EMiT 2019, Direct Communication Between Distributed FPGA Resources

Joshua Lant, Javier Navaridas

Advanced Processor Technologies Group School of Computer Science The University of Manchester

EMiT Emerging Technology Conference 2019, Huddersfield



Overview



- 1. FPGAs for HPC, the need for direct communication
- 2. Custom Network Interface

- 3. Results
- 4. Concluding Remarks

FPGAs for HPC, the need for direct communication



FPGAs for HPC

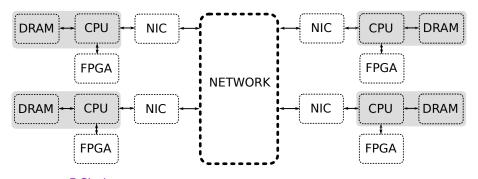


- Typically think of GPU as goto accelerator.
- Suitable for dataflow workloads or irregular parallelism.
- FPGAs can provide exceptional performance-per-watt.
- Reduced precision and custom data types.
- Improvements in memory bandwidth are good sign.



Bus Based Co-Processor



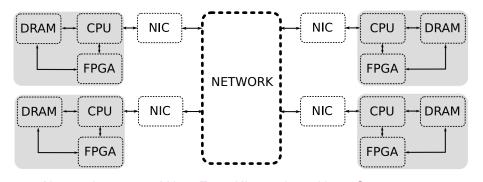


- e.g. PCle bus.
- Network communication through the CPU, or separate FPGA network (point-to-point only).



System Bus, Shared-Memory



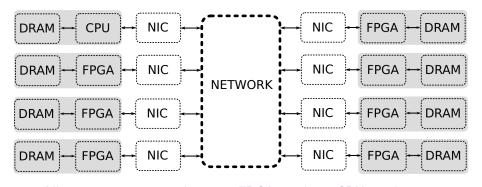


- New architectures, Xilinx Zynq Ultrascale+, Altera Stratix 10 (IOMMUs).
- Coherent access, tight coupling with CPU.
- Requires CPU for inter-FPGA transfer, reliable access to NIC.



Disaggregated Network Peer



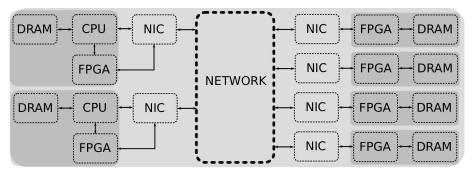


- Allows communication between FPGAs without CPU involvement.
- TCP Offload Engines, non-scalable.
- Simpler solutions typically point-to-point.



Global Shared Memory Space





- All communication is to globally addressable location, direct to memory.
- Shared-memory access to remote nodes (NUMA).
- Traditional HPC communication (RDMA).
- Same communication method for CPU as FPGA.

Custom Network Interface



Our Solution

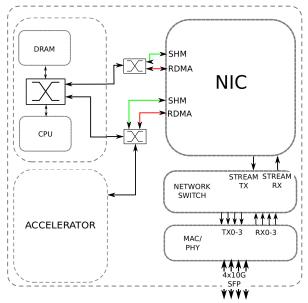


- Custom network interface and protocol
 - ► Addressed using geographic routing scheme.
 - ▶ Upper bits are node ID, lower is local memory address.
 - lacktriangle System bus protocol o network packet o system bus protocol.
- Novel transport layer
 - Completely hardware-offloaded.
 - ★ Segregated transport mechanisms (RDMA or Shared Memory).
 - Connectionless (datagram) approach.
 - Keeps state information only about outstanding transactions, rather than persistent source-dest connections.
 - End-to-end reliability.



System Design







16B Latency Results



latency	Shared		RDMA	
component	memory (ACK'd)		(w/ notif.)	
	cycles	ns	cycles	ns
Total	172	1101	232	1485
Initial write- last flit	24	154	69	442
at NIC output	24	134	09	442
Read from RAM	-	-	30	192
TX MAC in-	59	378	59	378
RX MAC out	39	310	39	310
RX MAC out-	21	134	23	147
Resp/Notif at TX MAC in	Z1	134	23	14/
RX MAC out- Completion	9	58	22	371



Using Distributed FPGA Resources

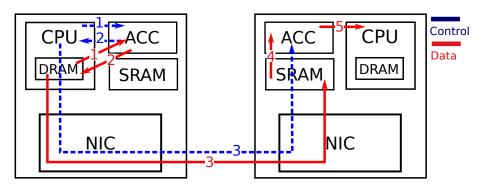


- SW based transport vs. HW offload
 - Software transport
 - **★** Copy back to DRAM from Accelerator.
 - **★** More complex control path.
 - **★** CPU controls data movement.
 - Hardware offload
 - ★ Low latency transfers.
 - ★ Simple control path.
 - ★ FPGA writes directly into remote memory.
- Block transfers to accelerator (512B-32KB).
- Implementation on ZCU102 development board.
- Transfers initiated from a user-space program.



SW Transport

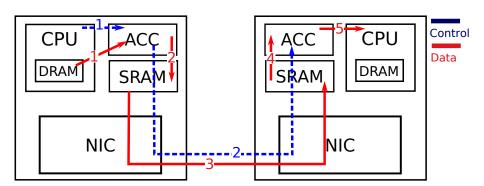






HW Offloaded Transport



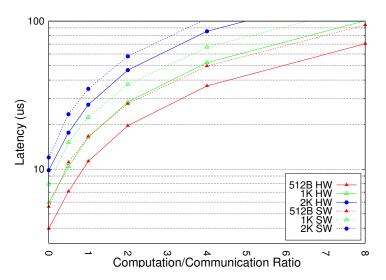


Results



Latency Results

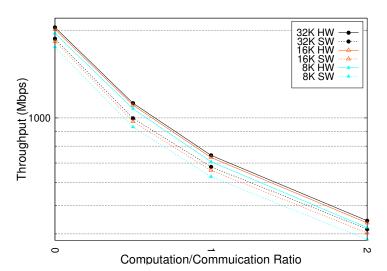






Data Processing Throughput





Concluding Remarks



To Conclude



- Hardware offloaded and connectionless transport is only solution to enable:
- Direct communications
 - Disaggregating FPGA from CPU resources.
- Tight memory coupling
 - Lower latency inter-FPGA communications
- Latency improvement of \approx 29% for small block transfers.
- Throughput improvement of $\approx 9\%$ for large block transfers.

EMiT 2019, Direct Communication Between Distributed FPGA Resources

Joshua Lant, Javier Navaridas

Advanced Processor Technologies Group School of Computer Science The University of Manchester

EMiT Emerging Technology Conference 2019, Huddersfield