

# Performance Evaluation of FPGA Based Runtime Dynamic Partial Reconfiguration for Matrix Multiplication

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**Abstract-** *As the speed and size of FPGA reconfigurable fabric has grown the ability to perform multiple complex parallel applications on a single device has become a reality. Currently, when a device is partially reconfiguring an area of the fabric, the fabric resource is not available to the system. Therefore, increasing the speed at which the device is reconfigured increases the availability of the reconfigurable resource [3]. In this paper, the implementation of matrix multiplication using FPGA-Based computing platform is investigated. This matrix multiplier is modeled in Verilog. The design is reconfigured by changing partial modules at run time. ISE13.1 & PlanAhead is used for partial reconfiguration of FPGA. The complete hardware implementation is done on Xilinx VIRTEX -5 ML506 Platform. The comparative results shown in terms of speed & frequency. The Results shows the static and dynamic areas partitioning in PlanAhead. The test setup and flow for the Dynamic partial reconfiguration is explained in detail. The implementation platform and hardware architecture differences are outlined. Result shows that Transmission and reception Speed Microblaze processor on ML506 platform is high compared to PPC (PowerPC) on ML410 platform.*

- Reduce cost and/or board space
- Change a design in the field
- Reduce power consumption

The two most prevalent user problems, addressed by partial reconfiguration are:

- Fitting more logic into an existing device
- Fitting a design into a smaller, less expensive device

Historically, designers have spent days, if not weeks, trying new implementation switches, reworking code, and reengineering solutions to squeeze them into the smallest possible FPGA.

Partial reconfiguration enables these designers to reduce the size of their designs dynamically time-multiplexing portions of the available hardware resources [2]. The ability to load functions on an as-needed basis also reduces the amount of idle logic, thereby saving additional space. In the past, changing a design in the field required new placement and routing of the design and the delivery of a full configuration file. The designer also had to shut the system down while making the change. In contrast, when using partial reconfiguration, the designer needs only to place and route the modified function in context with the already-verified remainder of the design, then deliver this new partial image to a system in the field. Moreover, the designer can dynamically insert new functions while the system is up and running, improving system up-time [3]. Thus, mutually exclusive functions can be plugged into the same space without having to redesign the system or move to a bigger device, Power consumption has become a primary concern for today's designers. Like size and cost, it is a metric with strict limits in most systems. However, as FPGA designs grow in size and complexity, they consume more power.

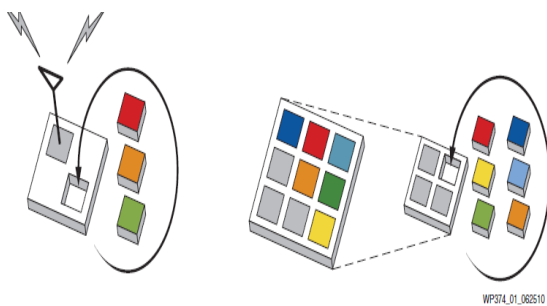
While synthesis and implementation tools coupled with appropriate design techniques can help reduce power

**Keywords:** *Partial Reconfiguration, Field Programmable Gate Array (FPGA), Virtex-5, Truncated Multiplier VHDL*

## 1. INTRODUCTION

Xilinx partial reconfiguration extends the inherent flexibility of the FPGA by allowing specific regions of the FPGA to be reprogrammed with new functionality while applications continue to run in the remainder of the device. Partial reconfiguration addresses three fundamental needs by enabling [1]

consumption, partial reconfiguration implementations can further reduce static and dynamic power. One way to reduce static power is to simply use a smaller device. With partial reconfiguration, designers can essentially time slice the FPGA and run parts of their design independently. The design then requires a much smaller device or fewer devices because not every part of the design is needed 100% of the time. Partial reconfiguration also has the potential to reduce operating power as well as static power. The SOC implementation [4] is one of the advantage of the partial reconfiguration is the reduced size & complexity as shown in Fig.1.



**Fig-1:** Modifying Functionality and reducing size using partial reconfiguration

Dynamic Partial Reconfiguration (DPR) allows the part of FPGA device be modified while rest of the device (or system) continues to operate and unaffected by the programming [1]. Module-based partial reconfiguration was proposed by Xilinx [3][4]. And now many researchers have proposed many partial reconfiguration methods (JBits, PARBIT, etc.)[1][2].The modular design flow allows the designer to split the whole system into modules.

## 2. IMPLEMENTATION METHODOLOGY

In this thesis Partial Reconfiguration architecture of implementation of 2x2 and 4x4 multipliers using Very High speed integrated circuit Hardware Description Language. Multiplier is a core operation for digital signal processing (DSP) applications such as finite impulse response (FIR) and discrete cosine transform (DCT). The implementation of DSP algorithm requires Application Specific Integrated Circuits (ASICs). The image processing applications require real time conditions and the algorithms should be verified and optimized before implementation which cannot be done with ASICs because

they are not reconfigurable and cost is very high. The FPGA is a viable technology that could be implemented and reconfigured at the same time, since FPGA have the benefit of hardware speed and the flexibility of software. Xilinx partial design flow has been followed. We have implemented Partial Reconfiguration (PR) design from HDL synthesis through bit file generation and download. Xilinx software tools ISE 13.2 has been used to implement and analyze the design through the PlanAhead software. The complete hardware implementation has been done on Xilinx VIRTEX -5 ML506 Platform.

## 3. PROPOSED ARCHITECTURE

Modern FPGAs (e.g. Xilinx Virtex-4, 5, 6 And 7 Series FPGAs) offer the partial reconfiguration capability to dynamically change part of the design without stopping the remaining system. This feature enables alternate utilization of on FPGA programmable resources, therefore resulting in large benefits such as more efficient resource utilization and less static power dissipation. In the design procedure, a Partially Reconfigurable Region (PRR) A is reserved in the overall design layout mapped on the FPGA. Various functional Partially Reconfigurable Modules are individually implemented within this region, and their respective partial bit streams are generated and collectively initialized in a design database residing in memory devices in the system. With a new module bit stream overwriting the original one in the FPGA configuration memory, the PRR is loaded with the new module and the circuit functions according to its concrete design. In the dynamic reconfiguration process, the PRR has to stop working for a short time reconfiguration overhead) until the new module is completely loaded. The static portion of the system will not be disturbed at all.

The partially reconfigurable part delegates those modules with dynamically swapping needs in the PR region.

All the modular designs including PRMs are assembled to form an entire system. After synthesis, netlist files are generated for all the modules as well as the top-level system. The netlists serve as input files to the FPGA implementation. Before implementation, the Area Group (AG) constraints must be defined to prevent the logic in PRMs from being merged with the one in the base design.

Each PRR will be only restricted in the area defined by the RANGE constraints. Then after the following individual implementation of the base system and PR modules, the final step in the design flow is to merge them and create both a complete bitstream (with default PR modules equipped) and partial bitstreams for PR modules. Hence, run-time reconfiguration will be initiated when a partial bitstream is loaded into the FPGA configuration memory and overwrites the corresponding segment.

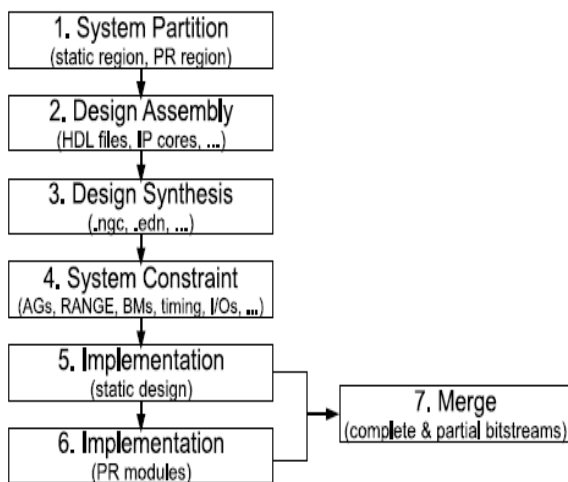


Fig- 2: Xilinx PR Flow

#### 4. DESIGN AND IMPLEMENTATION

However, with recent advancements in very large scale integration (VLSI) technology, hardware implementation has become a desirable alternative. Significant speedup in computation time can be achieved by assigning computation intensive tasks to hardware and by exploiting the parallelism in algorithms. To date, field programmable gate arrays (FPGAs) have emerged as a platform of choice for efficient hardware implementation of computation intensive algorithms. FPGAs enable a high degree of parallelism and can achieve orders of magnitude speedup over general purpose processors (GPPs). This is a result of increasing embedded resources available on FPGA. FPGA have the benefit of hardware speed and the flexibility of software. The three main factors that play an important role in FPGA based design are the targeted FPGA architecture, electronic design automation (EDA) tools and design techniques employed at the algorithmic level using hardware description languages. FPGA has become viable technology and an attractive alternative to ASICs Multiplication and squaring functions are used extensively

in applications such as DSP, image processing and multimedia. A full width digital  $n \times n$  multiplier computes the  $2n$  output as a weighted sum of partial products. If the product is truncated to  $n$ -bits, the least significant columns of the product matrix contribute little to the final result. To take advantage of this, truncated multipliers and squares do not form all of the least significant columns in the partial-product matrix. As more columns are eliminated, the area and power consumption of the arithmetic unit are significantly reduced, and in many cases the delay also decreases. The trade-off is that truncating the multiplier matrix introduces additional error into the computation. Other applications, which require not only a significant number of multiplication and squaring functions but also large integers, are found in the cryptography domain. Achieving efficient realization of the multiplication may have a significant impact on the specific applications in terms of speed, power dissipation and area. Many research efforts have been presented in literature to achieve hardware efficient implementation of a matrix multiplier. The basic idea of these techniques is to discard some of the less significant partial products and to introduce a compensation circuit that partly compensates for the dropped terms, thereby reducing approximation error. High speed multiplication is desired in DSP which is normally achieved by parallel processing and pipelining. Fig.3 shows the layout of reconfigurable architecture.

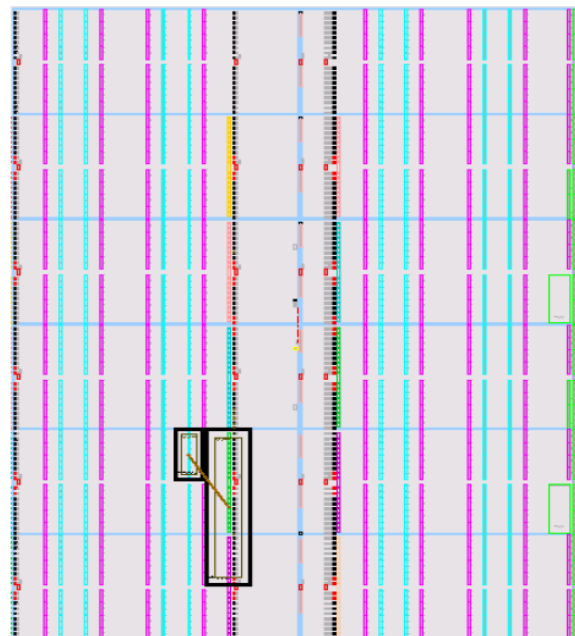


Fig- 3: Layout of reconfigurable architecture

### 5. TEST PLATFORM & HARDWARE SET UP

Dynamic partial reconfiguration code for matrix multiplication is synthesized using Xilinx ISE 13.2, and was implemented using Xilinx Plan Ahead 13.2. The system will be hardware validated by testing it on a Xilinx ML505 evaluation board, which contains a Virtex 5 XC5Vsx110T FPGA.

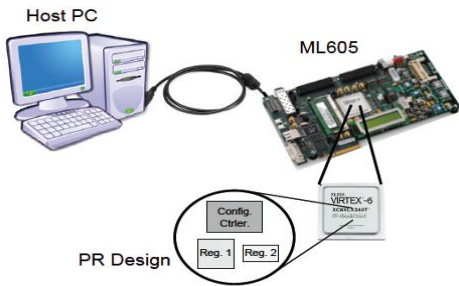


Fig- 4: Hardware set up

The Dynamic Partial Reconfiguration core was designed to target Virtex-4, Virtex-5 and Virtex-6 FPGAs along With all of the Processors offered by Xilinx for these devices. Fig.5 shows the test platform overview. To accomplish this, a cross platform verification approach was necessary. This included developing multiple embedded systems implemented on the target devices.

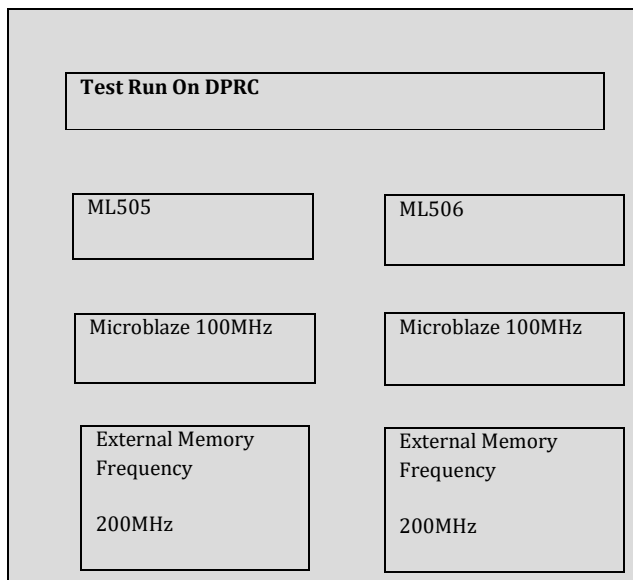


Fig-5: DPR test designs

ML506 & ML505 evaluation boards were the chosen platforms for the Virtex-5 devices they are populated with,

their availability and extensive documentation. The new Virtex-6 FPGA could not be tested because of its current limited availability.

### 6. RESULTS

The four implementations of IDPR controllers consisted of a Virtex-4 PowerPC design, Virtex-5 MicroBlaze design, Virtex-5 PowerPC design with 200MHz DDR2 and Virtex-5 PowerPC design with 266MHz DDR2. Table 1 below outlines the architectural differences. Fig.6 & Fig.7 shows the simulation results for the matrix multiplication of 2X2 Matrix and 4X4 Matrix Respectively. The design is implemented using a Hardware description Language (HDL) language .The design is simulated using a Model SE Simulator. Table 2 represents the previous maximum speed at which the FPGA could be configured using IDPR. Table 3 represents the measured speed of ICAP writes and read throughput. The difference in the speed at which the different systems are capable of reconfiguring can be accounted for by the clock speed at which the systems external memory was ran at, the hard vs. soft memory cross bar and the width of the memory controller’s fabric side bus.

Table- 1: Architectural Differences

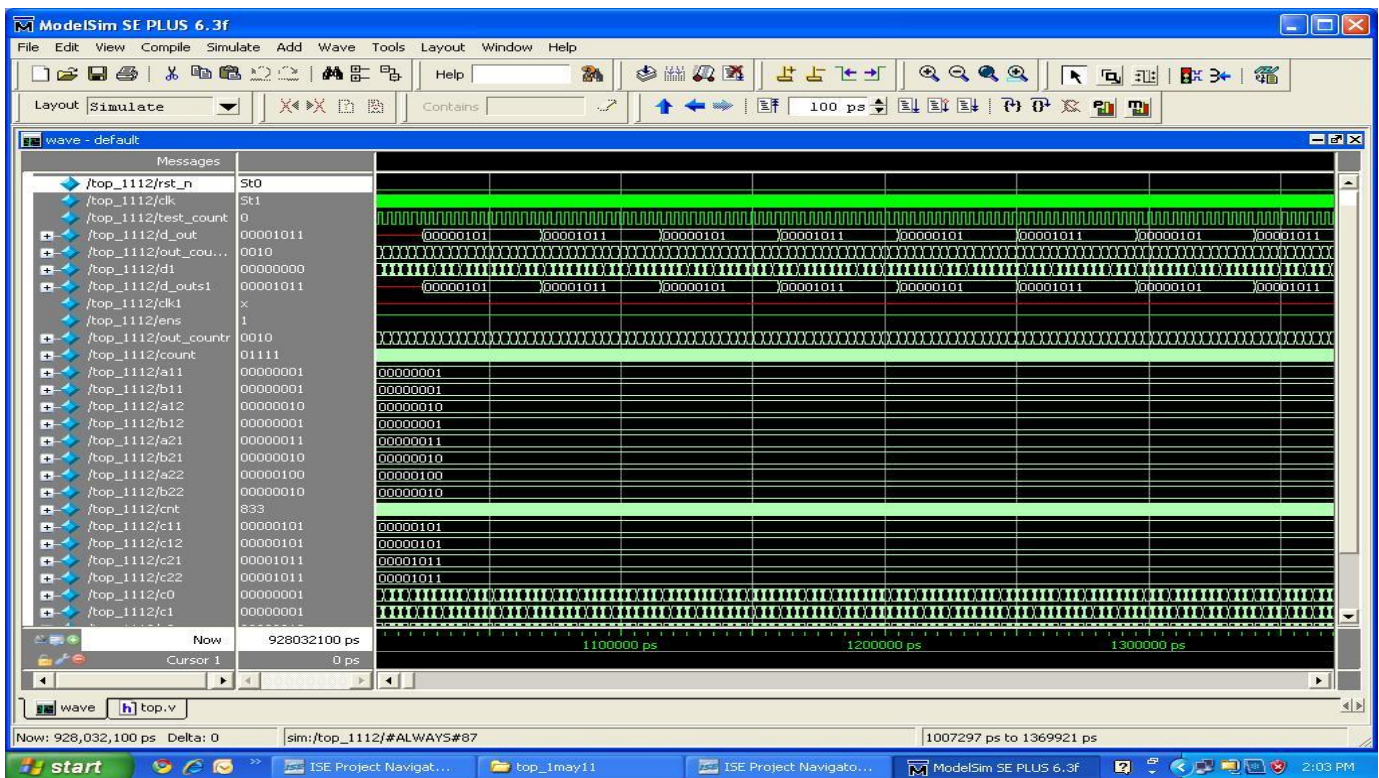
IDPR Controller	V4-PPC	V5-MicroBlaze	V5-PPC-200MHz	V5-PPC-266MHz
Device	Virtex-4	Virtex-5	Virtex-5	Virtex-5
Development Platform	ML410	ML507	ML507	ML507
Processor	PowerPC 405	MicroBlaze	PowerPC 440	PowerPC 440
Processor Speed	300MHz	125MHz	400MHz	400MHz
Memory	DDR2	DDR2	DDR2	DDR2
Memory Speed	200MHz	200MHz	200MHz	266MHz
System Monitor	NONE	YES	YES	YES
Number of PR Regions	2	4	4	4
ICAP Clock	100MHz	100MHz	100MHz	133MHz
DDR Memory Controller	MPMC	MPMC	PPC440MC	PPC440MC
LocalLink Type	SDMA	SDMA	HDMA	HDMA

**Table- 2:** Previously reported state of the art calculated and measured values [1]

Method of Configuration	Virtex-2P	Virtex-4
Frequency	100MHz	100MHz
Main Memory	DDR	DDR2
Measured PLB_ICAP	89.9Mbytes/s	295.4Mbytes/s
Measured OPB_HWICAP	4.77Mbytes/s	5.07Mbytes/s

**Table -3:** DPR Measured Values

Platform	Processor	System Frequency (Mhz)	ICAP Frequency	TX Mbytes/s	RX Mbytes/s
ML410	PPC405	200 MHz	100MHz	177.4	180.0
ML506	MicroBlaze	200 MHz	100MHz	178.6	181.0



**Fig- 6:** Results For 2 X 2 Matrix Multiplication Using Partial Reconfiguration

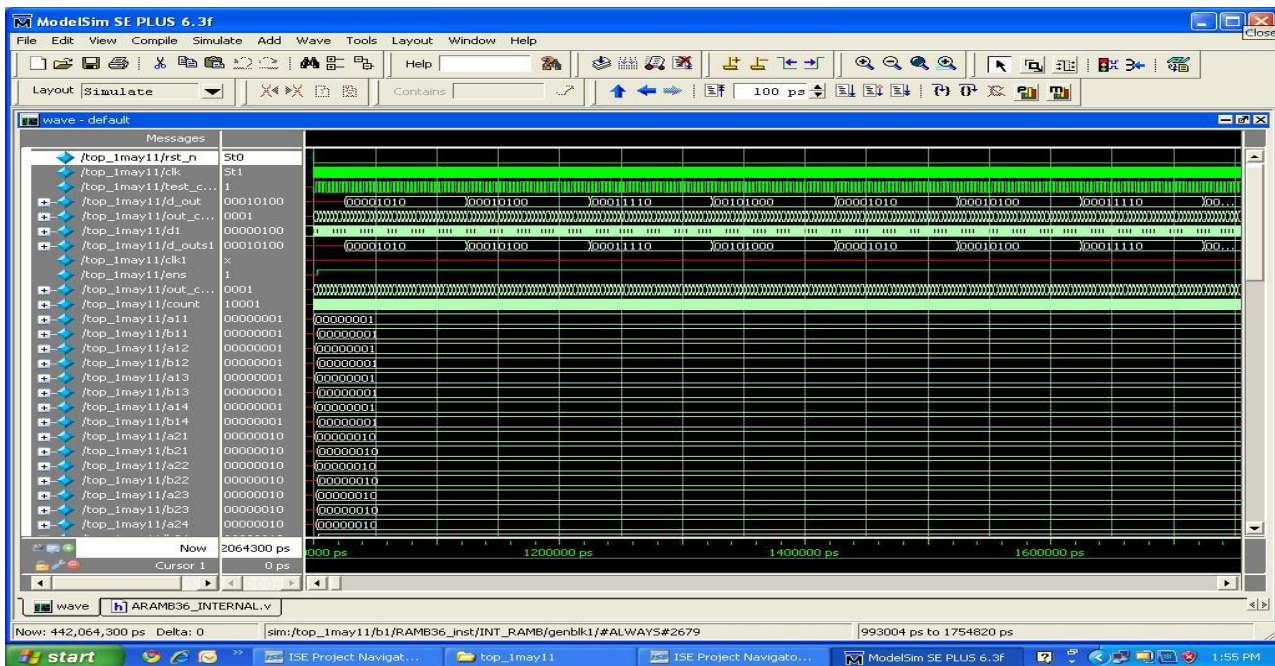


Fig- 7: Results For 4 X 4 Matrix Multiplication Using Partial Reconfiguration

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## BIOGRAPHIES



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