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Are FPGAs Suitable For Edge Computing?





Outline

- Introduction
- Background
- Methodology
- Experimental Results

Introduction

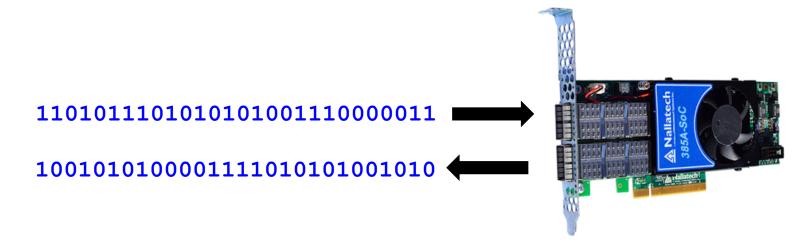
- Future of Internet-of-Things (IoT) by 2020
 - IoT will connect 50 billion devices
 - It is expected to generate 400 Zetta Bytes of data annually
- Cloud infrastructure is falling short!
 - Cannot handle such large and distributed amount of data
 - Mainly designed for time-insensitive applications, endusers, processing batches of data
- Solution?
 - A new paradigm called edge computing
 - Serve time-sensitive IoT applications, and support various streaming I/O channels

Limitations of Existing Solutions

- How about existing cloud and edge servers?
 - Simply a miniature version of cloud servers
 - Architectured for using CPUs and GPUs
 - For **batches of data**, **power hungry**, and unpredictable performance
- What do we need?
 - New hardware for the new paradigm

Background of FPGA

- Reconfigurable Farm of logic
- Opportunity to program using C, C++ and <u>OpenCL</u>
- Inherently efficient for streaming applications
- Suitable for a wide range of applications
 - **Spatial** parallelism, parallelism in *space*
 - Temporal parallelism, parallelism in time
- Power Efficient
 - Improve thermal stability and reduce cooling cost



Motivations for FPGA-based Edge Computing

- Edge computing's most important requirements
 - Predictable performance for IoT service providers
 - Operational in locations with limited power supply
 - Accelerate a wide variety of service applications
- We study suitability of FPGAs with respect to:
 - Sensitivity of processing throughput to the workload size
 - Adaptiveness to algorithm concurrency and dependency
 - Energy efficiency

Testbench



Nallatech 385A (Intel Arria A10)

Intel Xeon E5-1275

32GB Main Memory



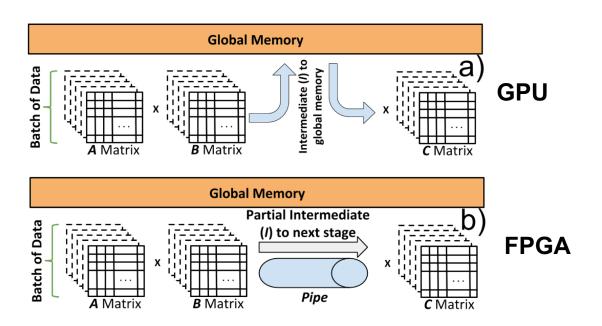
Tesla K40m

Intel Xeon E5-2637

64GB Main Memory

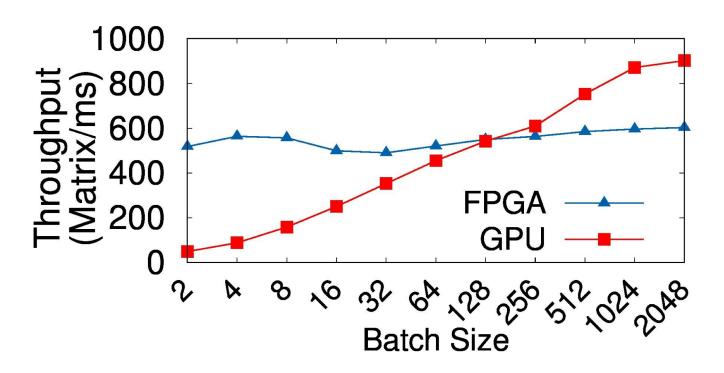
Sensitivity to Workload Size

- Two stage matrix multiplication (A x B x C) as a benchmark
 Widely used in linear algebraic algorithms
- 32 x 32 matrices, with single-precision floating-point random numbers
- Varying batch size between 2 to 2048



Sensitivity to Workload Size

- FPGA reads input from the Ethernet I/O
- GPU reads input from the card main memory
- Unlike GPU, FPGA can provide consistent throughput
 - By jointly exploiting spatial and temporal parallelism

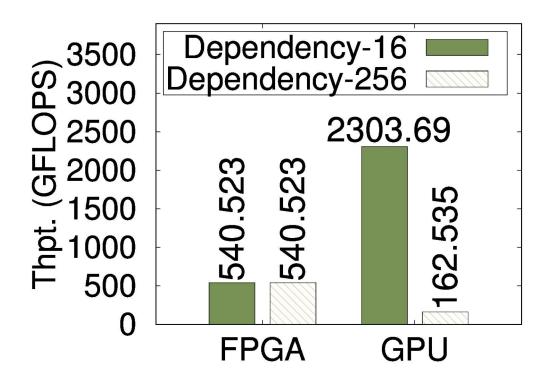


Adaptiveness

- How well FPGAs and GPUs adapt to algorithm characteristics?
- Data Dependency: Dependency across different iterations of a loop
- Conditional Dependency: Dependency on conditional statements with each iteration of the loop
- Benchmark
 - Simple iterative block (for-loop)
 - Each iteration performs certain number of operations
 - Generic enough to model large set of computationally intensive applications

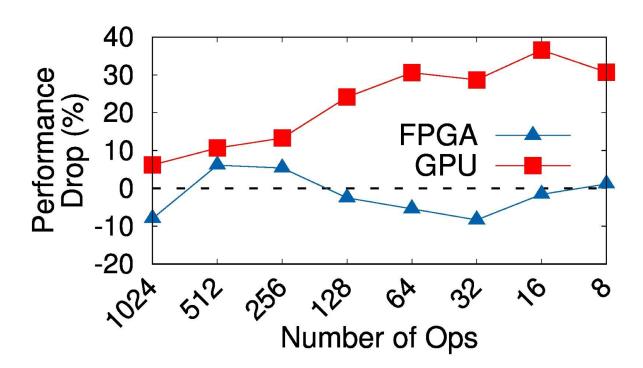
Data Dependency

- Introducing dependency among different iterations
- Varying the data dependency degree
 - Changing the size of the group
- GPUs performance closely depends on available data parallelism
- FPGAs can exploit pipelining and execute iterations, regardless of dependency



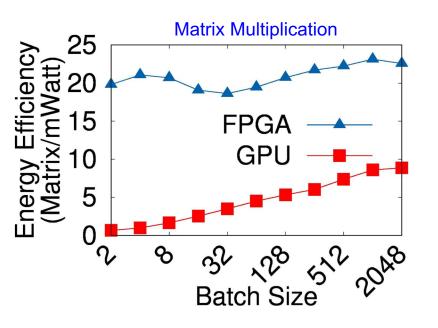
Conditional Dependency

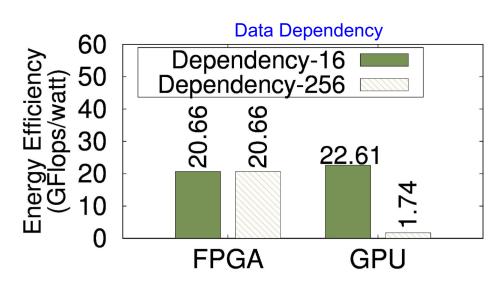
- Adding if-else statements into the loop
- Each branch contains half of the operations
- Varying number of operations in each if and else block
- Different devices show different behaviours:
 - GPU is highly sensitive to conditional statement
 - FPGA can utilize a look-up table



Energy Efficiency

- Collecting energy consumption on both devices
 - Nvidia-smi on the GPU
 - Nallatech MMD Layer API on FPGA.
- Varying workload input size





Conclusions and Future Works

- FPGAs can handle unique edge requirements
- FPGA can be considered as a core computational accelerator in the emerging edge systems
- FPGAs can provide predictive throughput, Algorithm adaptiveness, and energy-efficiency
- Future Directions?
 - Studying edge workloads
 - Studying other algorithms characteristics and suitability of different hardware architectures
 - Scalability (Up & Out) of FPGAs compared to GPUs

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Question?