

# Hardware–Software Co-Design: Not Just a Cliché

**Adrian Sampson**

James Bornholt

Luis Ceze





time  
immemorial

2005

2015

(not to scale)

**free lunch**

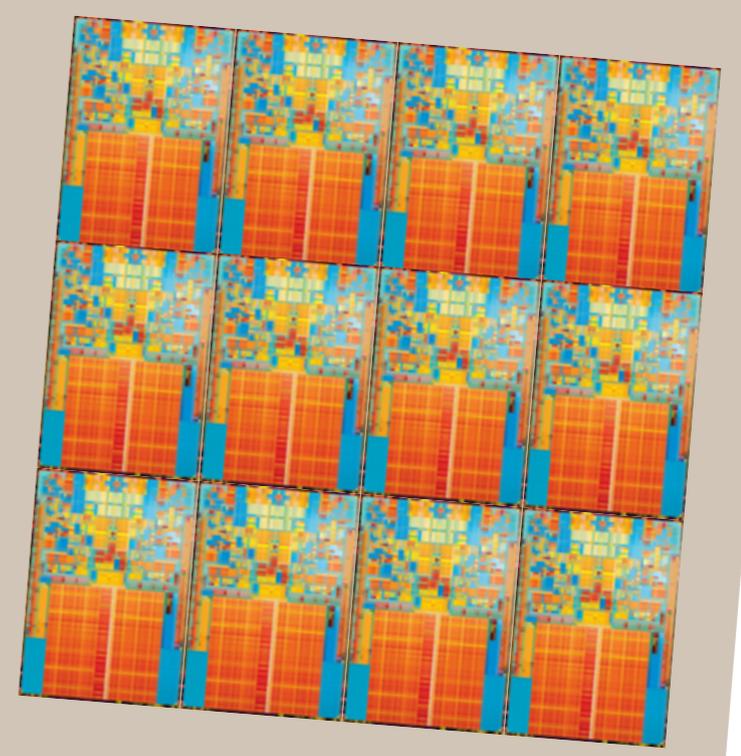
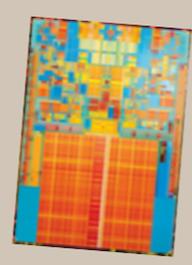
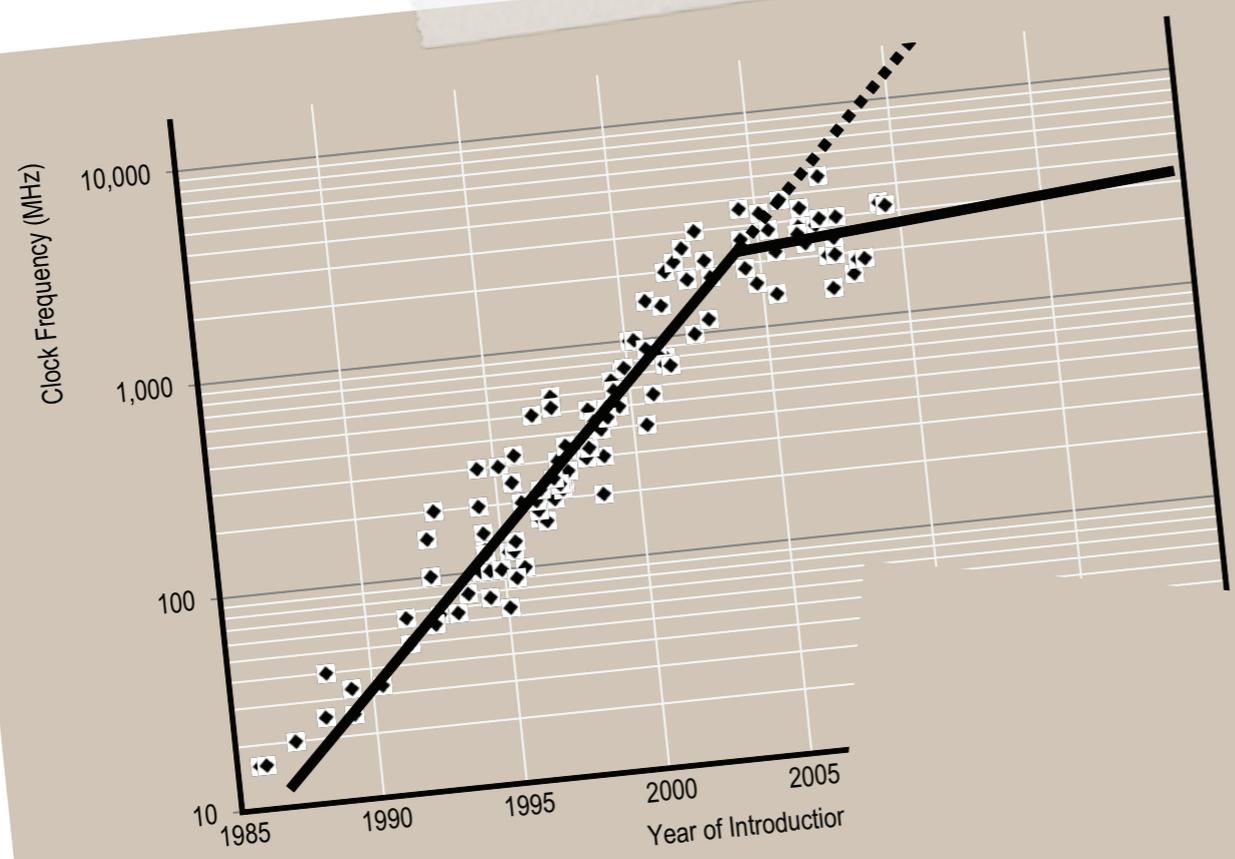
time  
immemorial

2005

2015

exponential  
single-threaded  
performance  
scaling!

(not to scale)



**free lunch**

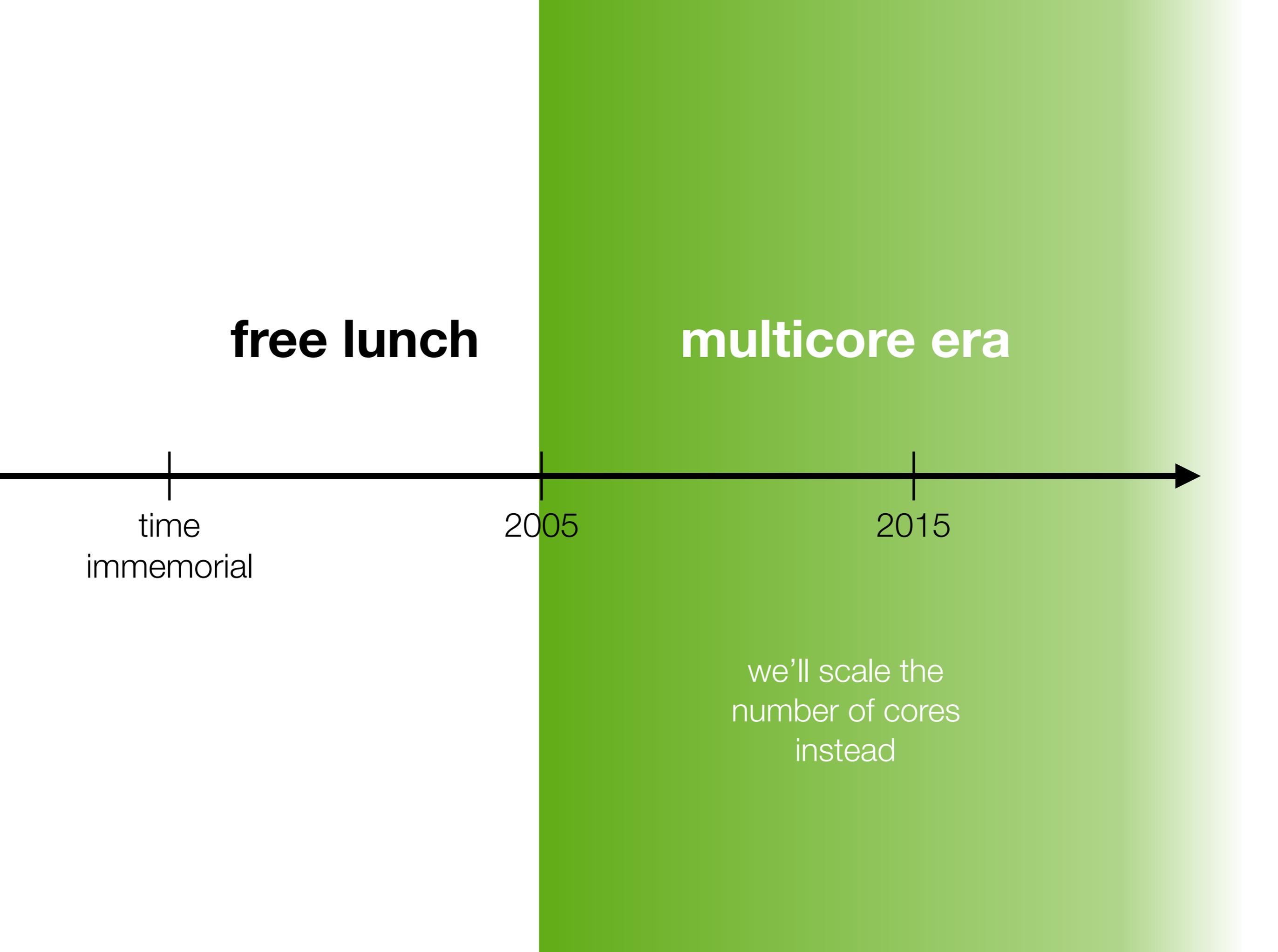
**multicore era**

time  
immemorial

2005

2015

we'll scale the  
number of cores  
instead



The multicore transition  
was a **stopgap**,  
not a panacea.

**free lunch**

**multicore era**

**who knows?**

time  
immemorial

2005

2015

?

?

?

?

?

**Application**

**Language**

**Architecture**

**Circuits**

**Application**

**Language**

**hardware–software abstraction boundary**

**Architecture**

**Circuits**

parallelism

data  
movement

guard  
bands

energy  
costs

**Application**

**Language**

parallelism

data  
movement

guard  
bands

energy  
costs

**Architecture**

**Circuits**

lessons learned from  
**Approximate Computing**

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**New Opportunities**  
for hardware–software co-design

lessons learned from  
**Approximate Computing**

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**New Opportunities**  
for hardware–software co-design

**Application**

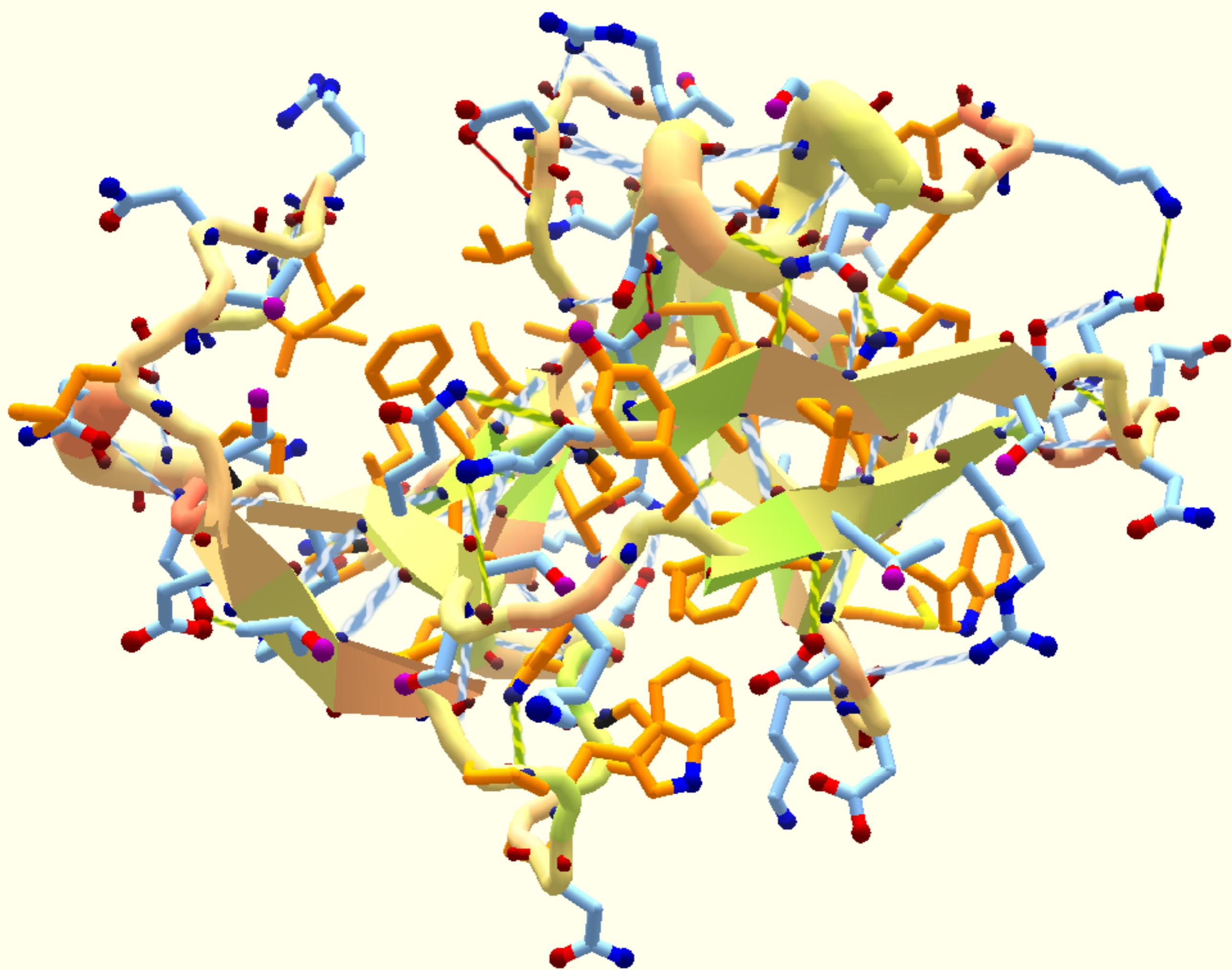
**Language**

**new abstractions for incorrectness**

**Architecture**

**Circuits**







**Application**

type systems

debuggers

**Language**

probabilistic  
guarantees

auto-tuning

**new abstractions for incorrectness**

flaky  
functional units

lossy cache  
compression

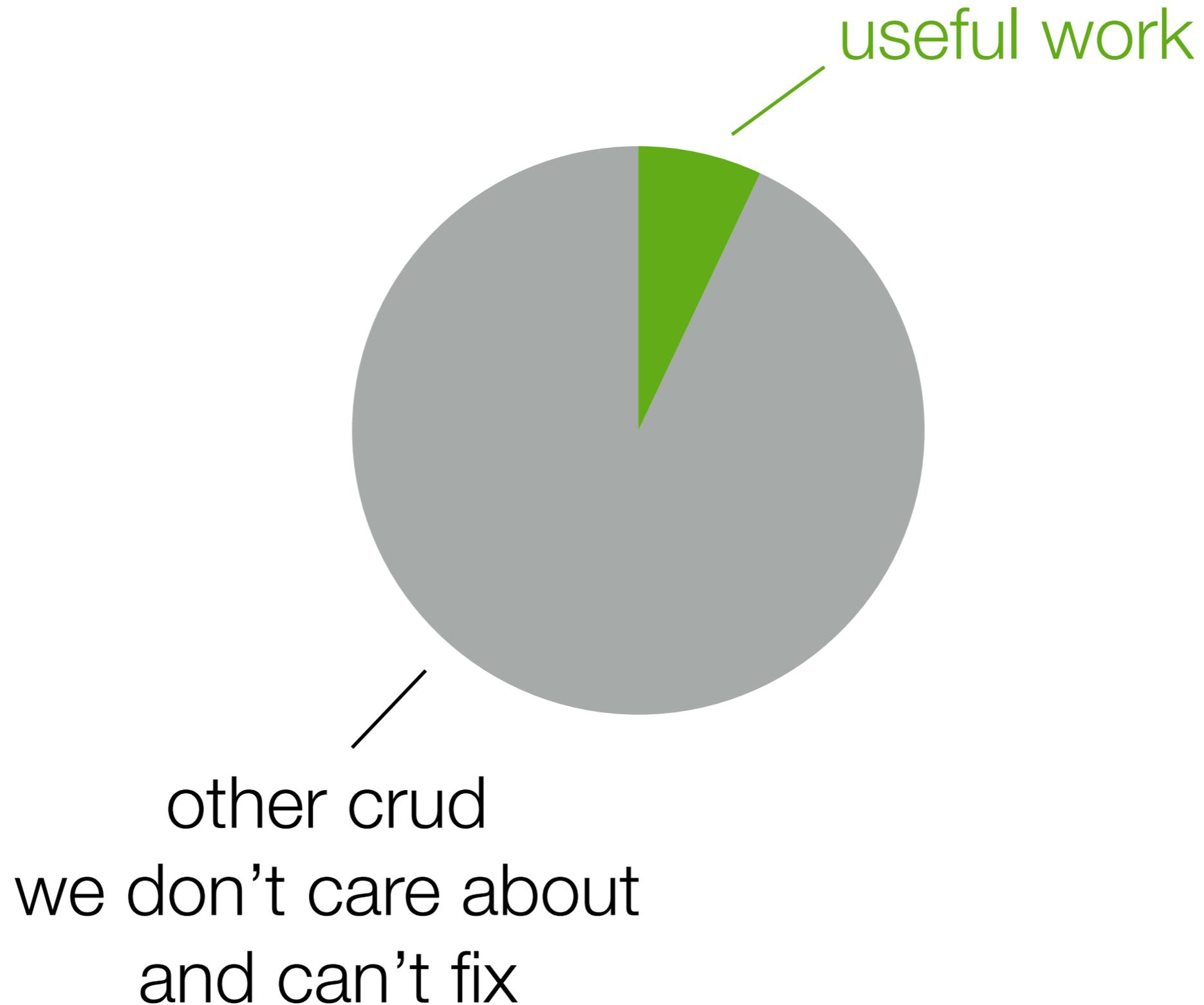
**Architecture**

neural  
acceleration

drowsy  
SRAMs

**Circuits**

# The von Neumann curse



# Hardware design costs sanity & well-being



Thierry Moreau,  
FPGA design champion

[Moreau et al.; HPCA 2015]

# Trust your compiler

approximate cache



# Trust your compiler

approximate cache

**st** r1 x



**ld** x r3

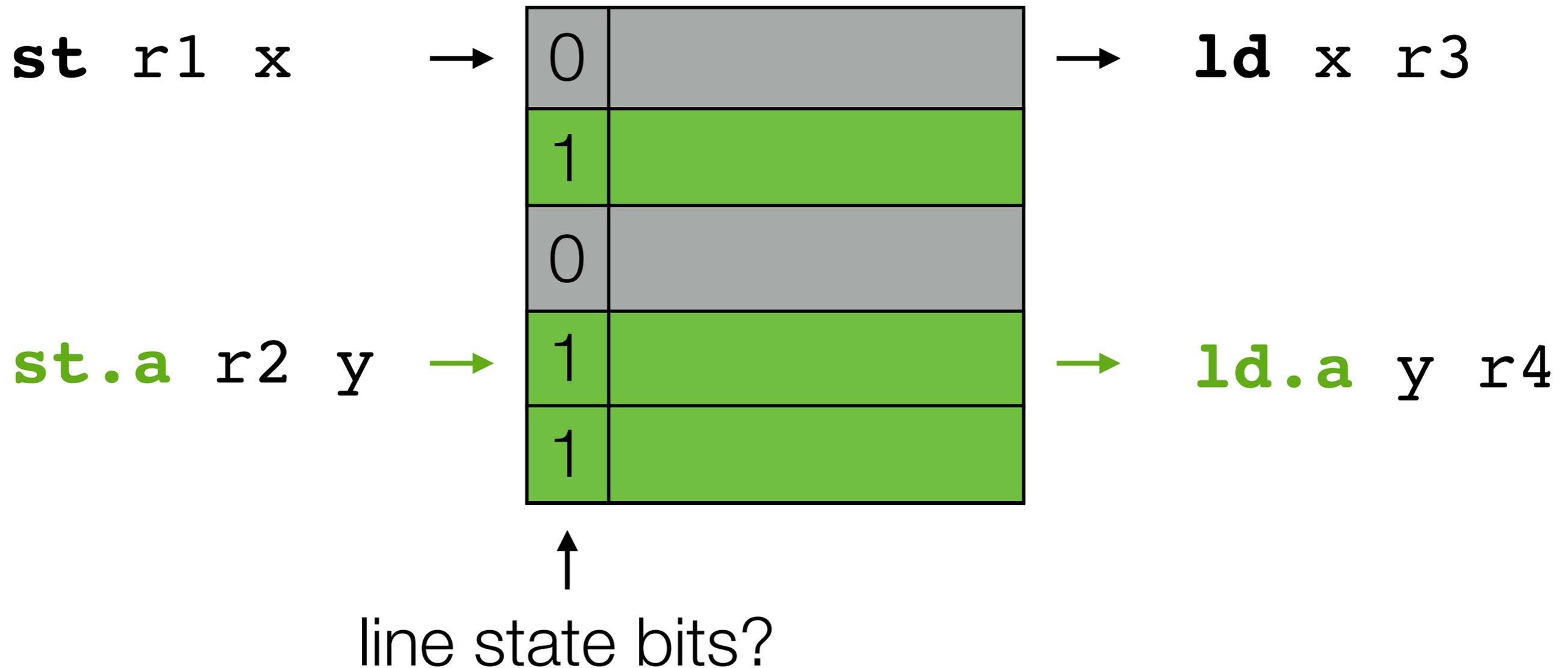
**st.a** r2 y



**ld.a** y r4

# Trust your compiler

approximate cache



# Trust your compiler

approximate cache

**st** r1 x



**ld** x r3

**st.a** r2 y



**ld.a** y r4

line store bits?



lessons learned from  
**Approximate Computing**

**New Opportunities**  
for hardware–software co-design

**More hardware flexibility  
that humans can actually program**

**More hardware flexibility  
that humans can actually program**



**FPGA**

# More hardware flexibility that humans can actually program



**FPGA**

explicit data movement

explicit memory blocks

explicit physical routing

explicit clock frequency

explicit ILP

explicit numeric bit width

# More hardware flexibility that humans can actually program

## A Reconfigurable Fabric for Accelerating Large-Scale Datacenter Services

Andrew Putnam   Adrian M. Caulfield   Eric S. Chung   Derek Chiou<sup>1</sup>  
Kypros Constantinides<sup>2</sup>   John Demme<sup>3</sup>   Hadi Esmaeilzadeh<sup>4</sup>   Jeremy Fowers  
Gopi Prashanth Gopal   Jan Gray   Michael Haselman   Scott Hauck<sup>5</sup>   Stephen Heil  
Amir Hormati<sup>6</sup>   Joo-Young Kim   Sitaram Lanka   James Larus<sup>7</sup>   Eric Peterson  
Simon Pope   Aaron Smith   Jason Thong   Phillip Yi Xiao   Doug Burger

Microsoft

### Abstract

*Datacenter workloads demand high computational capabilities, flexibility, power efficiency, and low cost. It is challenging to improve all of these factors simultaneously. To advance datacenter capabilities beyond what commodity server designs can provide, we have designed and built a composable, reconfigurable fabric to accelerate portions of large-scale software services. Each instantiation of the fabric consists of a 6x8 2-D torus of high-end Stratix V FPGAs embedded into a half-rack of 48 machines. One FPGA is placed into each server, accessible through PCIe, and wired directly to other FPGAs with pairs of 10 Gb SAS cables.*

*In this paper, we describe a medium-scale deployment of this fabric on a bed of 1,632 servers, and measure its efficacy in accelerating the Bing web search engine. We describe the requirements and architecture of the system, detail the*

desirable to reduce management issues and to provide a consistent platform that applications can rely on. Second, datacenter services evolve extremely rapidly, making non-programmable hardware features impractical. Thus, datacenter providers are faced with a conundrum: they need continued improvements in performance and efficiency, but cannot obtain those improvements from general-purpose systems.

Reconfigurable chips, such as Field Programmable Gate Arrays (FPGAs), offer the potential for flexible acceleration of many workloads. However, as of this writing, FPGAs have not been widely deployed as compute accelerators in either datacenter infrastructure or in client devices. One challenge traditionally associated with FPGAs is the need to fit the accelerated function into the available reconfigurable area. One could virtualize the FPGA by reconfiguring it at run-time to support more functions than could fit into a single device. However, current reconfiguration times for standard FPGAs

# More hardware flexibility that humans can actually program

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23  
authors!

### Abstract

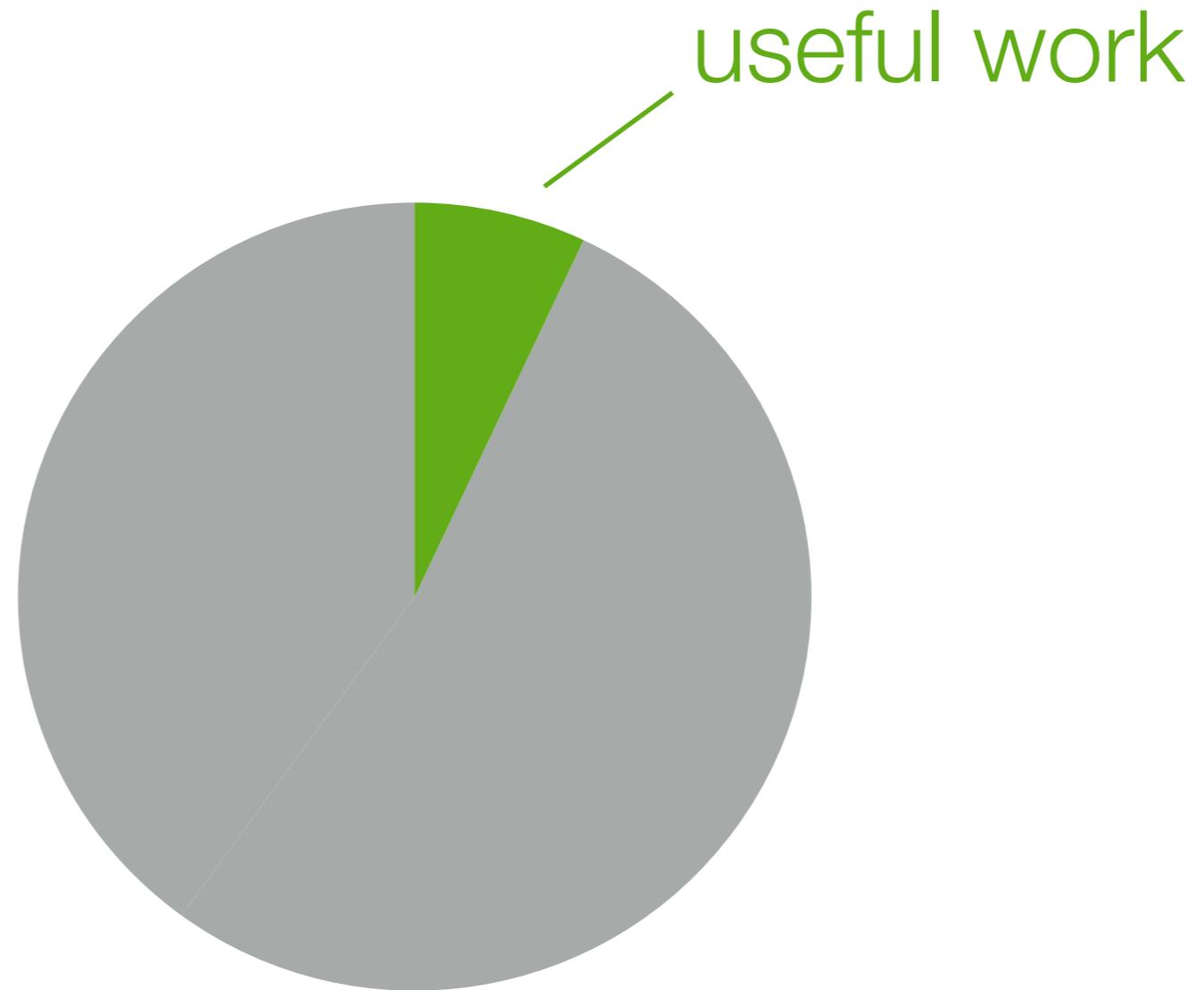
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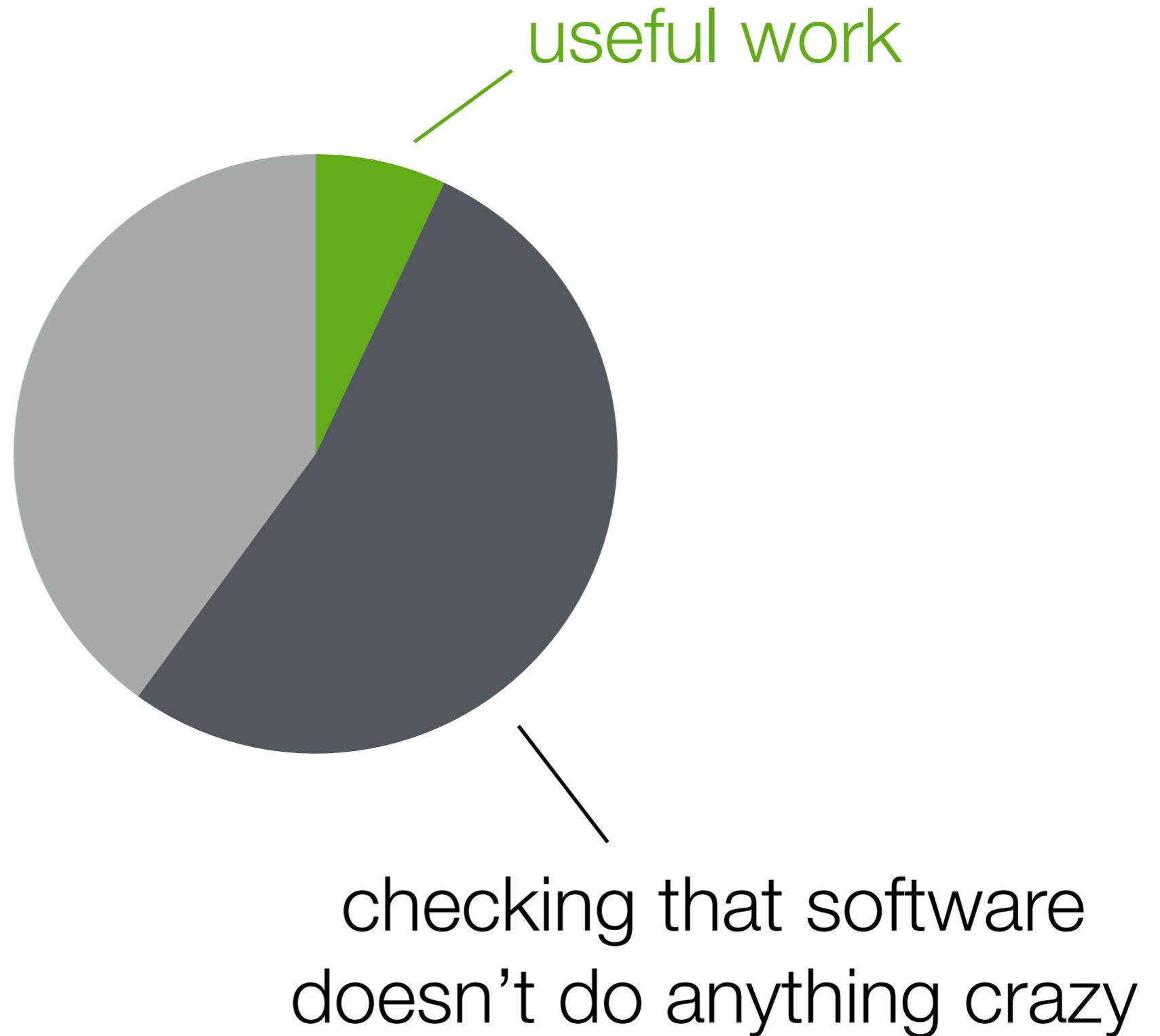
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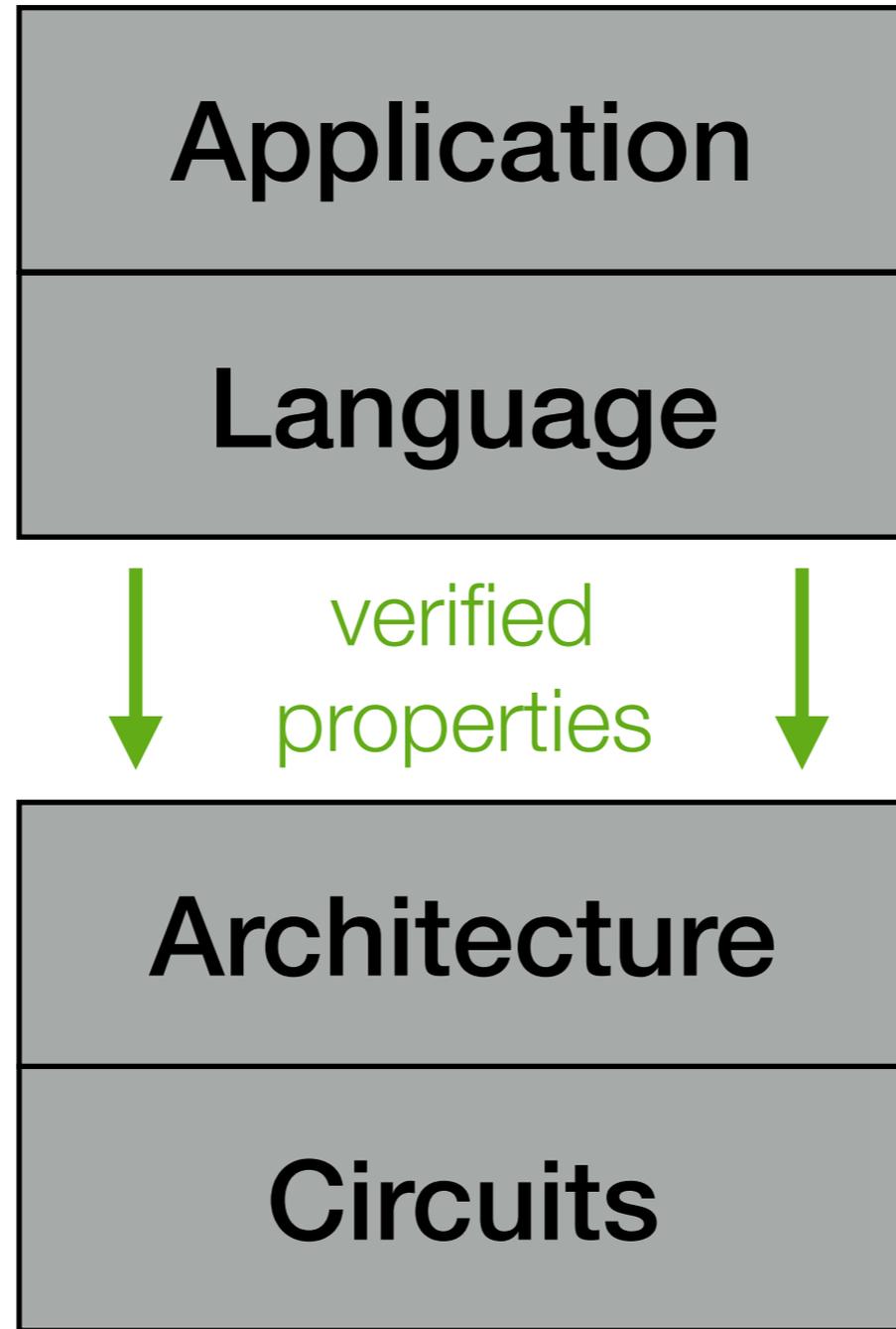
# Trust, but formally verify



# Trust, but formally verify



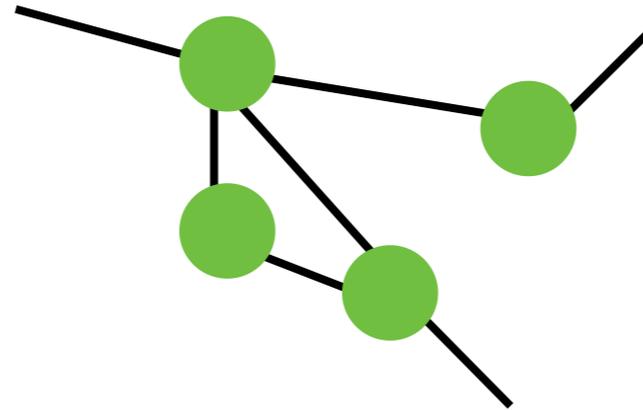
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# Hardware beyond core computation

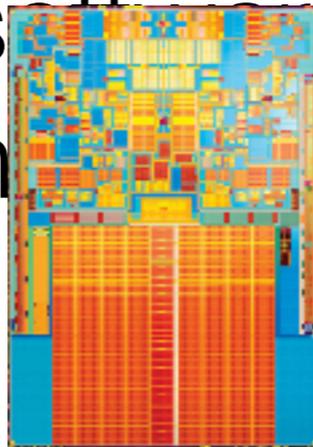


power supply  
& battery



**CPU** software-defined  
networking **FPGA**

**GPU** accelerators



new memory  
technologies



mobile display  
& backlight

**free lunch**

**multicore era**

**the era  
of language  
co-design?**

time  
immemorial

2005

2015



