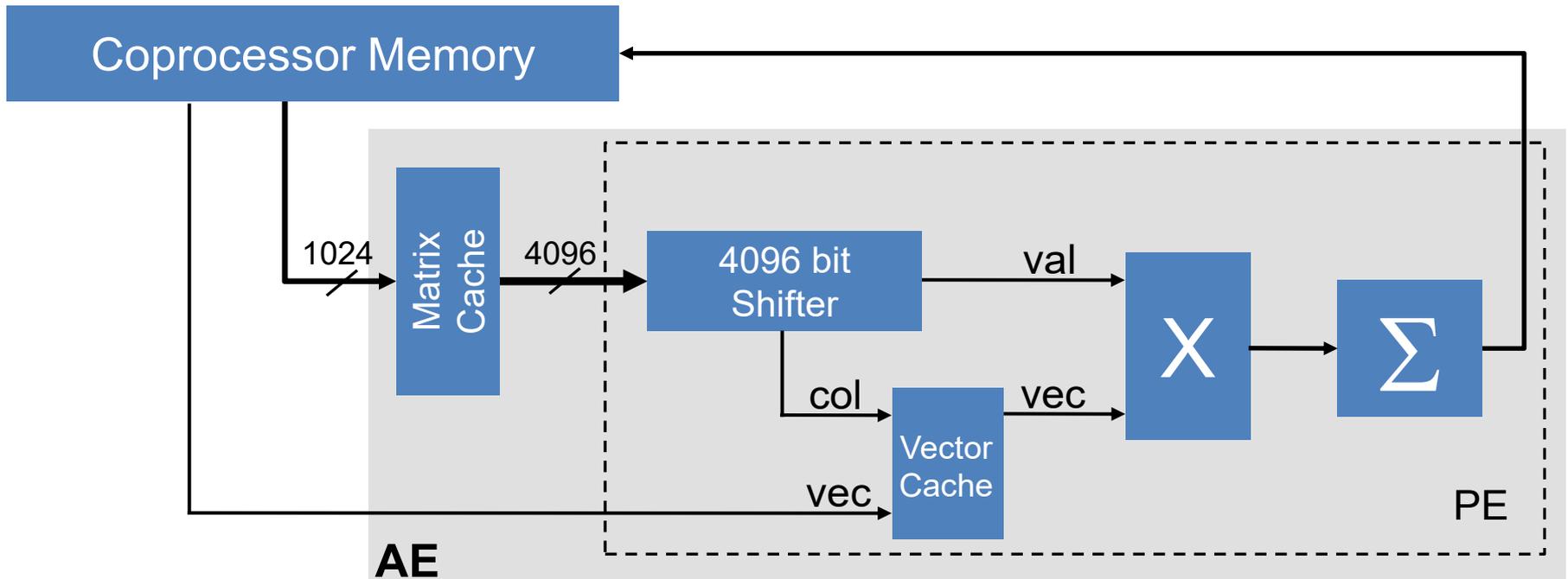


$$b[\text{row}] = b[\text{row}] + \text{val}[i] * x[\text{col}[i]]$$

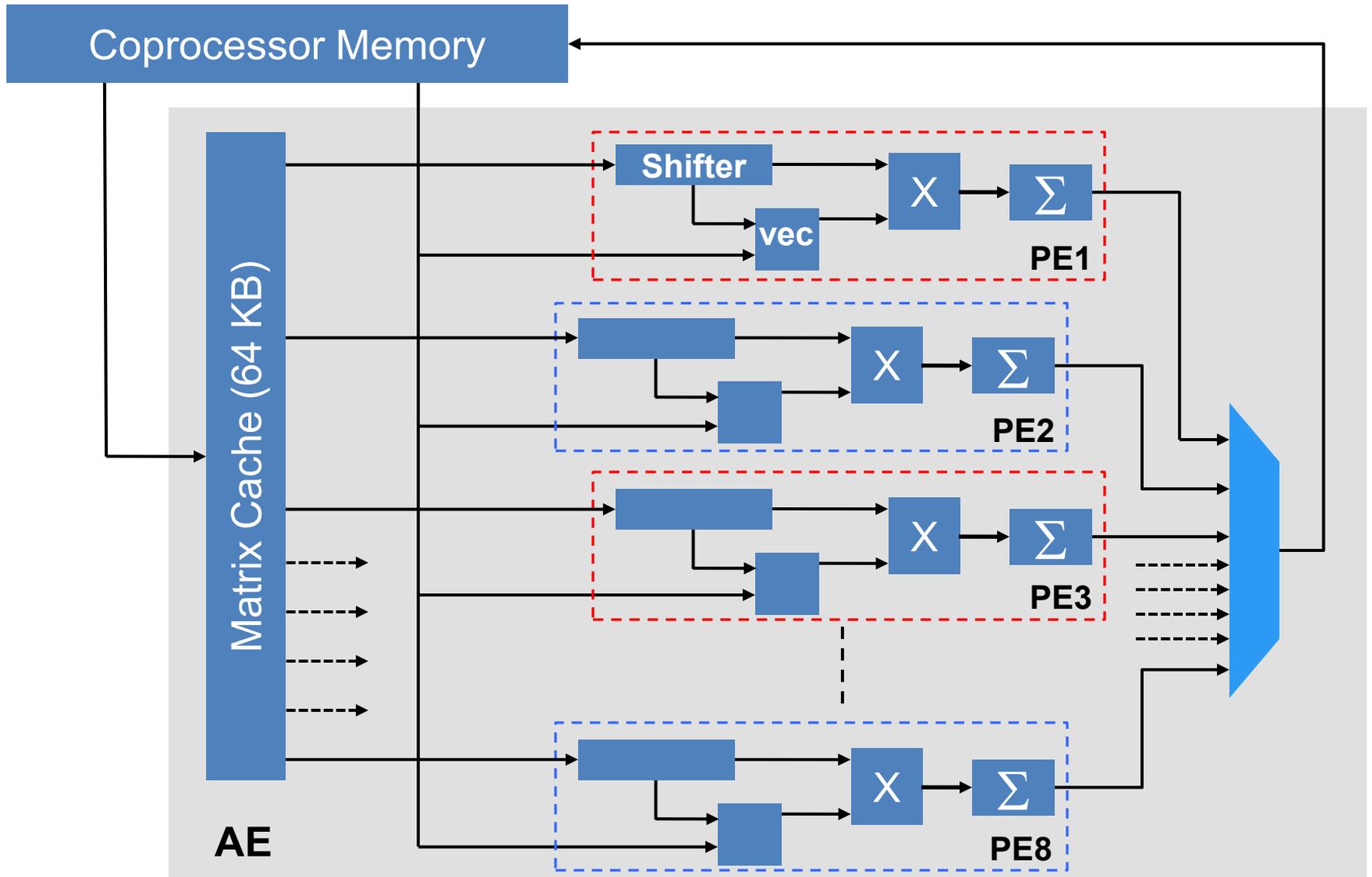


Data Stream

- Matrix cache to get contiguous data
- Shifter loads matrix data in parallel and delivers serially to MAC



Top Level Design and Scaling



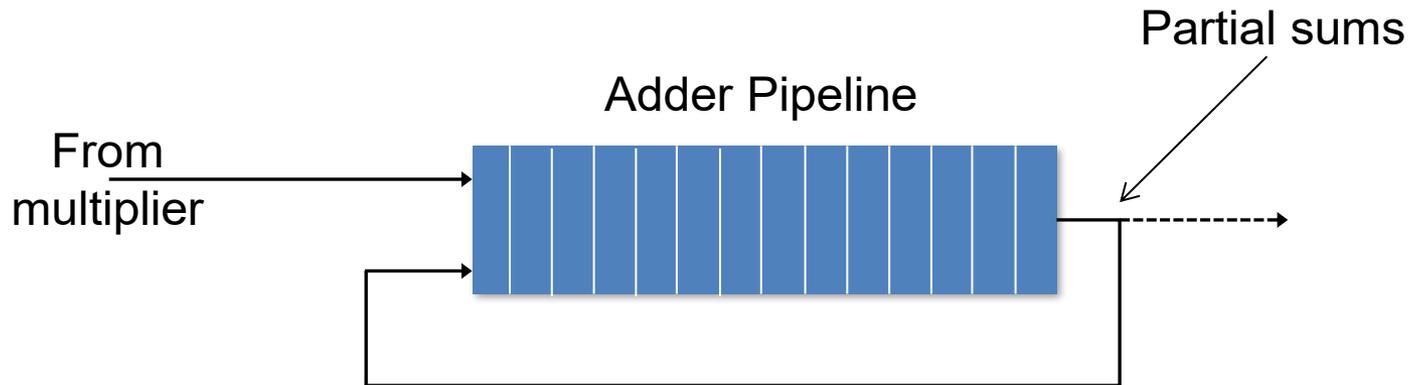
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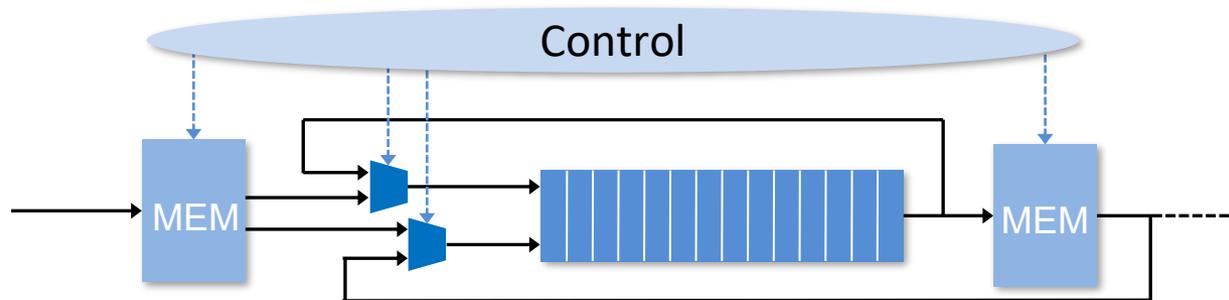
The Reduction Problem

- (Ideally) New values arrive every clock cycle
- Partial sums of different accumulation sets become intermixed in the deeply pipelined adder pipeline
 - Data hazard



Resolving Reduction Problem

- Custom architecture to dynamically schedule concurrent reduction operations



Group	Adders	Reduction BRAM
Prasanna '07	2	3
Prasanna '07	1	6
Gerards '08	1	9
This Work	1	3

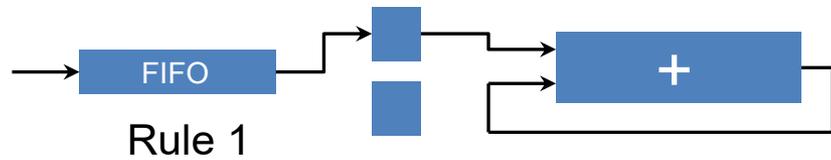


Our Approach

- Built around 14 stage double precision adder
- Rule based approach
 - Governs the routing of incoming values and adder output
 - Decides inputs to the adder
 - Applied based on current state of the system
- Goal
 - Maximize the adder utilization
 - Minimize the required number of buffers
- Used software model to design rules and find required number of buffers

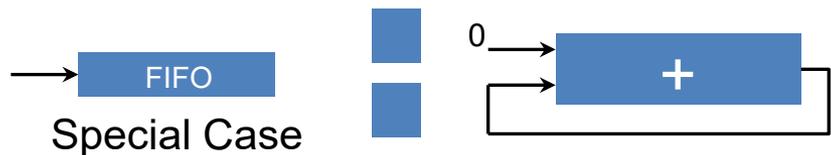
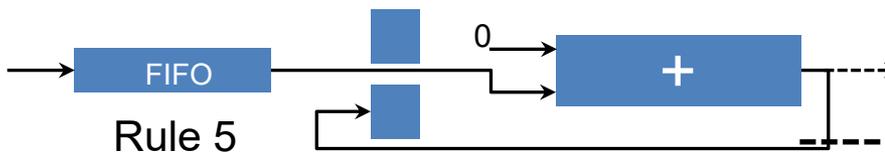
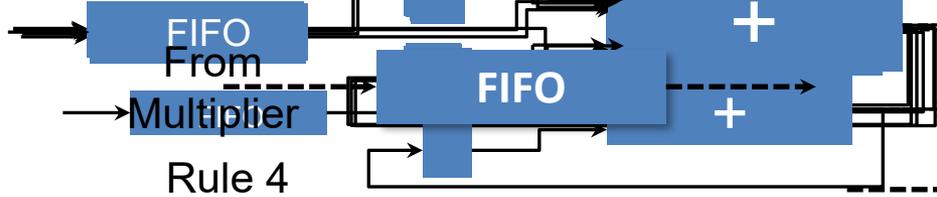
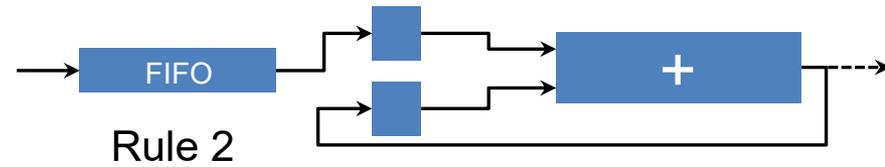


Reduction Circuit



- Adder inputs based on row ID of:

- Incoming value
- Buffered values
- Adder output



- **Rule 1**
 - $buf_n.rowID = adderOut.rowID$
- **Rule 2**
 - $buf_i.rowID = buf_j.rowID$
- **Rule 3**
 - $input.rowID = addIn1$
 - $adderOut.rowID = addIn2$
- **Rule 4**
 - $buf_n.rowID = input.rowID$
- **Rule 5**
 - $addIn1 = input$
 - $addIn2 = 0$
- **Rule 5 Special Case**
 - $addIn1 = adderOut$
 - $addIn2 = 0$



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SpMV on GPU

- GPUs widely used for accelerating scientific applications
- GPUs generally have more mem bandwidth than FPGAs, so do better for computations with low arithmetic intensity
- Target: NVIDIA Tesla S1070
 - Contains four Tesla T10 GPUs
 - Each GPU has 50% more memory bandwidth than all 4 AEs on Convey HC-1 *combined*
- Implementation using NVIDIA CUDA CUSPARSE library
 - Supports Sparse BLAS routines for various sparse matrix representations including CSR
 - Can run only on single GPU for single SpMV computations



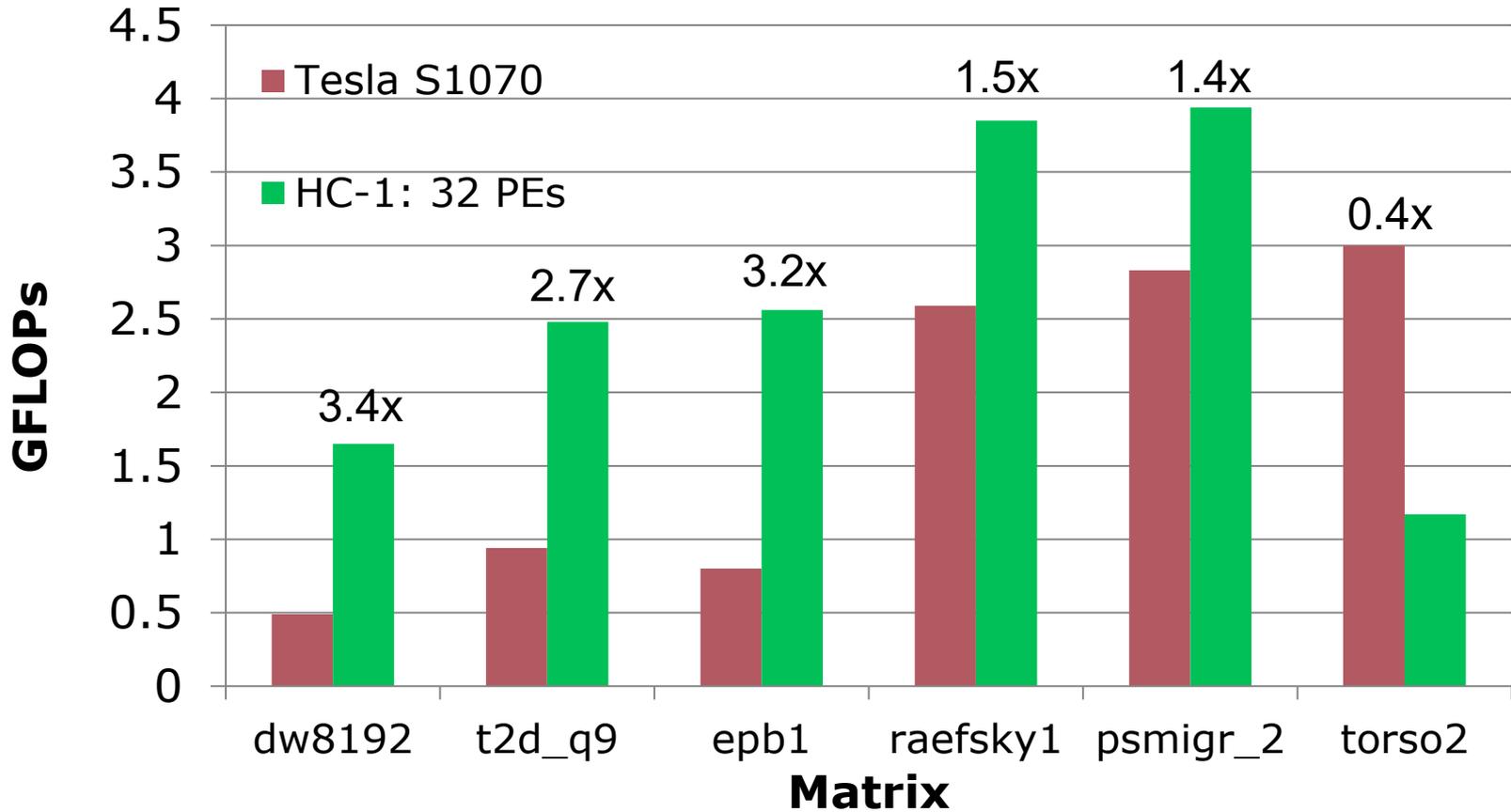
Experimental Results

- Test matrices from Matrix Market and UFL Matrix collection
- Throughput = $2 * nz / (\text{Execution Time})$

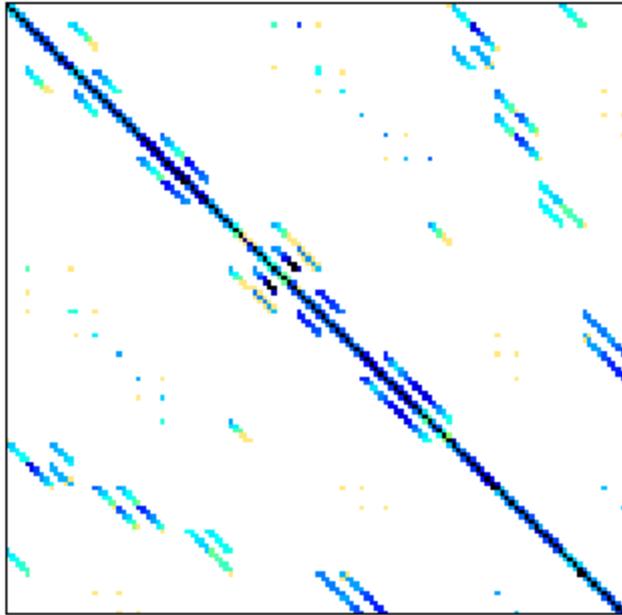
Matrix	Application	$r * c$	nz	nz/row
dw8192	Electromagnetics	8192*8192	41746	5.10
t2d_q9	Structural	9801*9801	87025	8.88
epb1	Thermal	14734*14734	95053	6.45
raefsky1	Computational fluid dynamics	3242*3242	294276	90.77
psmigr_2	Economics	3140*3140	540022	171.98
torso2	2D model of a torso	115967*115967	1033473	8.91



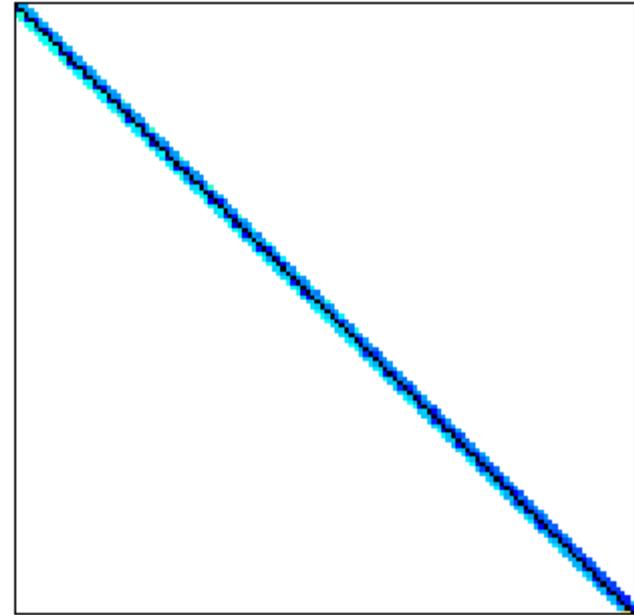
Performance Comparison



Test Matrices



torso2



epb1



Final Word

- Conclusions
 - Described a SpMV personality tailored for Convey HC-1 built around new streaming reduction circuit architecture
 - FPGA outperforms GPU
 - Custom architectures have the potential for achieving high performance for kernels with low arithmetic intensity
- Future Work
 - Analyze design tradeoffs between vector cache and functional units
 - Improve the vector cache performance
 - Multi-GPU implementation



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Heterogeneous and Reconfigurable Computing Lab
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Thank You!

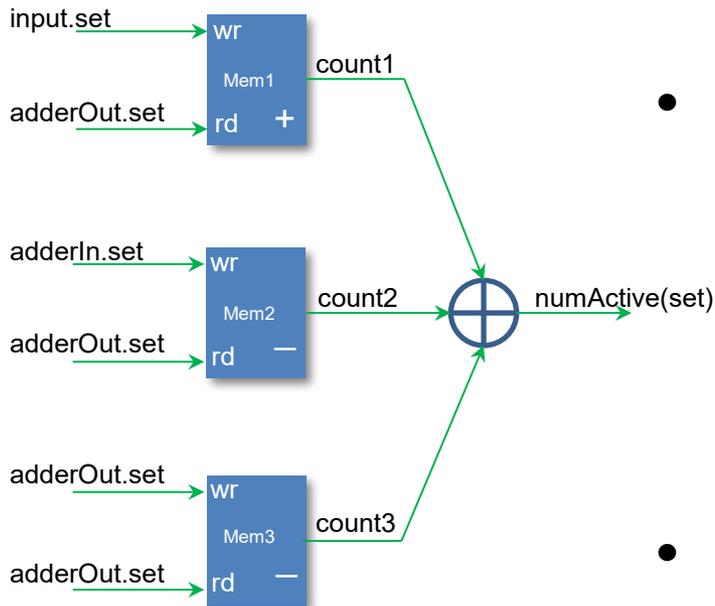


Resource Utilization

PEs	Slices	BRAM	DSP48E
4 per AE (Overall 16)	26055 / 51840 (50%)	146 / 288 (50%)	48 / 192 (25%)
8 per AE (Overall 32)	38225 / 51840 (73%)	210 / 288 (73%)	96 / 192 (50%)



Set ID Tracking Mechanism



- Three dual ported memories with respective counters
- Write Port
 - Counter1 always increments associated incoming value setID
 - Counter2 always decrements associated adder input setID
 - Counter 3 decrements when number of associated active values reach one setID
- Read Port
 - Outputs current value for associated setID
- Set is completely reduced and output when $\text{count1} + \text{count2} + \text{count3} = 1$

