

Programming acceleration the structured way

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The jungle

- FPGAs, CGRA, SoftCores
- GPUs, GP-GPUs
- TPUs, NPUs
- ASICs
- PIMs
- Neuromorphic



HowTo

- Host to device
 - Communications
 - Synchronizations
- Device memory management
 - Buffer allocation/deallocation
- Code generation
 - Assembly (e.g. PTX), RTL (e.g. Verilog), unknown (e.g. Google TPU)



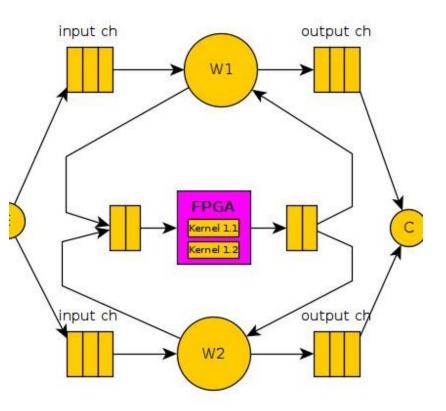


Two ways

- Application programmers
 - use libraries, libraries, libraries
- Accelerator developers (system programmers)
 - Provide abstractions
 - (parallel) Patterns
 - Hide mechanisms
 - Garbage collecting device memory space
 - Guarantee performances
 - Exploit low level mechanisms
 - Ensure portability (functional and performance)
 - Really needed ??? GP -> specilization trend -> applicative domain programming tools

FFPGA

- FastFlow
 - Structured parallel programming framework
 - Implements high level streaming and data parallel patterns
- Vitis
 - HLS by Vitis (FPGA)
 - Compiles kernels to FPGA
- Seamless integration of FPGA acceleration in "mainstream" code
 - Efficient management CPU<->FPGA transparent to application programmer
- Second (future) step
 - Generate kernels automatically



Perspective research areas

- Orchestration of accelerated workflows
 - Stream processing with accelerated stages (comm hiding & co.)
- Efficient host-accelerator interface
 - Reducing time-to-production, increasing programmer productivity
- Accelerator-specific optimization techniques
 - Exploitation of non principal mechanisms (e.g. streaming on GPU SM, blas on TPUs
- Reconfigurable hardware prototyping of innovative models

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