

- ① Fetch
- ② Multiplication
- ③ Addition.

$$\begin{bmatrix} 1 & 2 \\ 2 & 3 \end{bmatrix}_{2 \times 2} \begin{bmatrix} 4 & 6 \\ 2 & 2 \end{bmatrix}_{2 \times 2} = \begin{bmatrix} 1 \cdot 4 + 2 \cdot 2 & 1 \cdot 6 + 2 \cdot 2 \\ 2 \cdot 4 + 3 \cdot 2 & 2 \cdot 6 + 3 \cdot 2 \end{bmatrix}_{2 \times 2}$$

of total operations

↳ # of multiplication = 8

↳ # of Addition = 4

↳ # of Fetch = 4

$$\Sigma = 16$$

$$\begin{bmatrix} 1 & 2 & 3 \\ 3 & 2 & 1 \\ 4 & 1 & 2 \end{bmatrix}_{3 \times 3} \begin{bmatrix} 2 & 3 & 1 \\ 1 & 5 & 3 \\ 4 & 2 & 1 \end{bmatrix}_{3 \times 3} = \begin{bmatrix} 1 \cdot 2 + 2 \cdot 1 + 3 \cdot 4 & 1 \cdot 3 + 2 \cdot 5 + 3 \cdot 2 & 1 \cdot 1 + 2 \cdot 3 + 3 \cdot 1 \\ 3 \cdot 2 + 2 \cdot 1 + 1 \cdot 4 & 3 \cdot 3 + 2 \cdot 5 + 1 \cdot 2 & 3 \cdot 1 + 2 \cdot 3 + 1 \cdot 1 \\ 4 \cdot 2 + 1 \cdot 1 + 2 \cdot 4 & 4 \cdot 3 + 1 \cdot 5 + 2 \cdot 2 & 4 \cdot 1 + 1 \cdot 3 + 2 \cdot 1 \end{bmatrix}_{3 \times 3}$$

of operations

↳ # of multiplications = 27

↳ # of Addition = 18

↳ # of Fetch = 9

$$\Sigma = 54$$

Total # of operations = $2(n)^3$

For $(n \times n)$ $(n \times n)$ matrices.

* Microprocess at 1GHz

$$\rightarrow T = \frac{1}{1G} = 1ns = 1G \text{ cycle/s}$$

- DRAM latency = 100ns (without cache)
- MP has 2 Multiply - Add Units.
- MP executes 4 inst./cycle

a) MP rating = 1GHz \Rightarrow 1G * 4 = 4G FLOPS.

b) Block size = 1 word

MP waiting time = 100ns = $\frac{100ns}{1ns} = 100 \text{ cycle}$

c) dot product

$$\begin{bmatrix} 1 & 2 & 3 \end{bmatrix} \begin{bmatrix} 2 \\ 4 \\ 5 \end{bmatrix} = 1 \cdot 2 + 2 \cdot 4 + 3 \cdot 5$$

Limit peak speed = $\frac{100ns}{inst}$

$$= \frac{1}{100ns} = 0.01 * 10^9 \text{ inst/s}$$

$$= 10 * 10^6 \text{ FLOPS}$$

$$= 10M \text{ FLOPS}$$

d) Using cache's Size 32 KB & latency 1 ns

$$\begin{matrix} [A] & \times & [B] & = & [C] \\ 32 \times 32 & & 32 \times 32 & & 32 \times 32 \end{matrix}$$

$$2^5 \times 2^5 \quad 2^5 \times 2^5 \quad 2^5 \times 2^5$$

$$2^{10} = \boxed{1K}$$

$$2^{10} = \boxed{1K}$$

- To multiply (A) & (B)

↳ we need to fetch 2K words into cache

$$\begin{aligned} \text{e) Time to Fetch} &= 2K \times 100\text{ns} \\ &= 2 \times 10^3 \times 100 \times 10^{-9} \\ &= 200 \text{ } \mu\text{s} \end{aligned}$$

f) To multiply $\begin{matrix} [A] \\ n \times n \end{matrix}$ & $\begin{matrix} [B] \\ n \times n \end{matrix}$

↳ we need $2n^3$ operations.

$$\rightarrow n = 32 \rightarrow 2(32)^3 = 64 \text{ K operations.}$$

g) 4 $\frac{\text{Inst}}{\text{cycle}} \Rightarrow$ Time to multiply (A) & (B)

$$= \frac{64 \text{ K}}{4 \frac{\text{ops}}{\text{cycle}}} = \frac{64 \text{ K}}{4 \left(\frac{\text{ops}}{1 \text{ ns}} \right)} = 16 \text{ } \mu\text{s}$$

$$\text{h) Total time} = 200 \text{ } \mu\text{s} + 16 \text{ } \mu\text{s} = 216 \text{ } \mu\text{s}$$

$$\text{i) Peak Processing rate} = \frac{64 \text{ K}}{216 \text{ } \mu\text{s}} = 303 \text{ MFLOPS.}$$

j) New block size = 4 words.

100 ns \rightarrow 1 word

now 100 ns \rightarrow 4 word

200 ns \rightarrow 8 word

8 word \rightarrow 8 FLOPS \Rightarrow 4 Mult-Add in 200 ns

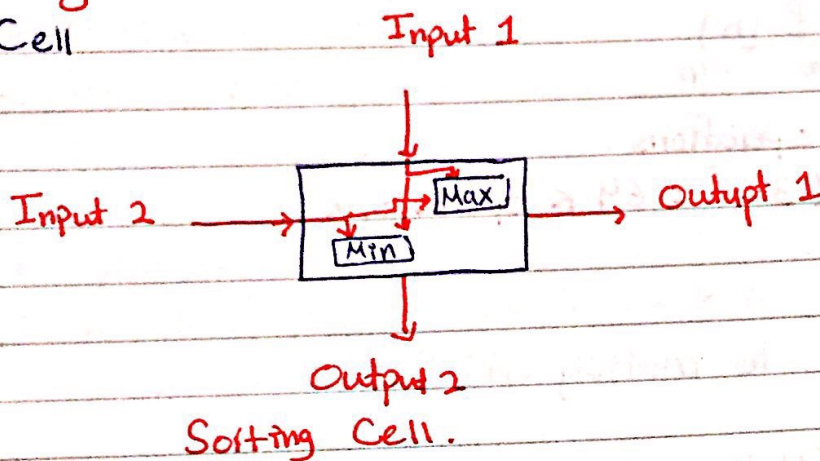
\Rightarrow 200 cycle.

* Systolic Architectures 8

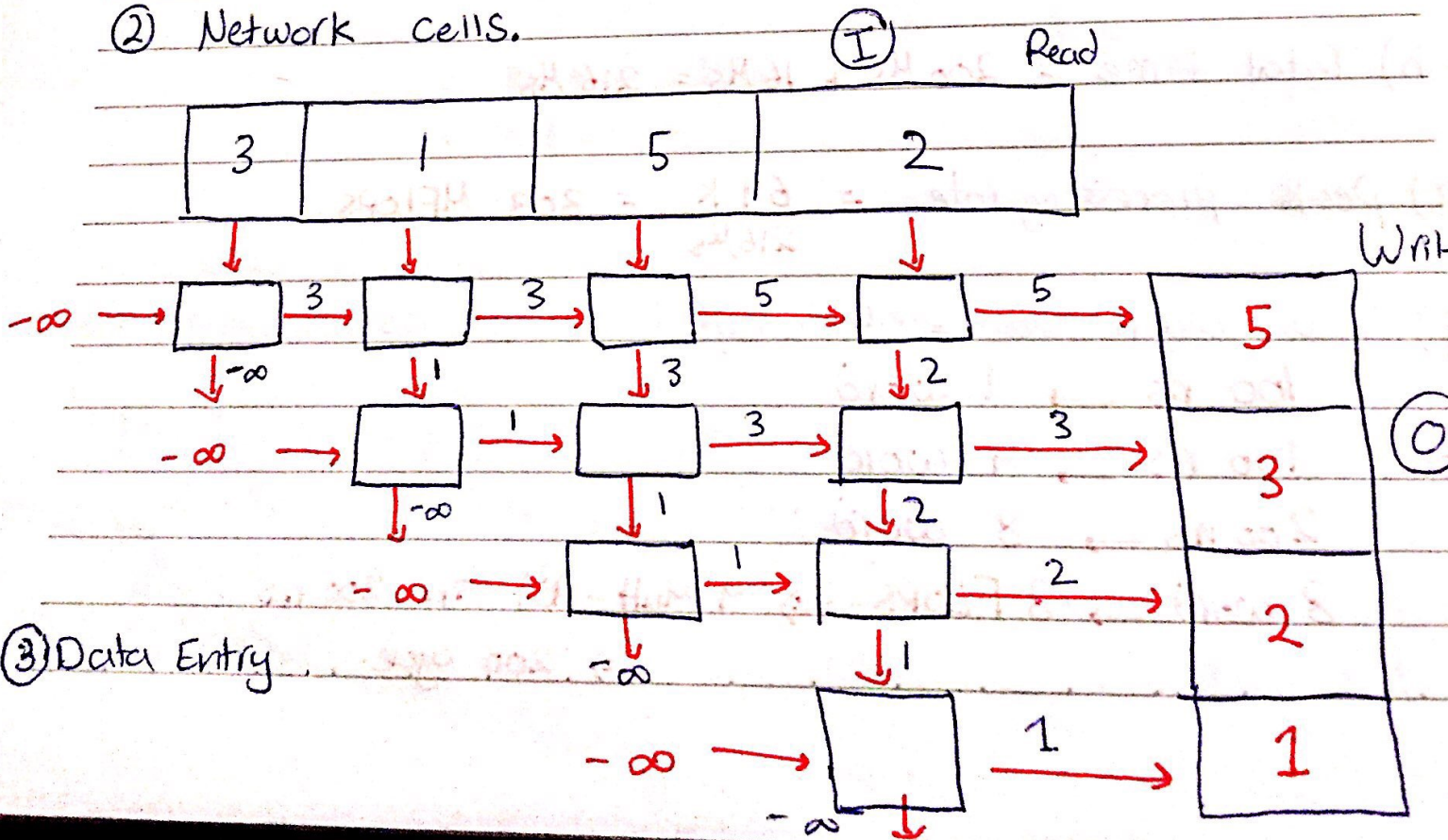
- Enhancing performance (Speedup)
- Less power consumption.
- Less Complex
- Ease of manufacturability.
- Less expensive.

* Sorting

① Cell



② Network cells.



③ Data Entry

*Band Matrix Vector Multiplication

$$\begin{bmatrix} a_{11} & a_{12} & 0 & 0 & 0 \\ a_{21} & a_{22} & a_{23} & 0 & 0 \\ a_{31} & a_{32} & a_{33} & a_{34} & 0 \\ 0 & a_{42} & a_{43} & a_{44} & a_{45} \\ 0 & 0 & - & - & - \end{bmatrix}
 \begin{bmatrix} x_1 \\ x_2 \\ x_3 \\ x_4 \\ x_5 \end{bmatrix}
 =
 \begin{bmatrix} y_1 \\ y_2 \\ y_3 \\ y_4 \\ y_5 \end{bmatrix}$$

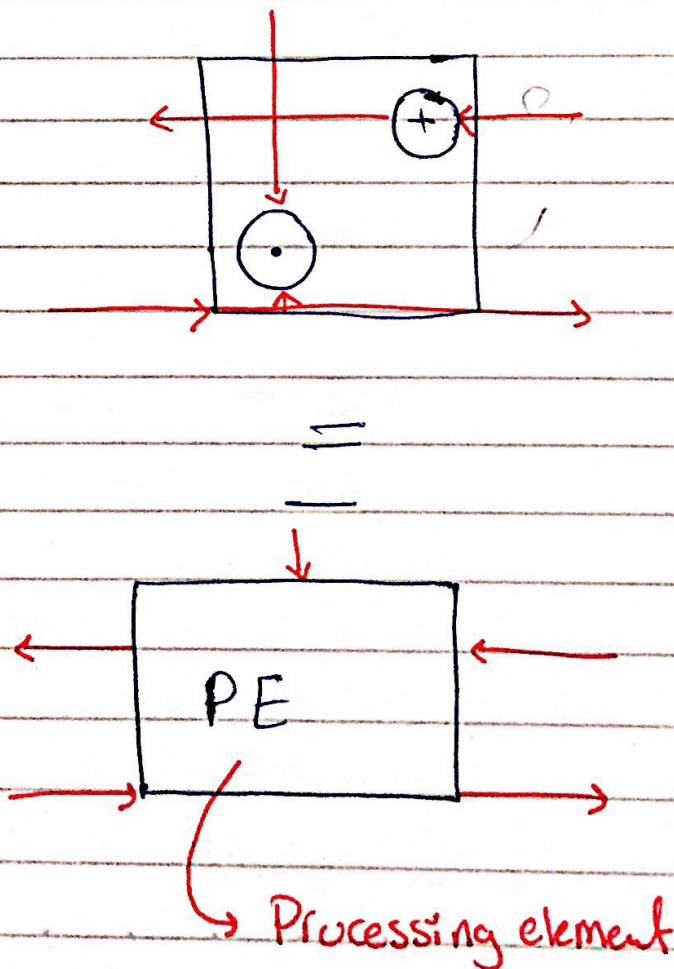
$$y_1 = a_{11}x_1 + a_{12}x_2$$

$$y_2 = a_{21}x_1 + a_{22}x_2 + a_{23}x_3$$

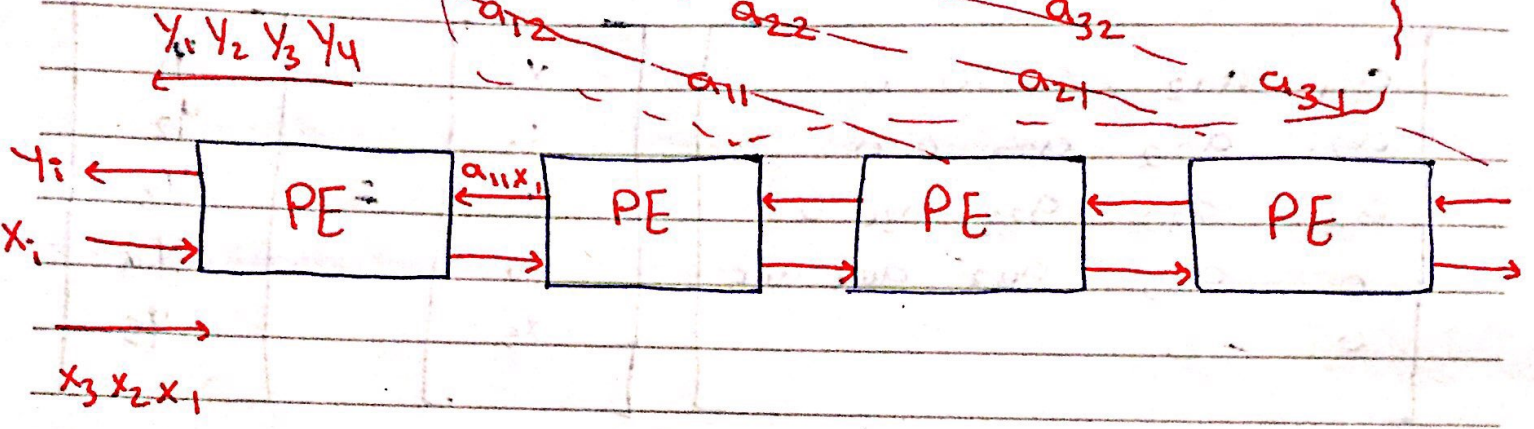
$$y_3 = a_{31}x_1 + a_{32}x_2 + a_{33}x_3 + a_{34}x_4$$

$$y_4 = a_{42}x_2 + a_{43}x_3 + a_{44}x_4 + a_{45}x_5$$

① PE (CELL)



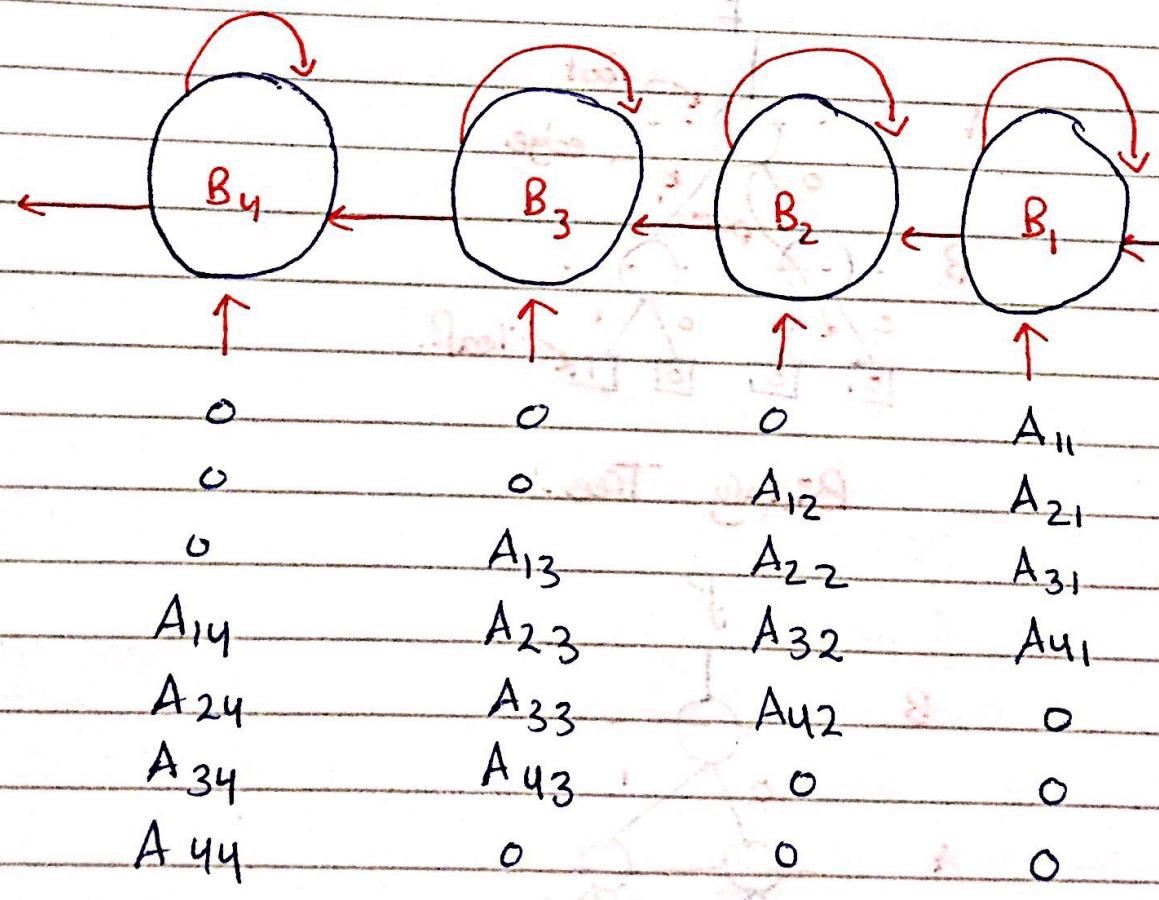
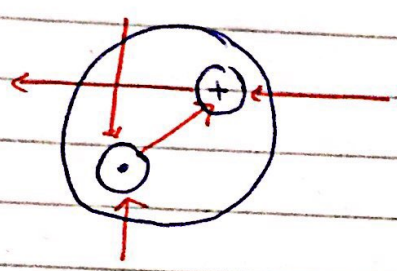
② Networking



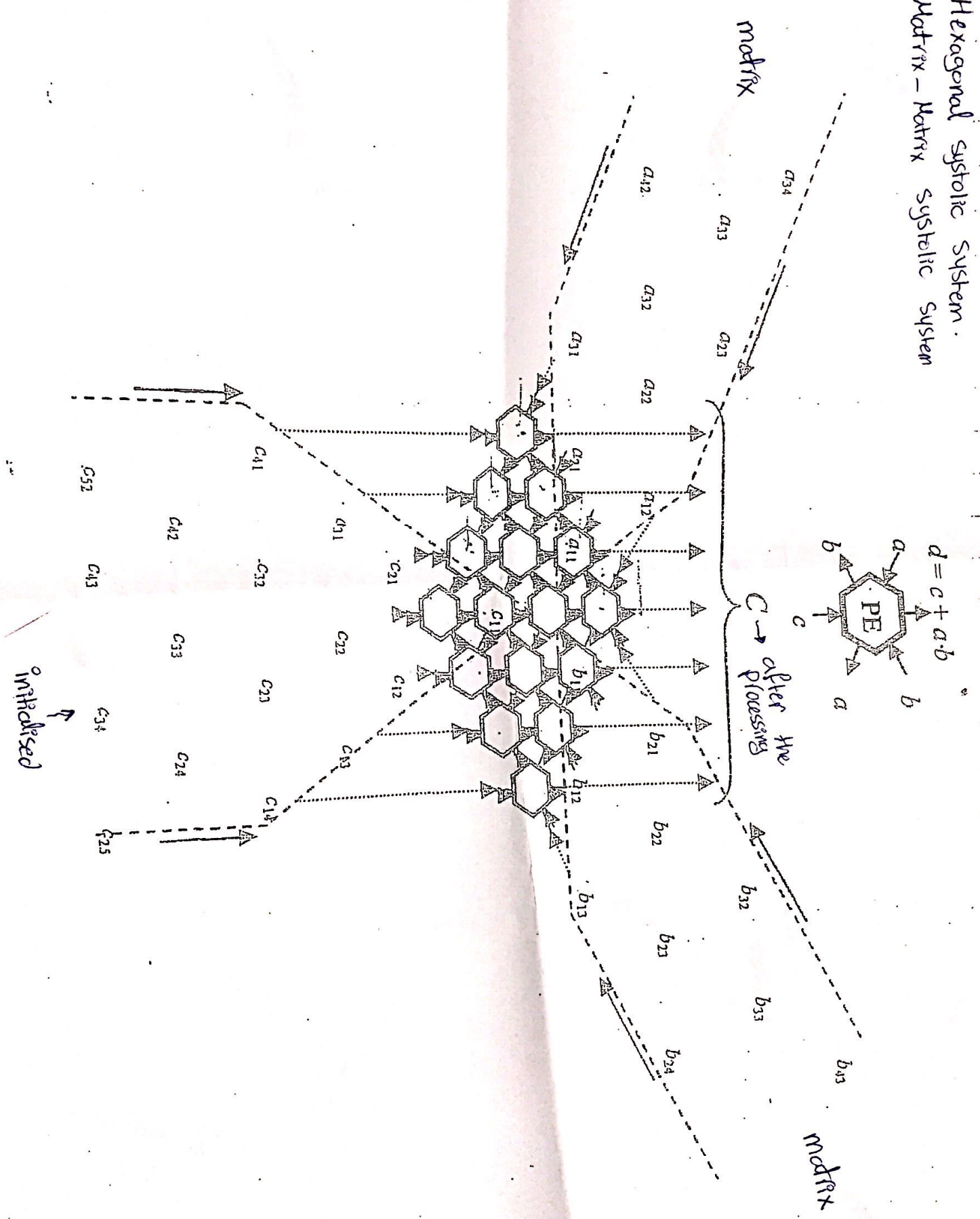
③ Data Entry

* inner product Systolic array *

$$\begin{bmatrix} A_{11} & A_{12} & A_{13} & A_{14} \\ A_{21} & A_{22} & A_{23} & A_{24} \\ A_{31} & A_{32} & A_{33} & A_{34} \\ A_{41} & A_{42} & A_{43} & A_{44} \end{bmatrix} \begin{bmatrix} B_1 \\ B_2 \\ B_3 \\ B_4 \end{bmatrix} = \begin{bmatrix} A_{11}B_1 + A_{12}B_2 + A_{13}B_3 + A_{14}B_4 \\ \dots \\ \dots \\ \dots \end{bmatrix}$$



< Hexagonal systolic system.
 Matrix - Matrix systolic system



↑
 initialised

29/3/2012

Trees and Binary Diagrams

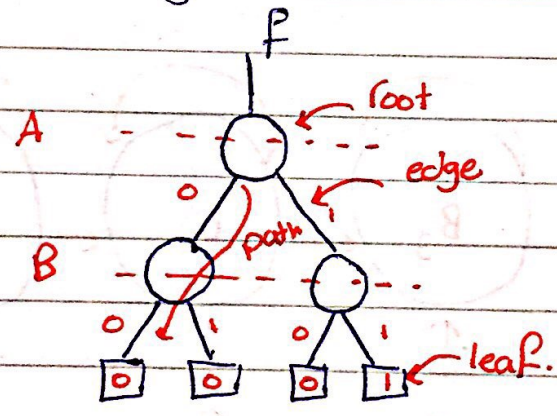
* $F = A \text{ AND } B \rightarrow$ Boolean equation
 $= A \cdot B$
 $= A \cap B$

Truth Table

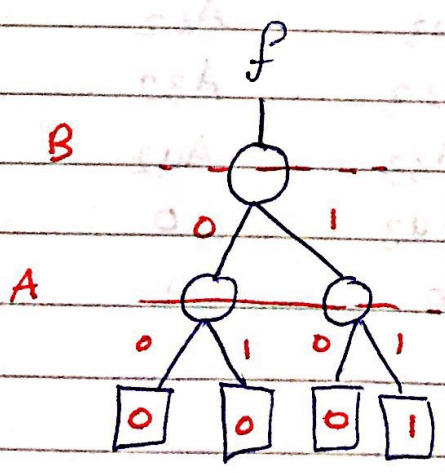
A	B	F
0	0	0
0	1	0
1	0	0
1	1	1

CAD Representation

↳ Computer Aided Design



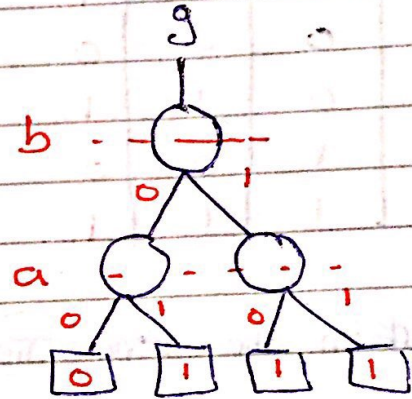
Binary Tree



$$* g = A \text{ or } B = A + B = A \cup B.$$

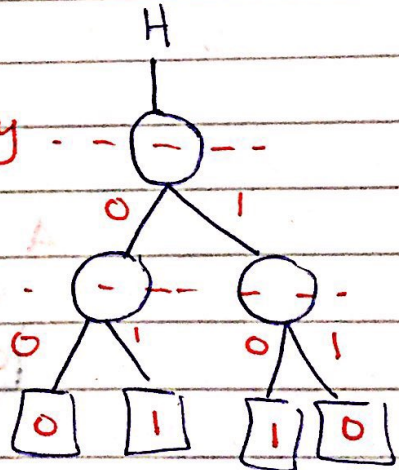
Control
or
Input
Variables.

a	b	g
0	0	0
0	1	1
1	0	1
1	1	1



$$* H = X \oplus Y$$

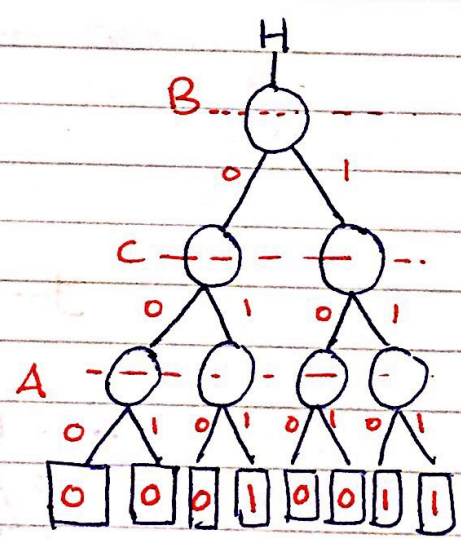
X	Y	H
0	0	0
0	1	1
1	0	1
1	1	0



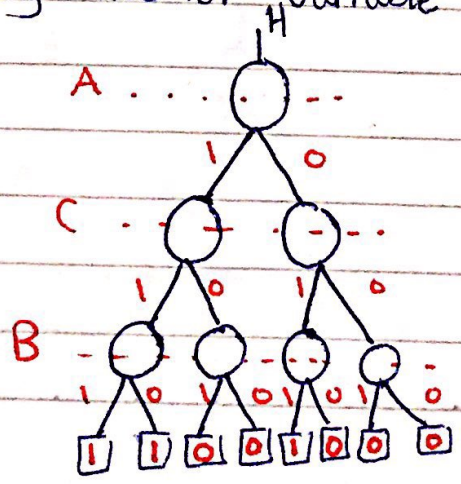
* $H = \bar{A}BC + CA$

A	B	C	H
0	0	0	0
0	0	1	0
0	1	0	0
0	1	1	1
1	0	0	0
1	0	1	1
1	1	0	0
1	1	1	1

*perform the Binary Tree for variable order (B, C, A).



*perform the Binary Tree for variable order (A, C, B)



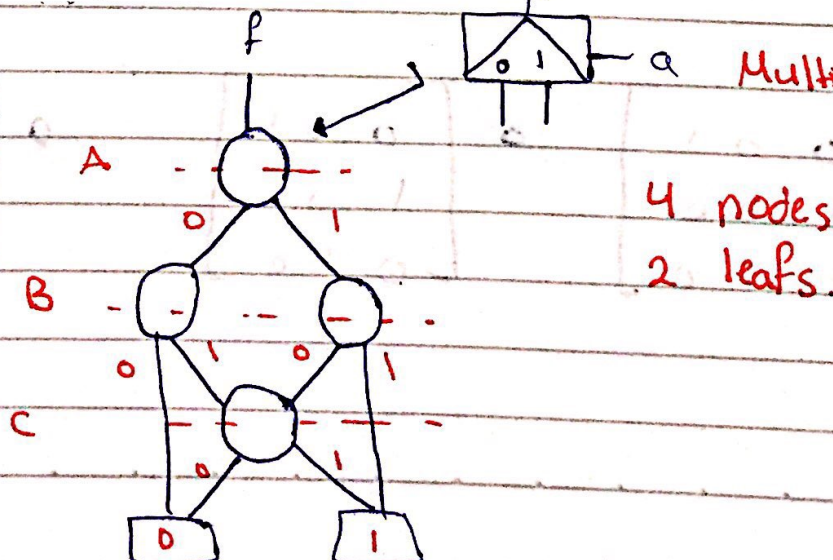
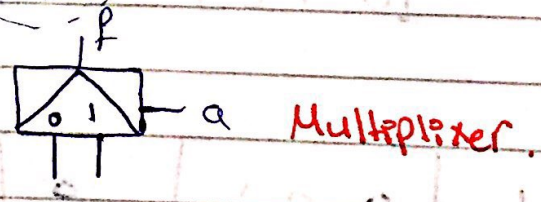
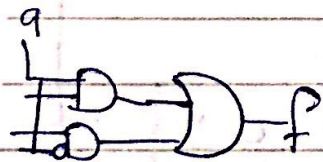
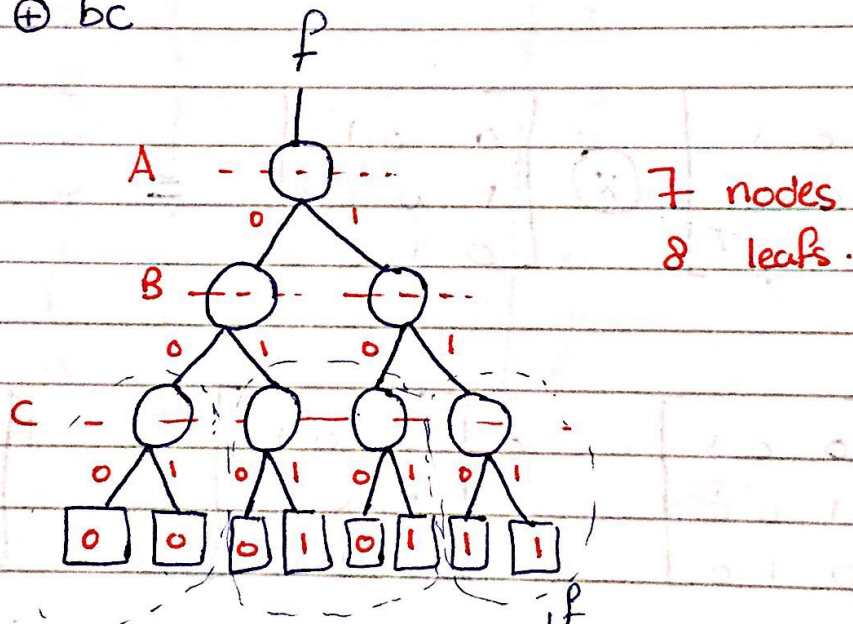
* Binary Diagram (BD)
Binary Decision Diagram (BDD)

- ① Join all isomorphic nodes.
- ② Remove all redundant nodes.

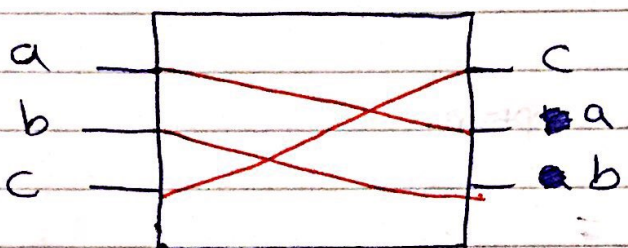
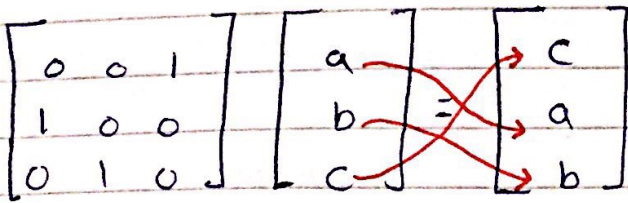
- Advantages

- ① Reduce size
- ② Reduce power consumption.
- ③ Reduce delay
- ④ Reduce cost.

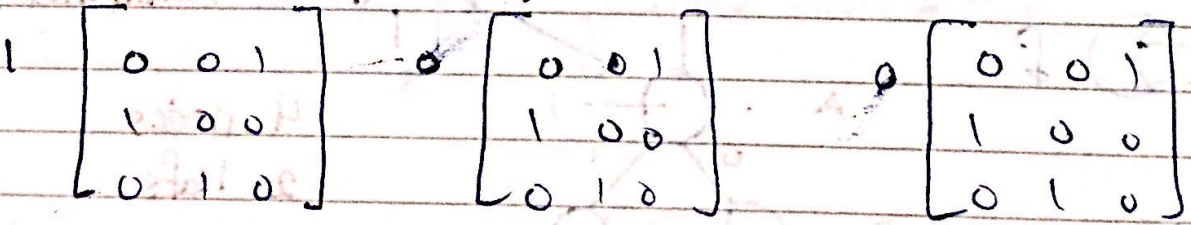
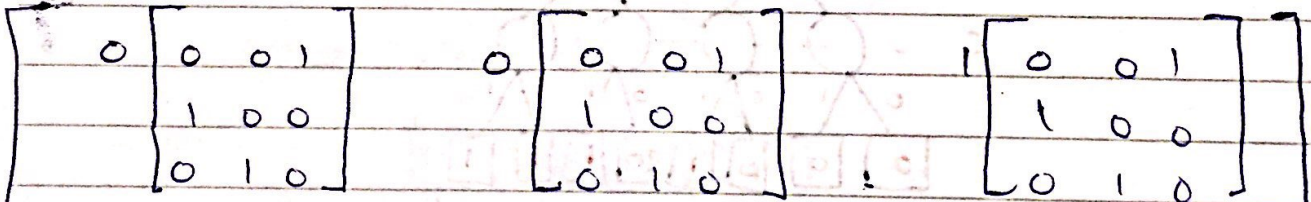
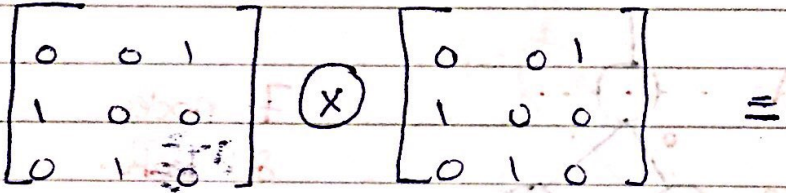
* $f = ab \oplus ac \oplus bc$



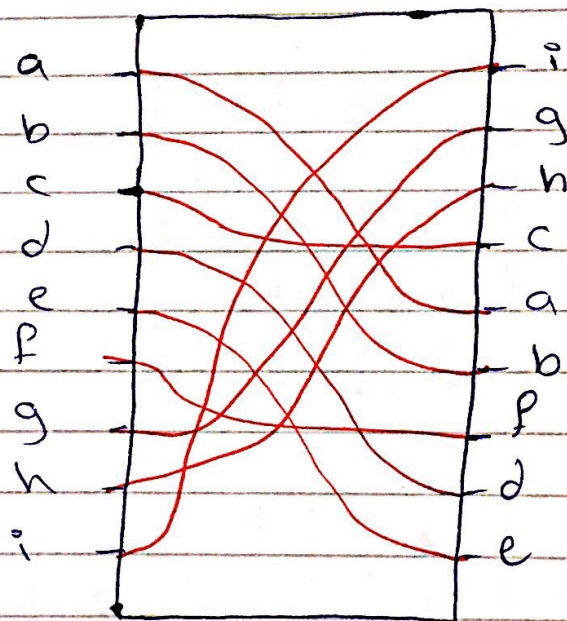
* Butterfly Diagrams.



*

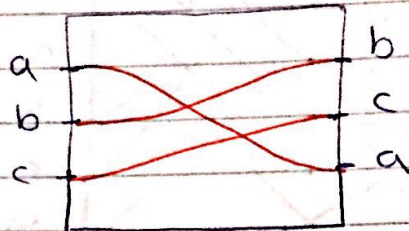


000	000	001	=	i
000	000	100		g
000	000	010		h
001	000	000		c
100	000	000		a
010	000	000		b
000	001	000		f
000	100	000		d
000	010	000		e



$$\begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \end{bmatrix} = \begin{bmatrix} b \\ c \\ a \end{bmatrix}$$

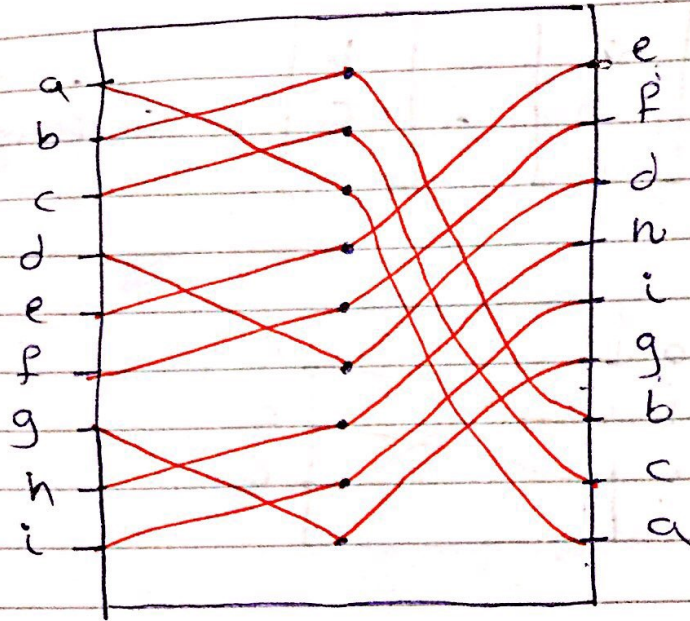
Swapping



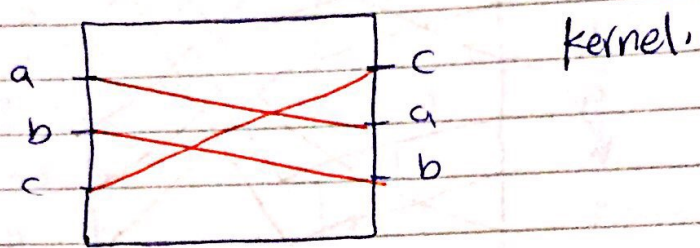
* Kronikal product-

$$\begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix} \otimes \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix} = \begin{bmatrix} 0 & \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix} \\ \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix} & 0 \\ 0 & \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix} & \begin{bmatrix} 0 & 1 & 0 \\ 0 & 0 & 1 \\ 1 & 0 & 0 \end{bmatrix} \end{bmatrix}$$

$$= \begin{bmatrix} 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 \\ 0 & 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 1 & 0 & 0 \\ 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 1 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \\ d \\ e \\ f \\ g \\ h \\ i \end{bmatrix} = \begin{bmatrix} e \\ f \\ d \\ h \\ i \\ g \\ b \\ c \\ a \end{bmatrix}$$

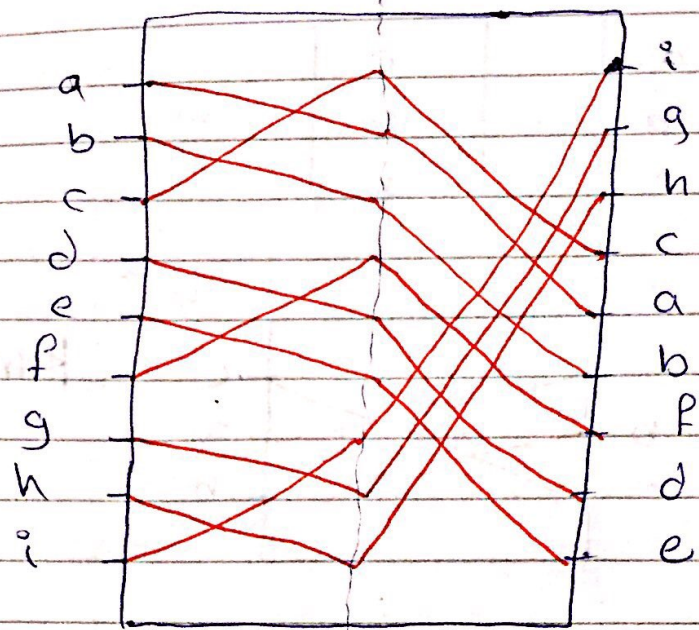


$$\begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} \begin{bmatrix} a \\ b \\ c \end{bmatrix} = \begin{bmatrix} c \\ a \\ b \end{bmatrix}$$

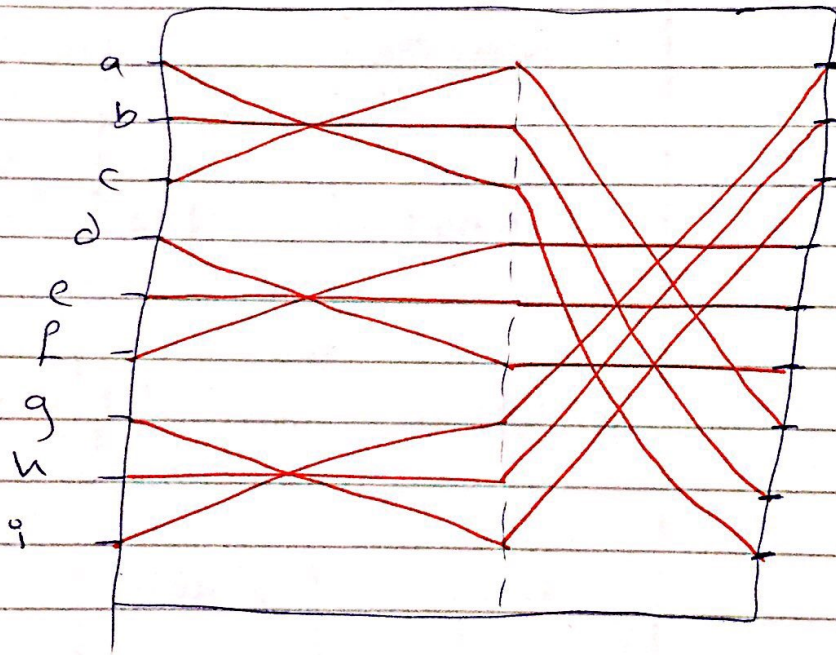
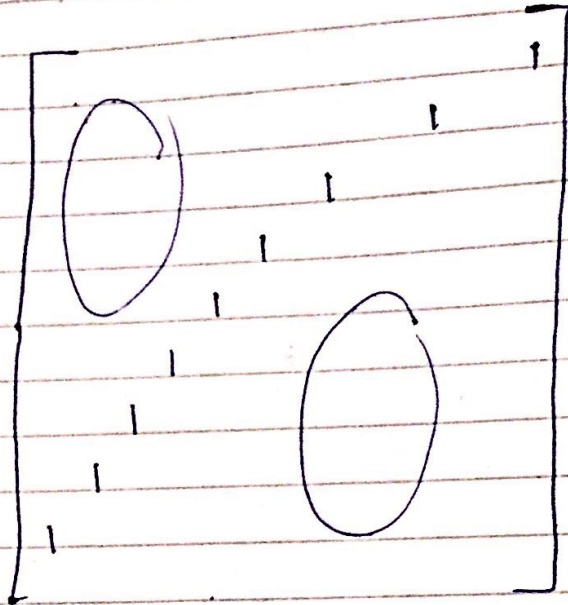
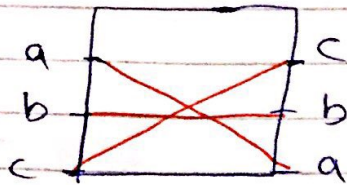


$$\begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} \otimes \begin{bmatrix} 0 & 0 & 1 \\ 1 & 0 & 0 \\ 0 & 1 & 0 \end{bmatrix} = \begin{bmatrix} 000 & 000 & 001 \\ 000 & 000 & 100 \\ 000 & 000 & 010 \\ 001 & 000 & 000 \\ 100 & 000 & 000 \\ 010 & 000 & 000 \\ 000 & 001 & 000 \\ 000 & 100 & 000 \\ 000 & 010 & 000 \end{bmatrix}$$

$$\begin{bmatrix} a \\ b \\ c \\ d \\ e \\ f \\ g \\ h \\ i \end{bmatrix} = \begin{bmatrix} g \\ h \\ c \\ a \\ b \\ f \\ d \\ e \end{bmatrix}$$



$$* \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ 1 & 0 & 0 \end{bmatrix} \otimes \begin{bmatrix} 0 & 0 & 1 \\ 0 & 1 & 0 \\ 0 & 0 & 0 \end{bmatrix} \Rightarrow$$



* FFT
Fast Fourier Transform.

* CFT (Continuous)



DFT (~~Discrete~~) → FFT
Discrete

* FFT reduces ^{→ DFT} complexity from $O(N^2)$ to $O(N \log_2 N)$

* operation	DFT	FFT
- Complex Multiplication	N^2	$\frac{N}{2} (\log_2 N - 1)$
- Complex Addition	$N(N-1)$	$N \log_2(N)$
- Real Multiplication	$4N^2$	$2N (\log_2(N) - 1)$
- Real Addition	$N(4N-2)$	$2N \log_2(N)$

$N/2$ # of points

* Weight Factor

$$W_N^s = e^{-2\pi i \left(\frac{s}{N}\right)}$$

$i = \sqrt{-1}$, N : # of points

$$\boxed{s=0} \Rightarrow W_N^0 = e^{-2\pi i \left(\frac{0}{N}\right)} = \boxed{1}$$

$$\boxed{s = \frac{N}{2}} \Rightarrow W_N^{N/2} = e^{-2\pi i \left(\frac{N/2}{N}\right)} = e^{-\pi i}$$

$$= \cos(-\pi) + i \sin(-\pi)$$

$$= \boxed{-1}$$

$$\boxed{s = s + \frac{N}{2}} \Rightarrow W_N^{s+N/2} = e^{-2\pi i \left(\frac{s+N/2}{N}\right)} = e^{-2\pi i \left(\frac{s}{N}\right)} \cdot e^{-2\pi i \left(\frac{N/2}{N}\right)}$$

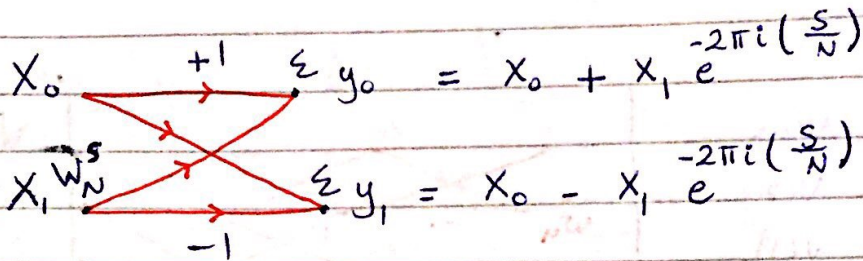
$$= e^{-2\pi i \left(\frac{s}{N}\right)} \cdot e^{-\pi i}$$

$$= -W_N^s$$

$$\boxed{s = nk} \Rightarrow W_N^{nk} = e^{-2\pi i \left(\frac{nk}{N}\right)}$$

*2-point FFT (Butterfly diagram)

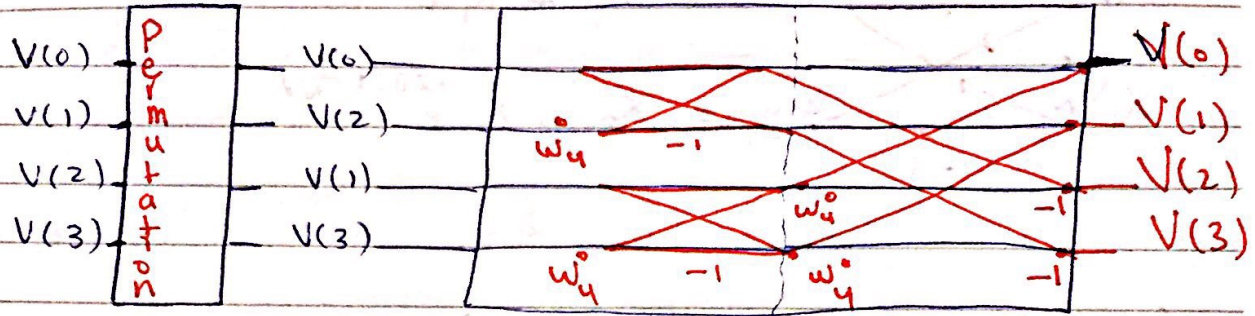
$(x_0, x_1) \rightarrow (y_0, y_1)$



$$\begin{pmatrix} y_0 \\ y_1 \end{pmatrix} = \begin{pmatrix} 1 & W_N^s \\ 1 & -W_N^s \end{pmatrix} \begin{pmatrix} x_0 \\ x_1 \end{pmatrix}$$

* 4-point FFT:

$$\{V(0), V(1), V(2), V(3)\} \rightarrow \{V(0), V(1), V(2), V(3)\}$$



*8-point FFT:

$x(0), x(1), \dots, x(7) \rightarrow (X(0), X(1), \dots, X(7))$

