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Approximate Logic Synthesis for FPGA by Wire Removal and Local Function Change

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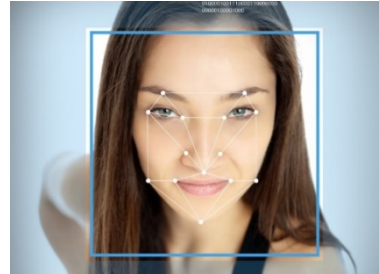
Outline

- Introduction and Motivation
- Proposed Method
- Experimental Results
- Conclusion

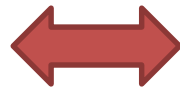
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Error-Tolerant Applications



Low-power VLSI



Error-tolerant applications



Exact Results *Not* Necessary

- A few erroneous pixels do not affect human recognition of the image.



(a) From **accurate** processing

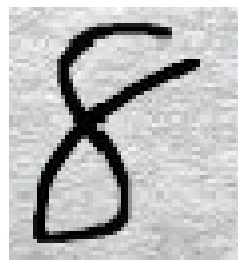


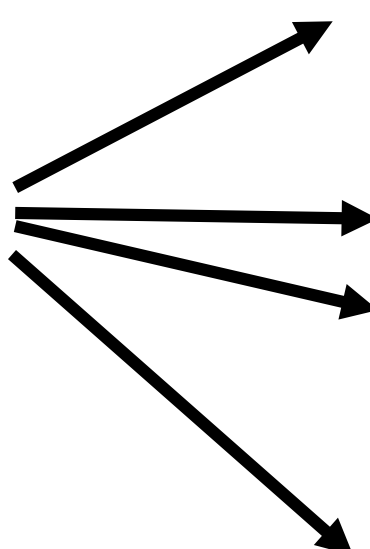
(b) From **inaccurate** processing

[Han and Orshansky, 2013]

Numerical Values *Not* Matter

- Handwritten Digit Recognition



		Similarity (probability)
	8	0.9257 0.9306 ✓ 0.8928
	0	0.1563
	1	0.0984
	⋮	⋮
	9	0.2435

No Golden Standard Answer



c++ programming tutorial



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C++ is a middle-level **programming** language developed by Bjarne Stroustrup starting in 1979 at Bell Labs. **C++** runs on a variety of platforms, such as Windows, ...

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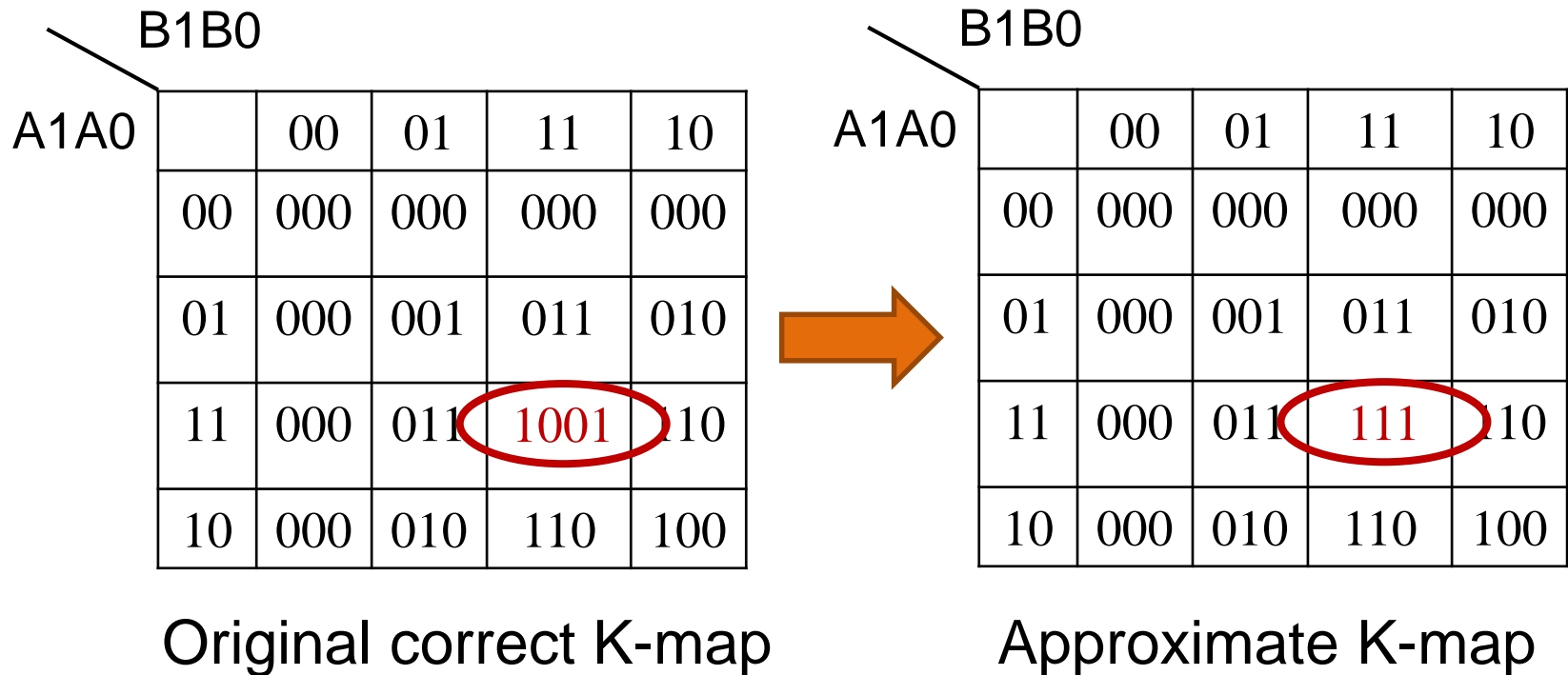
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2013年8月3日 - 上传者: Programming Tutorials

C++ Programming Tutorial for Beginners in English - Part 1. Topics covered in this tutorial are: - Creating first ...

Approximate Computing

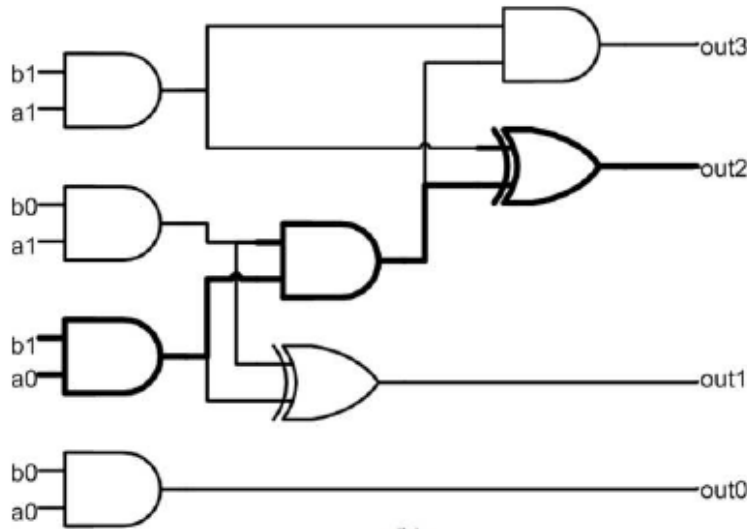
- Design a circuit that may not be 100% correct
 - Targeting error-tolerant applications
 - Trade accuracy for area/delay/power



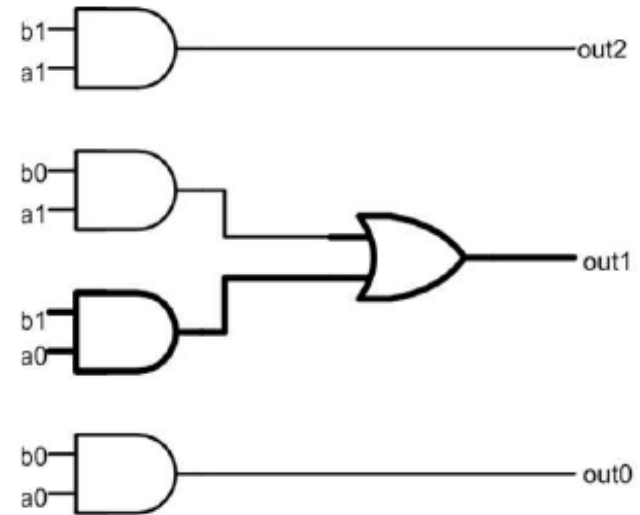
[Kulkarni et al. 2011]

Approximate Computing

- A 2-bit approximate multiplier



Accurate digital circuit



Approximate digital circuit

Comparison

Nearly half area; Shorter critical path; Smaller switching capacitance (less dynamic power)

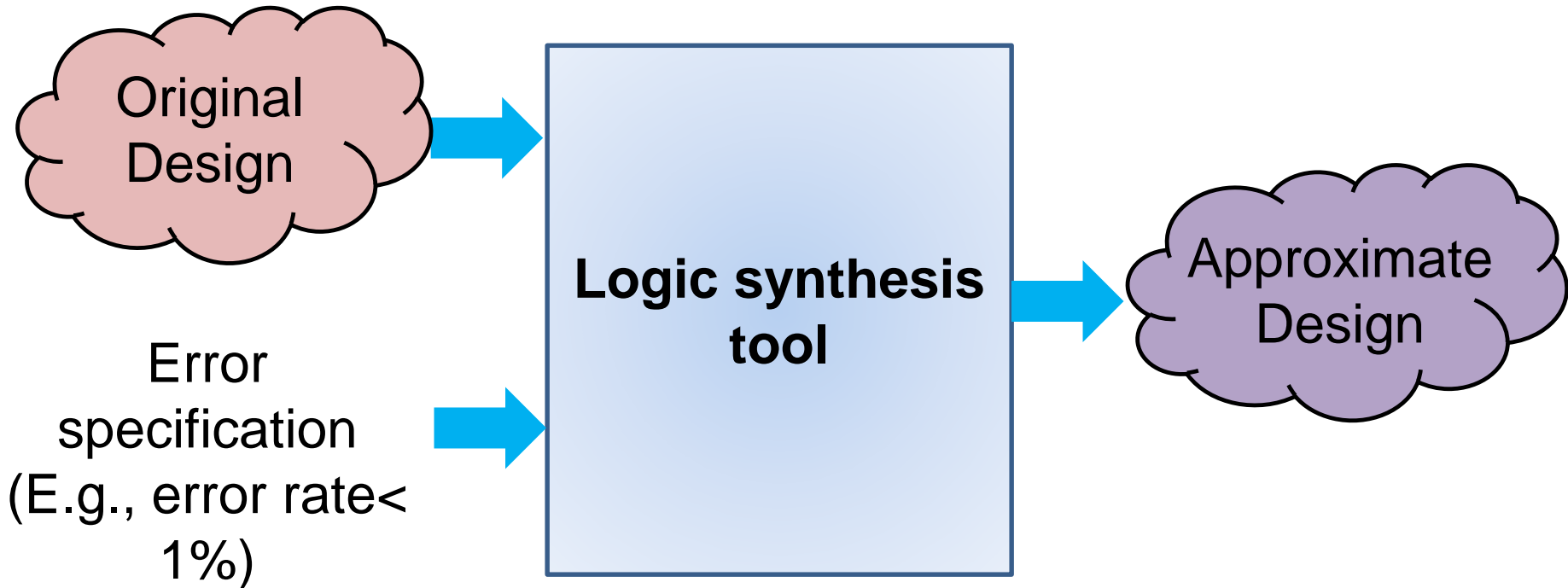
Error Metrics for Approximate Computing

- Error rate (ER): $\Pr(\vec{f}(\vec{X}) \neq \vec{f}'(\vec{X}))$
- Error magnitude (EM): $\max_{\vec{X}} |\vec{f}(\vec{X}) - \vec{f}'(\vec{X})|$
 - Applicable to arithmetic circuits

		B1B0			
		00	01	11	10
A1A0	00	000	000	000	000
	01	000	001	011	010
	11	000	011	1001	110
	10	000	010	110	100

$ER = 2/16$
 $EM = 2$

Approximate Logic Synthesis (ALS)



- **Input**: an original circuit and error specification
- **Output**: an optimal approximate circuit, satisfying the error constraint

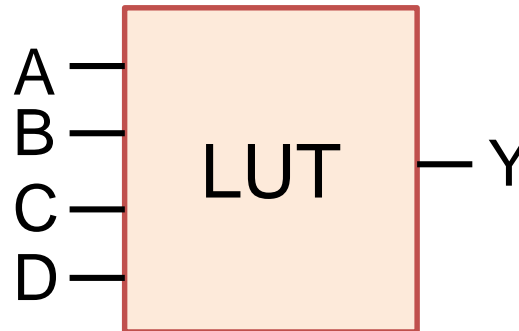
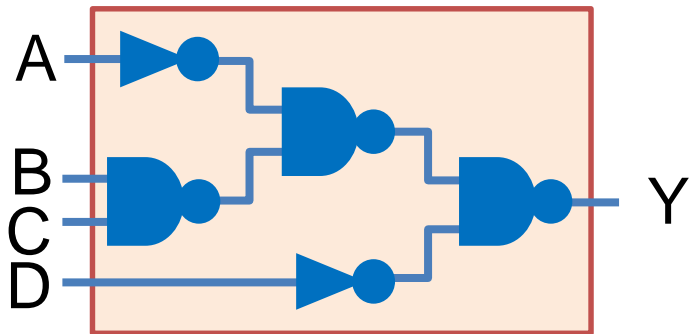
Related Works: ALS for Multi-level Circuits

- Inject stuck-at-faults, composite constraint on ER & EM [Shin and Gupta, DATE'2011]
- SALSA — Encode EM constraint as a function [Venkataramani et al., DAC'2012]
- **SASIMI** — Substitute a signal with another one that takes the same value with high probability, ER constraint [Venkataramani et al., DATE'2013]
- Solve ER-unconstrained ALS first: ER + EM [Miao et al., ICCAD'2014]
- Remove literals from factored-form expressions of local nodes: ER [Wu and Qian, DAC'2016]

All of these works target at ASICs !

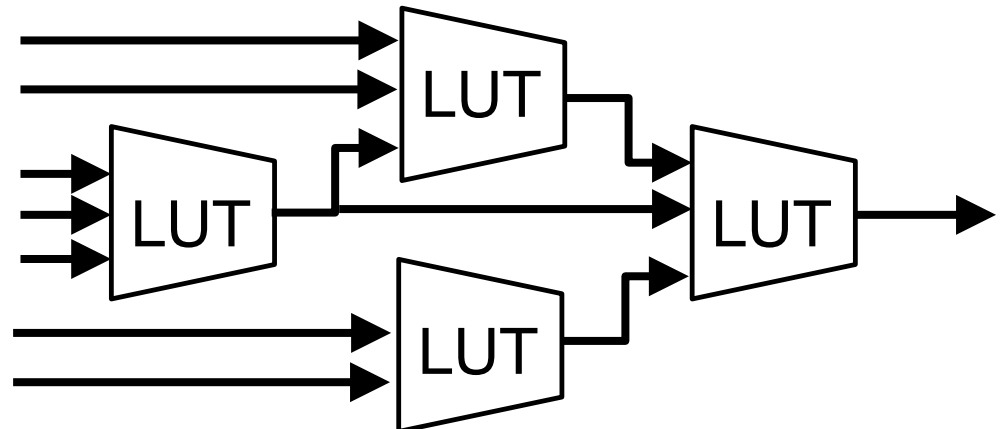
FPGA Architecture

- Basic building block: k -input look-up table (k -LUT)
 - Can implement any Boolean function with up to k variables

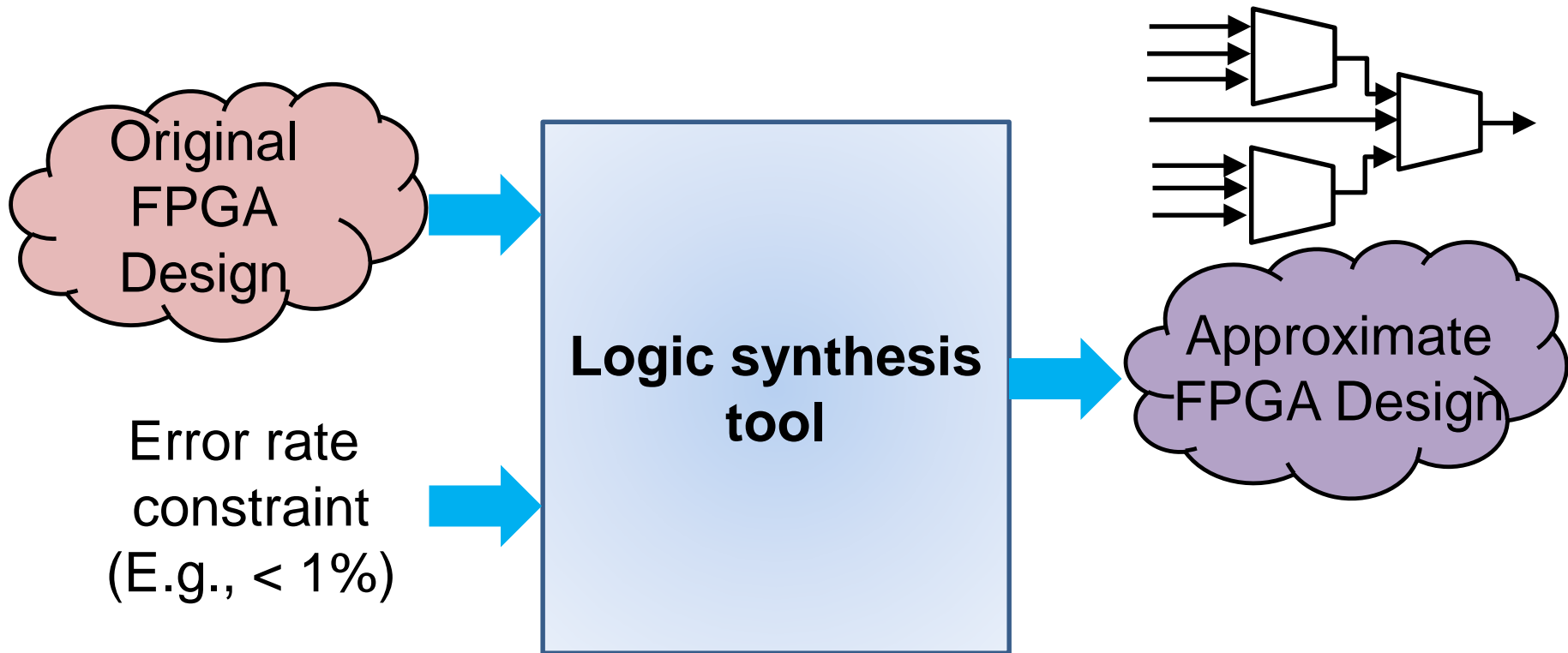


A	B	C	D	Y
0	0	0	0	0
0	0	0	1	1
		...		
1	1	1	0	1
1	1	1	1	0

In FPGA, a circuit is a LUT network



Problem Formulation



Approximate Logic Synthesis for FPGAs

- Input: an original FPGA design and error rate constraint ER
- Output: an FPGA design with minimal area, satisfying the error rate constraint

\propto power, usually

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Basic Idea

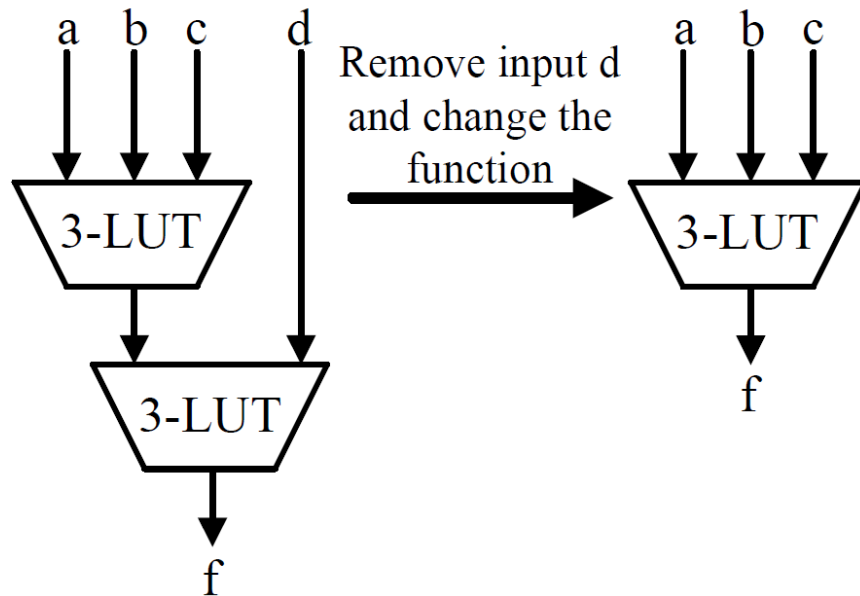
- Remove inputs + Change function

- Remove inputs: can reduce #LUT

- Change function: minimize error

$$f = g_1(a, b, c, d)$$

$$f = g_2(a, b, c)$$

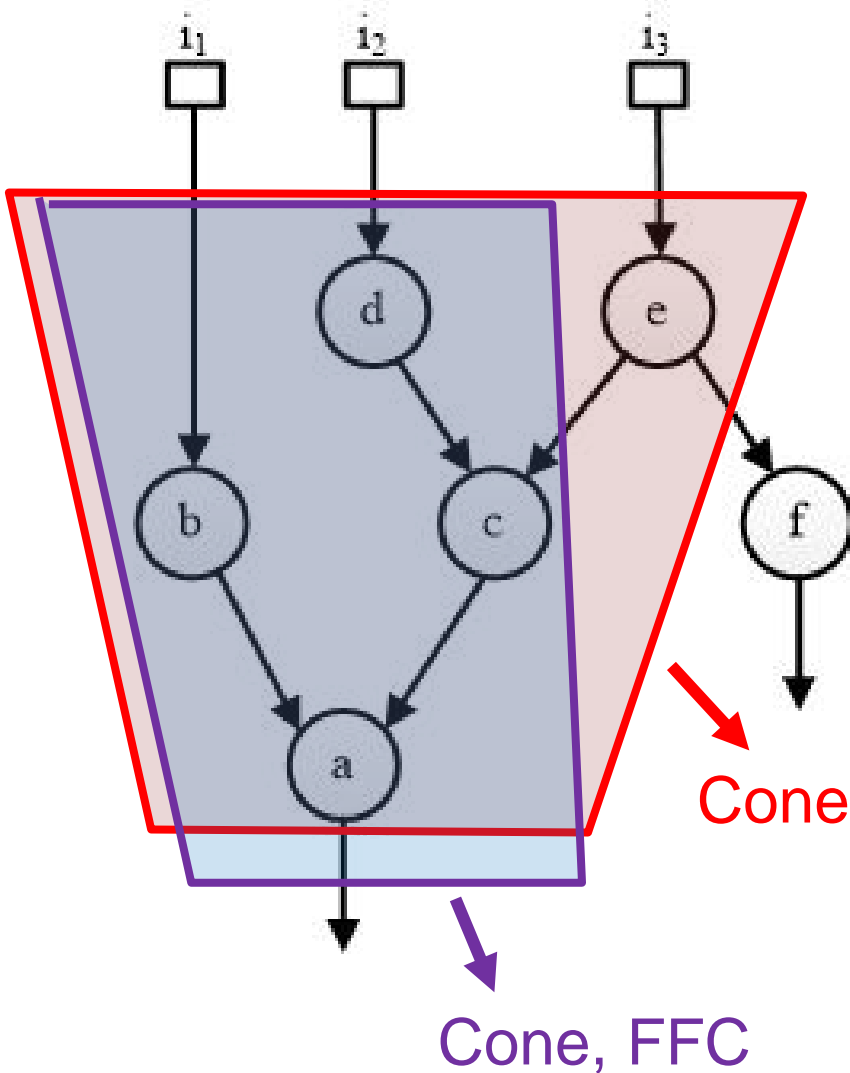


Where to apply the basic idea?

— Fanout-free cone (FFC) in the network

Note: when # inputs from 4 to 3, the number of LUTs needed is guaranteed to be reduced by 1! **Not** guaranteed for ASIC!

FFC (Fanout-Free Cone)

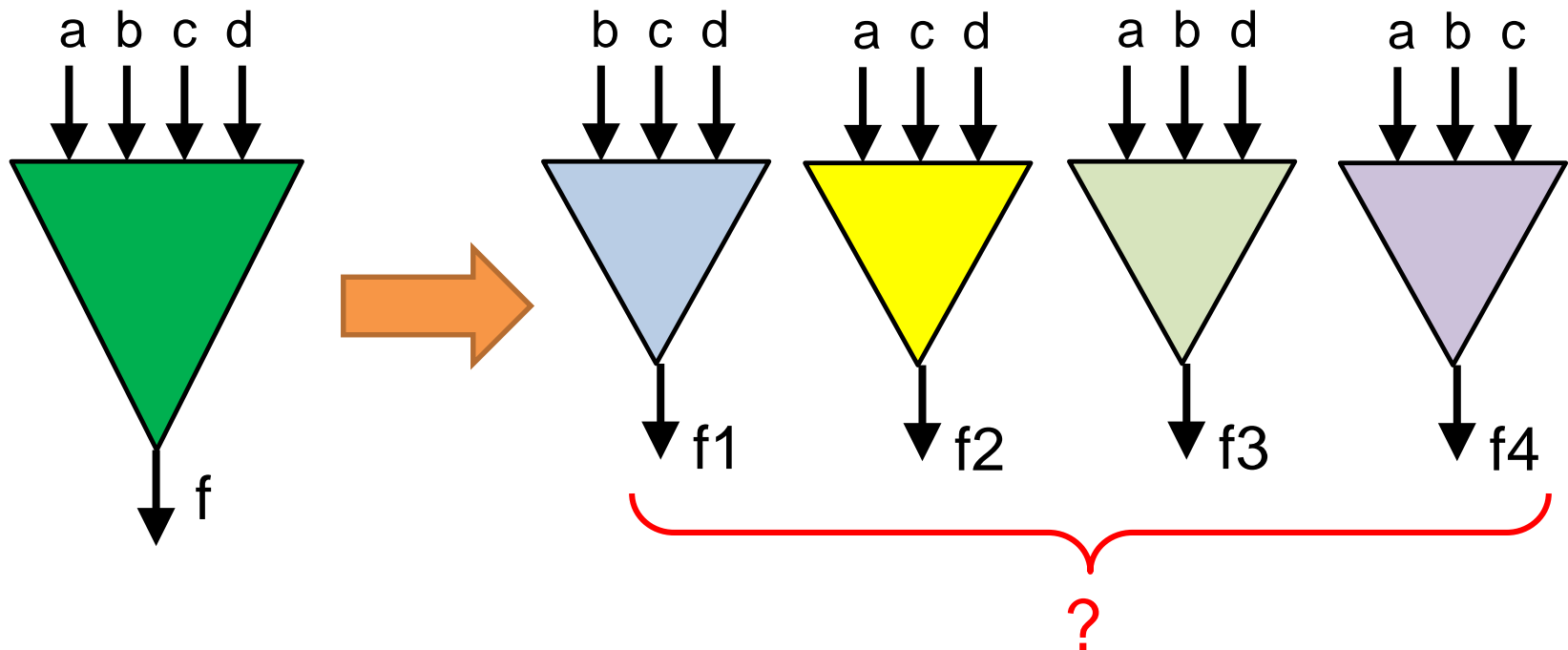


Cone of v : for any node w in C_v , there is a path from w to v that lies entirely in C_v .

FFC of v : a cone in which the fanouts of every node other than the root v are in the cone.

Proposed Method

- Apply the basic idea to FFCs in a network
- For each FFC of each node, consider all cases in which one input of the FFC is removed

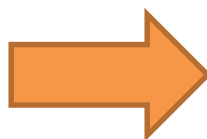


Determining the New Function

	A	B	C	Y
1 →	0	0	0	1
	0	0	1	1
2 →	0	1	0	0
	0	1	1	1
3 →	1	0	0	1
	1	0	1	0
4 →	1	1	0	0
	1	1	1	0

Suppose $\Pr(010) > \Pr(011)$

Suppose $\Pr(100) > \Pr(101)$



A	B	Y
0	0	? → 1
0	1	? → 0
1	0	? → 1
1	1	? → 0

Rule: if output values differ, always keep the output value of the input pattern with larger probability



the induced error rate is minimal

Candidate Transformations

- Map the modified function of an FFC into a new LUT network
 - If fewer LUTs than original FFC
 - If the error rate \leq error margin
 - If using it won't increase delay
- } *candidate transformation*
- Many candidate transformations exist
 - We will pick multiple candidate transformations to apply
 - Formulated as an *Integer Linear Programming (ILP)*

ILP Formulation

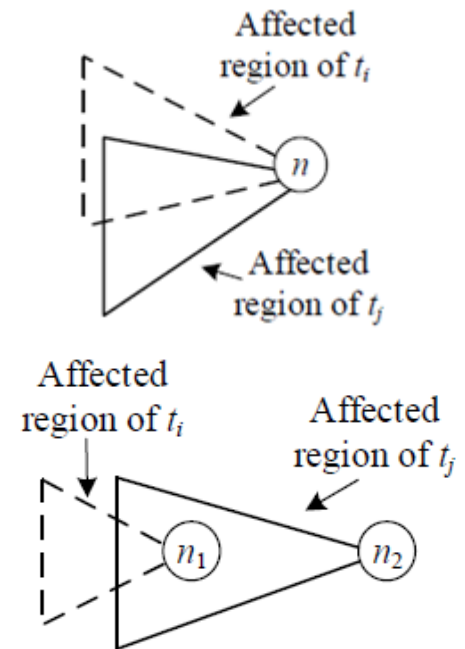
- m candidate transformations: t_1, t_2, \dots, t_m , each associated with a binary variable v_i ;
- For each t_i , its error rate is e_i , LUT number reduction is a_i .

Objective: maximize $\sum_{i=1}^m a_i v_i$ (a) (total reduction in LUT number)

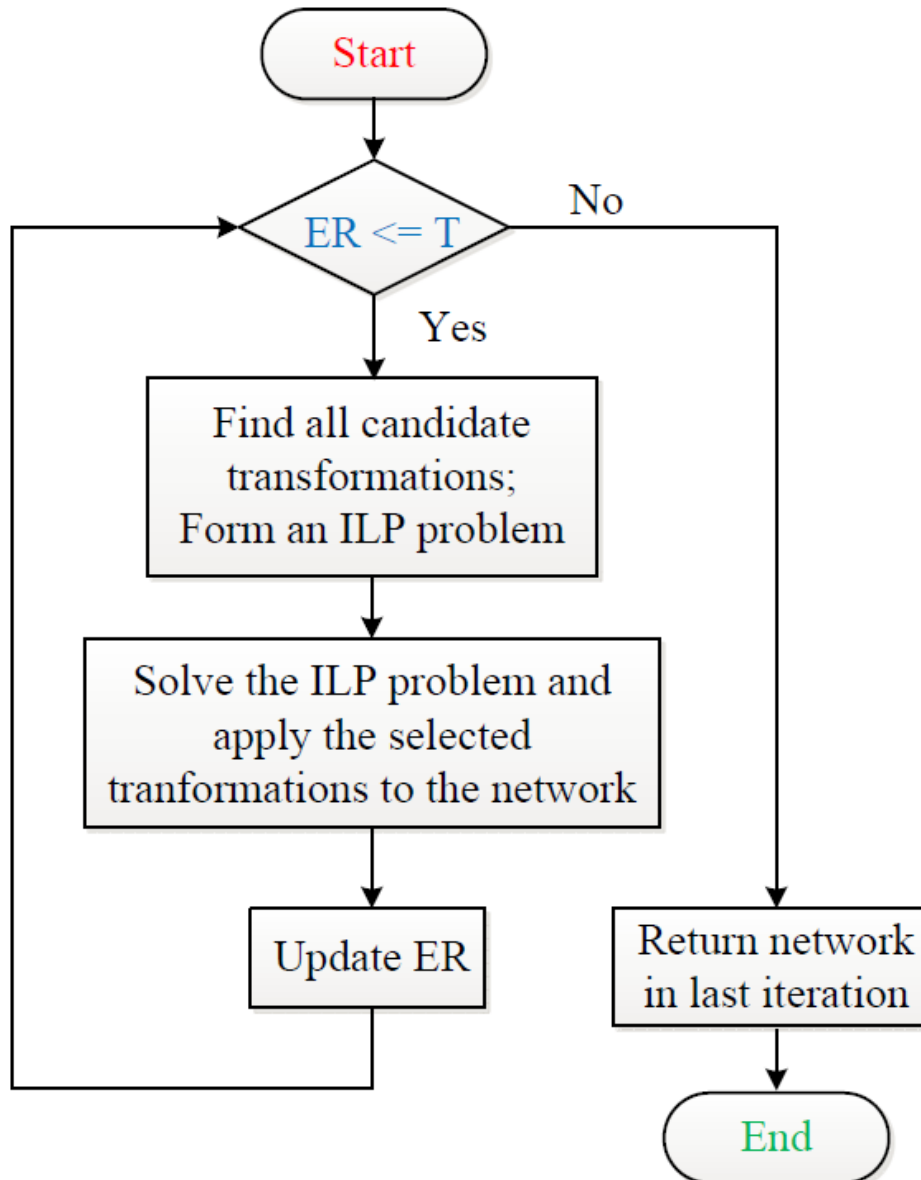
Constraints: $v_i + v_j \leq 1$ (b) (overlapped transformations cannot be selected at same time)

$\sum_{i=1}^m e_i v_i \leq t$ (c) (total error rate should be within error rate margin t)

Overlapped Transformations



Algorithm



ER: error rate of current network

T: user-specified error rate threshold

ILP solver: GLPK

Reference:

<http://www.gnu.org/software/glpk/>

Speed-up Techniques

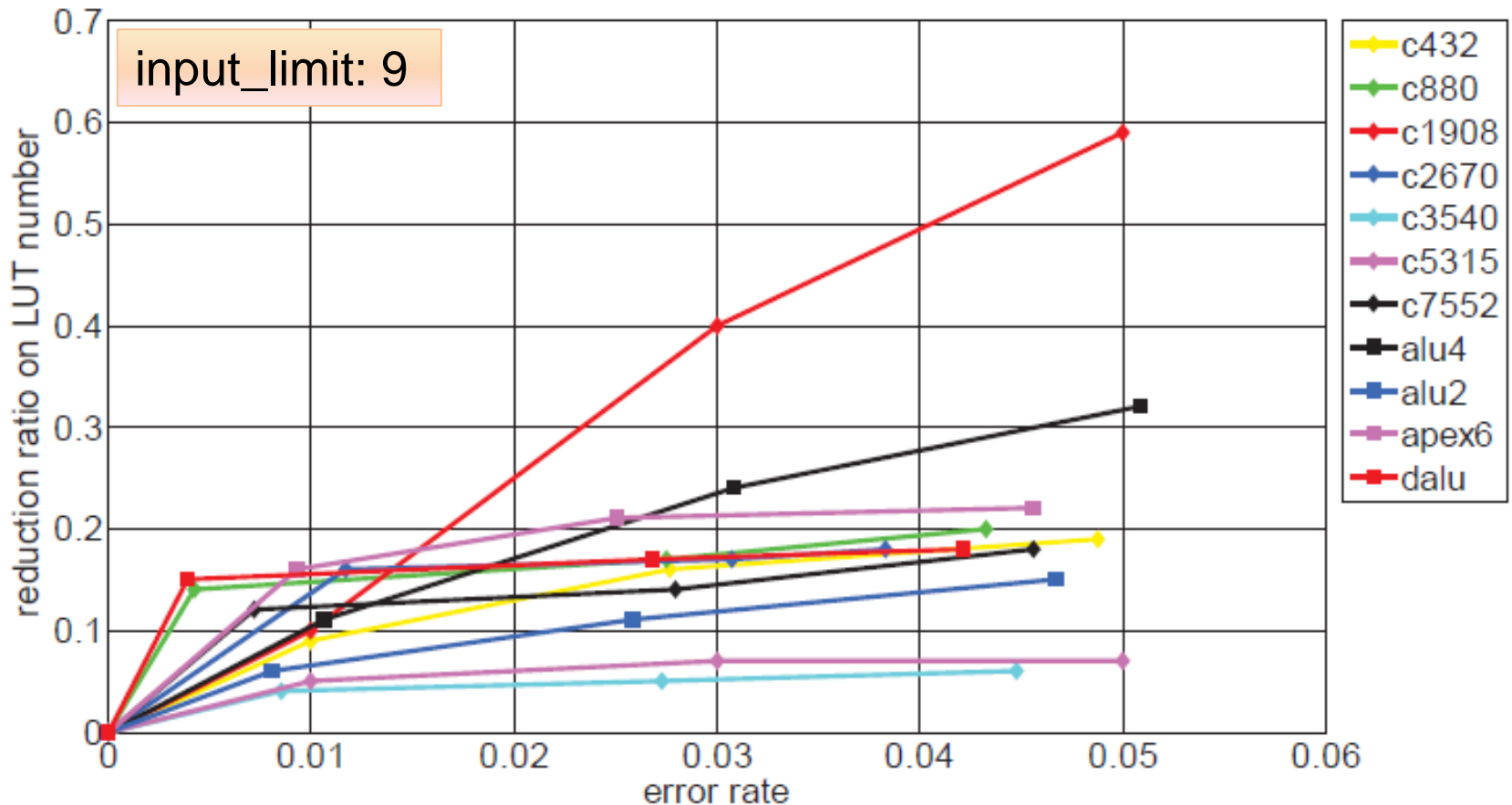
- Set upper bound on the number of inputs of FFC we consider: **input_limit = 7~9**.
- Discard transformations whose scores are the lowest 40% among all candidate transformations of each node, where **score = #LUT_save/error_rate**.
- Exclude FFCs whose all input patterns have probability $>$ error rate margin.

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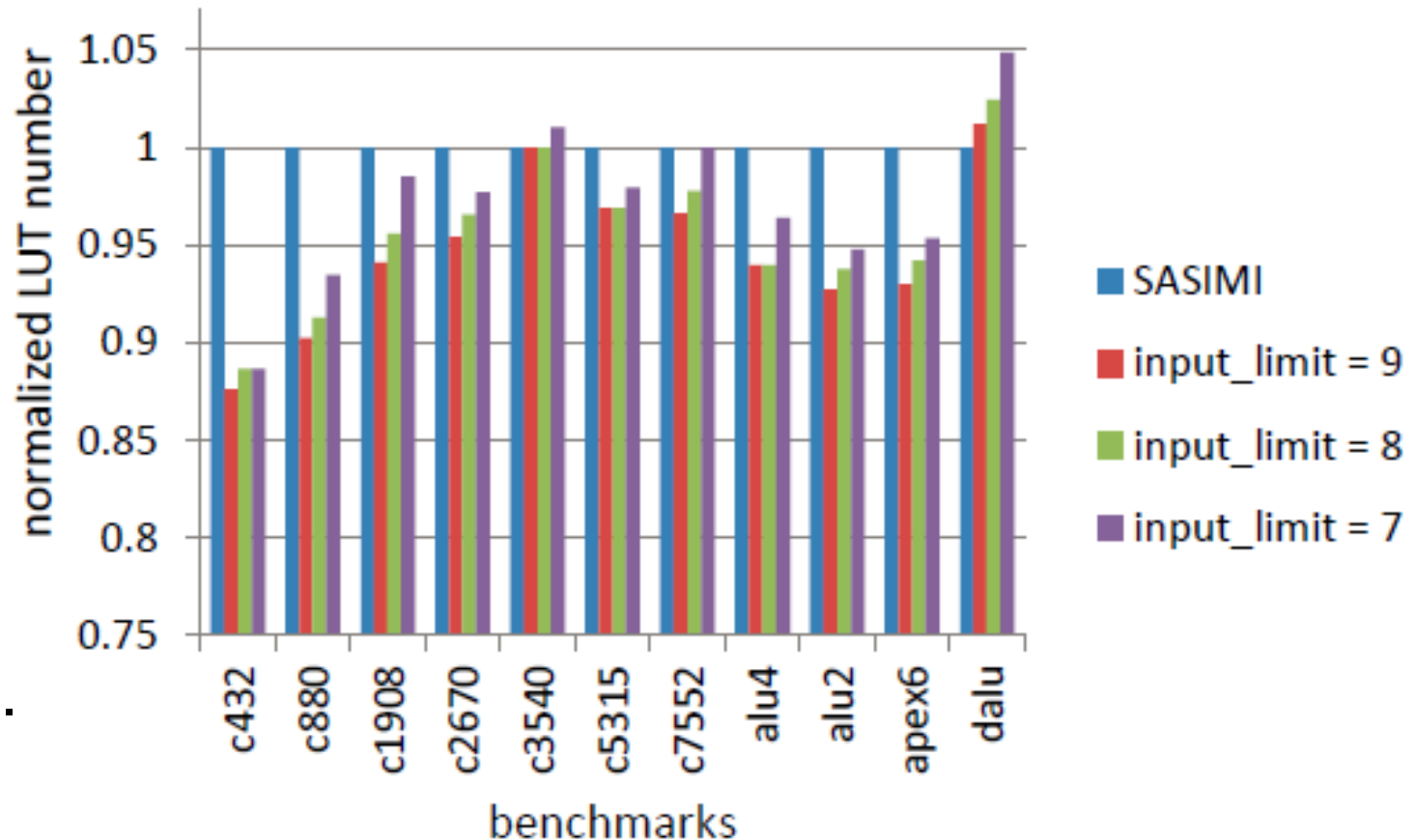
Experimental Results: # LUT Saving

- Setup:** C++ on a virtual machine running Linux OS (1GB memory); FPGA technology: 4-LUT; Assume all PI patterns are of same probability



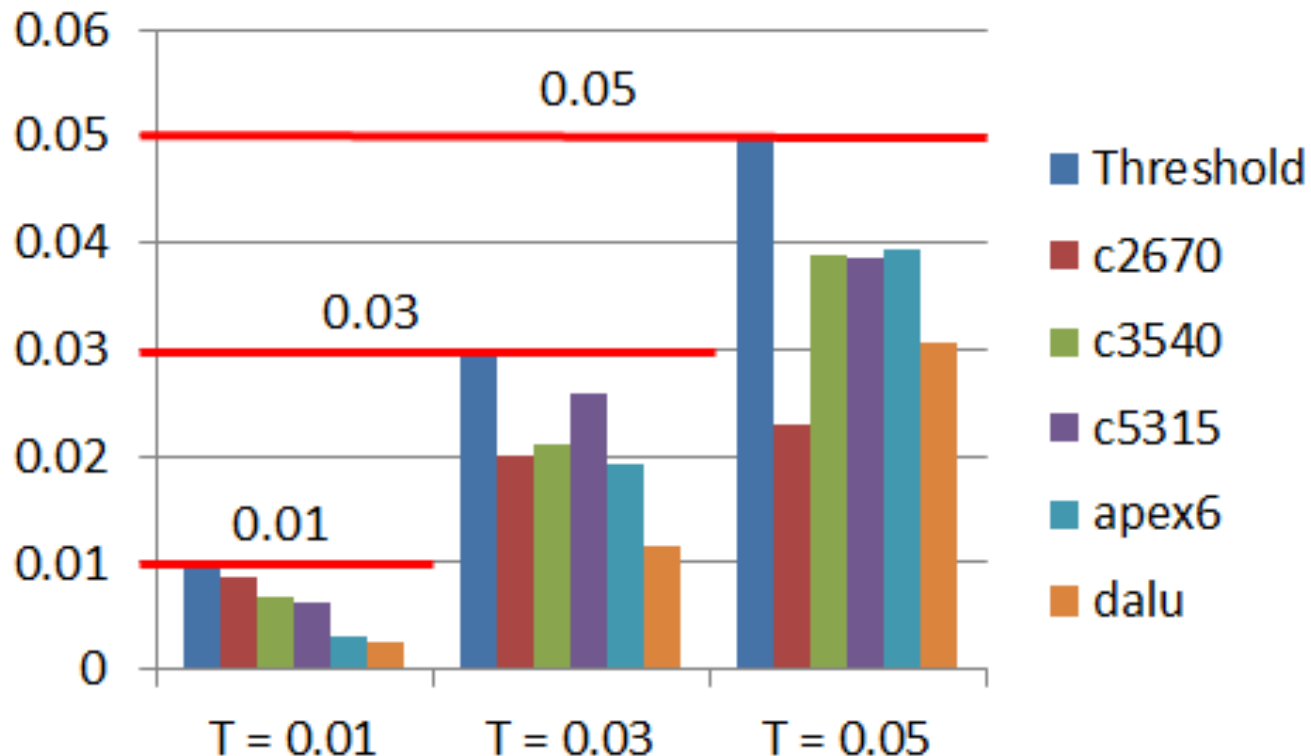
Experimental Results: Comparison

- Compared with SASIMI
 - *input_limit* = 9: 87%~97% of that produced by SASIMI in terms of LUT number



Remaining Error Rate Margin after SASIMI

Error rate of the final approximate circuits obtained by SASIMI



Observation: some approximate circuits obtained by SASIMI still have error rate margin.

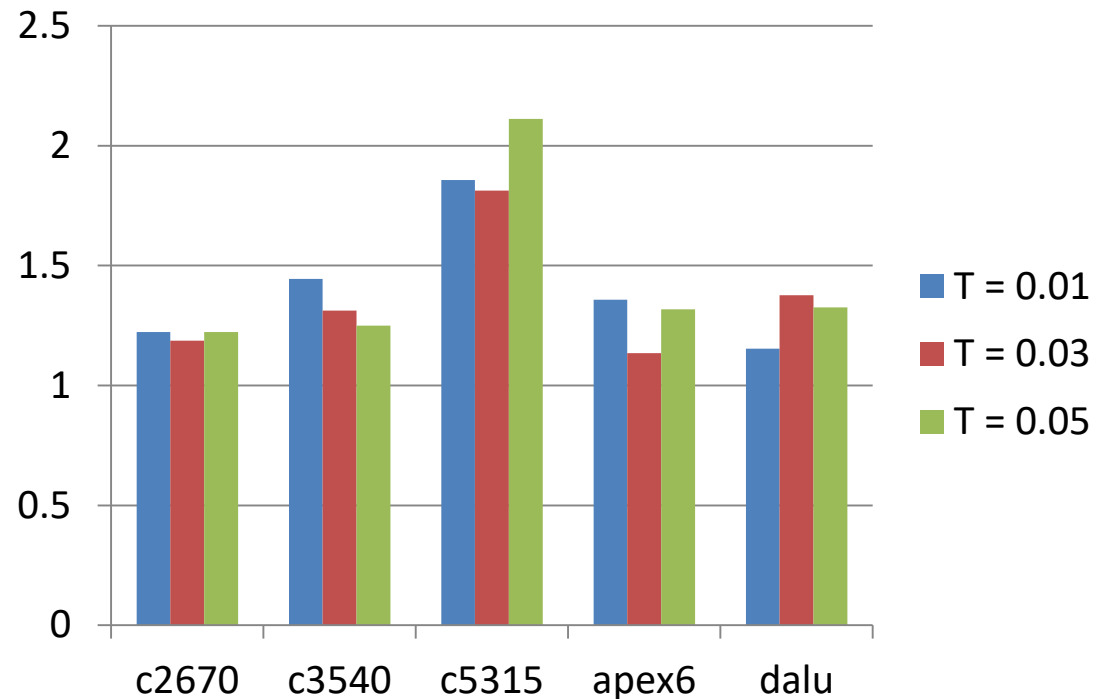
Experimental Results by SASIMI + Ours

$$\frac{\# LUT_save \text{ by SASIMI + Ours}}{\# LUT_save \text{ by SASIMI}}$$

Method combination

1. Apply SASIMI with original T

2. Apply Ours with T = remaining error rate margin



Our method is able to search a different solution space and is a good complement to SASIMI.

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Conclusion

- Multi-level approximate logic synthesis for FPGAs under error rate constraint
- A novel technique which removes an input of an FFC and changes its function simultaneously.
- Formulation of an ILP problem for the selection of multiple changes and a practical flow to synthesize approximate FPGA designs.



Thank You!
Questions?