Scratchy : A Class of Adaptable Architectures with Software-Managed Communication for Edge Streaming Application

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Outline

- 1- Scratchy: building an architecture for dataflow applications
- 2- Overview and principles of Scratchy
- 3- Design Space Exploration test case and results
- 4- Future work



Context



- Many edge devices process data streams
- Devices shall be software (re)programmable and upgradeable
- →Looking for stream-optimized, programmable architectures



Dataflow Model Of Computation

Data Flow

- Reveals dependencies and parallelism between actors
- \circ $\,$ Encapsulate states within actors $\,$
- Provides application abstraction for resource allocation



Lee, E. A., & Parks, T. M. (1995).



Dataflow process networks. Proceedings of the IEEE, 83(5), 773-801.

Model Of Computation

Expressive







Desnos, K., Pelcat, M., Nezan, J. F., Bhattacharyya, S. S., & Aridhi, S. Pimm: Parameterized and interfaced dataflow meta-model for mpsocs runtime reconfiguration. In SAMOS 2013, IEEE.



Lee, E. A., & Messerschmitt, D. G. (1987). Synchronous data flow. Proceedings of the IEEE, 75(9), 1235-1245.

Model Of Computation

Synchronous Dataflow

- $\,\circ\,$ Expresses several types of parallelism
- $\,\circ\,$ Offers $\ensuremath{\textit{predictability}}$ of data movements
- $\,\circ\,$ Can ensure the absence of deadlocks





Context



 SMP Multicore architectures show limits on supporting SDF-described applications and keeping the characteristics.

$\,\circ\,$ High synchronization overhead

 \circ Bad cache usage

New open source SoC design tool LiteX

Ghasemi, A., Ruaro, M., Cataldo, R., Diguet, J. P., & Martin, K. J. (2022). The Impact of Cache and Dynamic Memory Management in Static Dataflow Applications. JSPS, 94(7), 721-738, Springer.



Paper Goal



- Propose a simple low-cost architecture with software-managed communication and scratchpads
- Compose RISC-V cores with configurable buses and scratchpads setups
- Can we generate some non-degenerated alternatives for a given dataflow application?



Scratchy Processing Element, based on LiteX



RR Round-Robin Arbiter

Kermarrec, F., Bourdeauducq, S., Lann, J. C. L., & Badier, H. (2020). LiteX: an open-source SoC builder and library based on Migen Python DSL. arXiv preprint arXiv:2005.02506.



Overview Of Scratchy Architecture



A 4-Core Scratchy Example Architecture



Scratchy Design Flow and Multicore Compilation Framework





Pelcat, M., Desnos, K., Heulot, J., Guy, C., Nezan, J. F., & Aridhi, S. (2014). Preesm: A dataflow-based rapid prototyping framework for simplifying multicore dsp programming.

Scratchy Inter-PE Communication Principle





• Find a resource/throughput trade-off

Inputs :

- Application graph
- Set of architecture topologies

Output :

• Pareto front



• Application Graphs





• 5 Architecture Topologies















• Technical Setup :

Altera De10Lite (3 core maximum)

 $\odot\,\text{RTL}$ and Software support implementation based on LiteX



Build your hardware, easily!

- RISC-V Compiler
- provides all the common components required to easily create an FPGA Core/SoC



From one to 3 cores





From one to multiple buses and scratchpads

Communication resource overhead





Application latency on hardware versions





Application latency on hardware versions



Ressources (LEs)



Summary and Future Work

Wrapping up

- Scratchy: an adaptable scratchpad-based multi-core architecture for dataflow-modeled applications.
- Demonstrate scratchy through a DSE and Pareto-front generation.

Future Work

- Raise the number of cores
- Automate architecture generation from application requirements
- Support workloads with dynamism, with minimal additional overhead



"What an exciting time to be a computer architect!"

John Hennesy and David Patterson

Thank you for you attention !

Any Question ?



Additional slides

1-MoC **2-Y-Chart 3-Context 4-Overview 5-Design Flow 6-Comm. Principle 7-DSE 8-Results 9-Future Work**



