

Experiences of Porting Structured and Unstructured Stencil Applications to FPGA using SYCL

Zadok Storkey, Steven Wright, Ian Gray

1. Context

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- 2. Approach
- 3. Results & Discussion
- 4. Future Work

Context

The potential benefits to reducing power consumption of HPC systems are clear:

- Environmental i.e. smaller carbon footprint
- Financial i.e. lower power and cooling cost
- Infrastructural i.e. less burden on energy infrastructure and water supply

Finding alternative low-energy accelerators is a good way of achieving this aim.

Context

FPGAs potentially fit this niche:

- Low energy
- Highly parallel

However, there are significant challenges to effectively utilise them:

- How can we use them portably?
- How can we use them productively?



2. Approach

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Approach

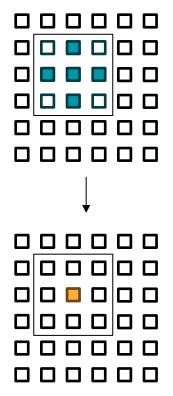
Outline

- Goal: Evaluate the process and results of adapting an existing
 CPU application portably for FPGA
- Application: Structured and Unstructured version of the heat mini application [1]
- Programming model: Intel OneAPI implementation of SYCL
- Targets: AMD EPYC 7713 CPU, Intel Stratix 10 MX FPGA
- Environment: EPCC Testbed

Approach

Application

- Based on the heat [1] mini-application
- Solves the heat equation over a 2D grid, using a finite difference method
- Uses an iterative approach with a 5-point stencil
- Two versions: structured grid and unstructured grid
- Unstructured version further divided by degree of memory shuffle



Approach

Implemented in three ways:

- CPU (Parallel For) SYCL controls loop flow and assigns different iterations to different CPU cores
- FPGA (Parallel For) SYCL controls loop flow and runs the kernel, which is synthesised and implemented onto an FPGA
- FPGA (Single Task) The kernel maintains control of the loop flow, and is synthesised and implemented onto an FPGA

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Discussion – How single source is the application actually?

cgh.parallel.for<class solve_kernel>(sycl::range<2>(nrows, ncols), [=](sycl::id <2> idx) [[sycl::reqd_work_group_size(16, 16]]] {
 const long row = idx[0];
 const long col = idx[1];
 const double temp_centre = get_previous_temps[row][col];
 double temp_adj_sum = 0;
 for (int face = 0; face < 4; face++) {
 const long adj_row = get_adj_row[row][col][face];
 const long adj_column = get_adj_col[row][col][face];
 if (adj_row != Neighbour::BOUNDARY) {
 adj_temperature_sum += get_previous_temps[adj_row][adj_col];
 }
 }
 set_next_temps[row][column] = r2 * temp_centre + r * temp_adj_sum;
});

Table 3: Code divergence of the kernel by target in lines (structured | unstructured)

	CPU	FPGA (parallel-for)	FPGA (single-task)
CPU		1 3	6 8
FPGA (parallel-for)	1 3	-	6 6
FPGA (single-task)	6 8	6 6	-

Discussion – How single source is the application actually?

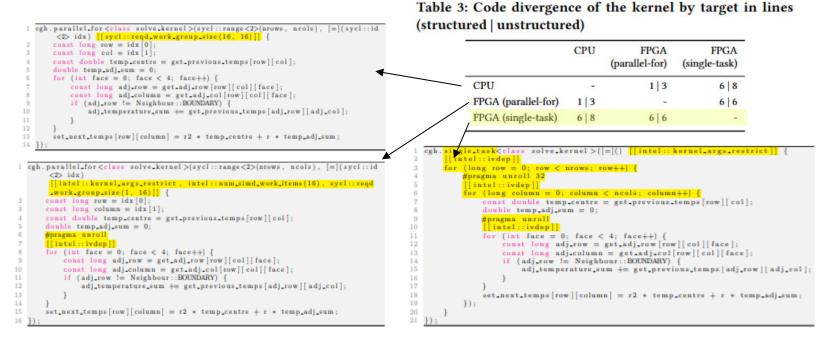
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}
}
set_next_temps[row][column] = r2 + temp_centre + r + temp_adj_sum;
});

1 cgh.parallel_for < class solve_kernel >(svcl::range < 2>(nrows. ncols). [=](svcl::id [[intel::kernel_args_restrict , intel::num_simd_work_items(16) , sycl::reqd _work_group_size(1, 16)]] { const long row = idx[0]; const long column = idx [1]; const double temp_centre = get_previous_temps[row][col]; double temp_adj_sum = 0; #pragma unroll [[intel::ivdep]] for (int face = 0; face < 4; face++) { const long adj_row = get_adj_row[row][col][face]; 10 const long adj_column = get_adj_col[row][col][face]; if (adj_row != Neighbour :: BOUNDARY) { 12 adj_temperature_sum += get_previous_temps[adj_row][adj_col]; 13 14 set_next_temps[row][column] = r2 + temp_centre + r + temp_adj_sum;

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Discussion – How single source is the application actually?



Discussion – How easy was it to develop with FPGAs as a target

- The features of the toolchain helped with the productivity issues caused by the time taken to build FPGA images:
 - Fast-compile
 - Image re-use
 - Pre-synthesis reports
- Nevertheless, build times remain a challenge

Table 4: Build times (hh:mm:ss) by FPGA target variation and grid type

	Parallel-for	Single-task
Structured	03:19:28	04:38:37
Unstructured	02:47:57	06:36:37

Results – Solve times

Table 1: Solve times (s) by target and grid type

	CPU	FPGA (parallel-for)	FPGA (single-task)
Structured	15.27	252.90	208.42
Unstructured (No Shuffle)	88.60	8566.28	2074.41
Unstructured (Shuffle $(0.5 \cdot n_{cells})$)	91.93	9384.59	1790.39
Unstructured (Shuffle $(1.0 \cdot n_{cells})$)	93.91	9578.58	1795.50
Unstructured (Shuffle $(2.0 \cdot n_{cells})$)	96.27	9676.64	1795.82
Unstructured (Full Shuffle)	95.96	9882.52	2899.41

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Results – Energy usage

Table 2: Energy Usage (kJ) by target and grid type

	CPU	FPGA (parallel-for)	FPGA (single-task)
Structured	2.92	6.02*	8.82*
Unstructured (No Shuffle)	17.33	212.70*	91.54*
Unstructured (Shuffle $(0.5 \cdot n_{cells})$)	18.23	233.02*	79.01*
Unstructured (Shuffle $(1.0 \cdot n_{cells})$)	18.64	237.84*	79.24*
Unstructured (Shuffle $(2.0 \cdot n_{cells})$)	18.78	240.27*	79.25*
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Discussion – Solve times and Energy Usage

- All FPGA builds perform rather poorly
- In terms of energy usage, FPGAs perform closer to CPUs, but still perform worse than expected
- Low computational intensity means that problem is likely limited more by bandwidth than compute
 - Supported by hardware resource utilisation amounts
- Age of hardware is also a consideration

4. Future Work

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Future work

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- Expand Hardware Targets
 - Compare GPU
 - Compare more recent Intel FPGAs
 - Compare AMD FPGA using SYCL for Vitis
- Better energy data collection

Future work

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- Investigate the causes behind the poor performance
 - Investigate behaviour of memory transfers during kernel execution
 - Experiment with increasing the arithmetic intensity of the kernel
- Expand to larger, more complex unstructured applications



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