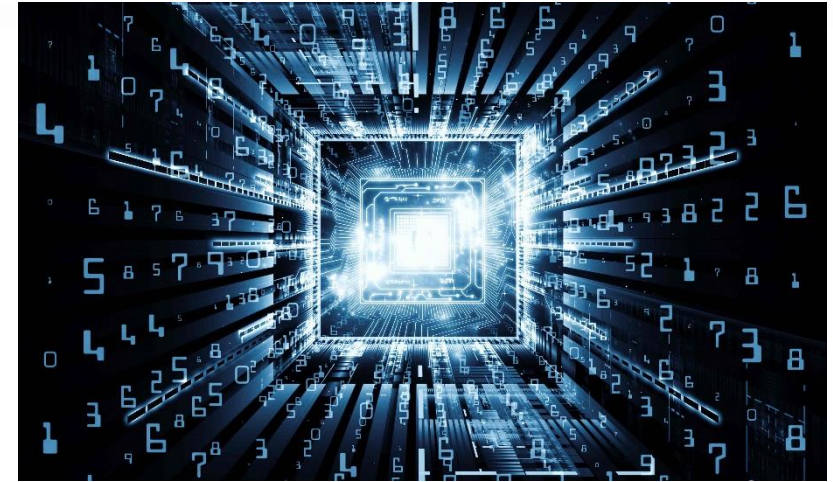


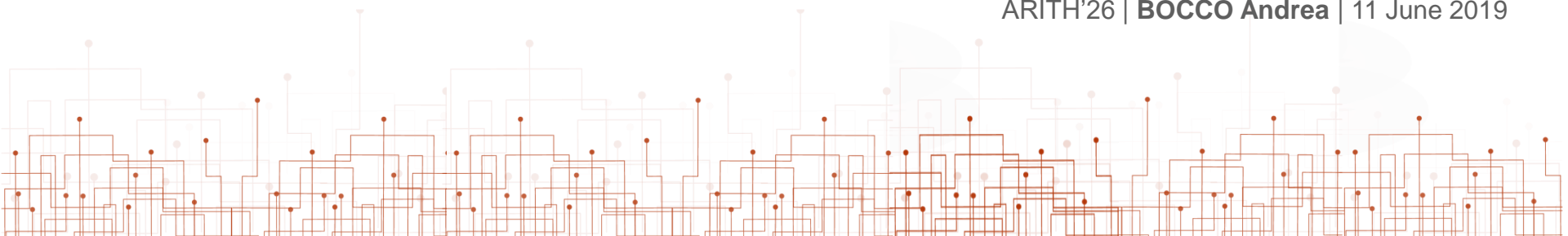


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DYNAMIC PRECISION NUMERICS USING A VARIABLE-PRECISION UNUM TYPE I HW COPROCESSOR

ARITH'26 | BOCCO Andrea | 11 June 2019



- Variable Precision (VP) computing has been investigated to improve convergence of algorithms. It has been investigated in:
 - **Software** (SW): GMP_[2] and MPFR_[3]
 - Slow, they might not meet requirements in high speed applications
 - **Hardware** (HW):
 - Kulisch_[4]: large fixed point accumulator
 - Schulte and Swartzlander_[5]: mantissas divided in multiple words

- None of the previous works show how to store efficiently VP Floating Point (FP) number in main memory
 - They support **IEEE 754 FP format** in main memory

[1] IEEE754-2008 2008. IEEE Standard for Floating-Point Arithmetic. IEEE 754-2008 <https://doi.org/10.1109/IEEESTD.2008.4610935>

[2] Torbjörn Granlund and the GMP development team. 2012. GNU MP: The GNU Multiple Precision Arithmetic Library. <https://gmplib.org/>

[3] Laurent Fousse, et al. MPFR: A Multiple precision Binary Floating-point Library with Correct Rounding. <https://doi.org/10.1145/1236463.1236468>

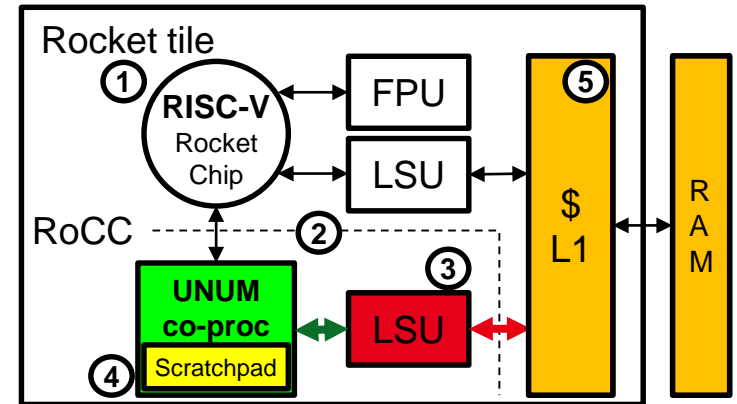
[4] Ulrich Kulisch. 2013. Computer arithmetic and validity: Theory, implementation, and applications

[5] M. J. Schulte and E. E. Swartzlander. 2000. A family of variable precision interval arithmetic processors. <https://doi.org/10.1109/12.859535>

INTRODUCTION: MY WORK

Our previous work_[6]: a VP FP hardware accelerator:

- Supports the **UNUM** type I format in main memory
- Does computation internally with another (hardware friendly) FP format
- Supports **I**nterval **A**rithmetic (IA)



This work:

- Refines the UNUM type I FP format.
- Proposes a new VP FP architecture.
- Proposes a new programming model.
- Benchmarks our system.

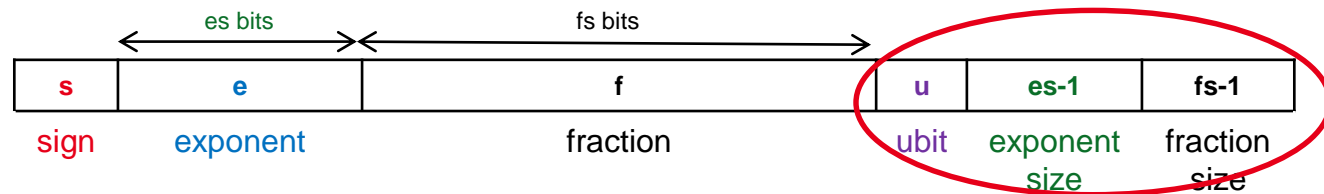
- **Choice of the memory format: the UNUM type I**
- **Refinements on the UNUM type I FP format**
- **The adopted VP FP Architecture**
- **The programming model**
- **System benchmark: gauss elimination solver**
- **Conclusions**

- **Choice of the memory format: the UNUM type I**
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CHOICE OF THE MEMORY FORMAT: THE UNUM TYPE I

We decided to use the UNUM type I FP format in main memory

- It is 6 sub-fields self-descriptive FP format



3 more that conventional IEEE 754 FP numbers

- WHY?**
 - UNUM is a VP FP format
 - It self-encodes the exponent and fraction field lengths

However UNUM type I has some peculiarities to be fixed:

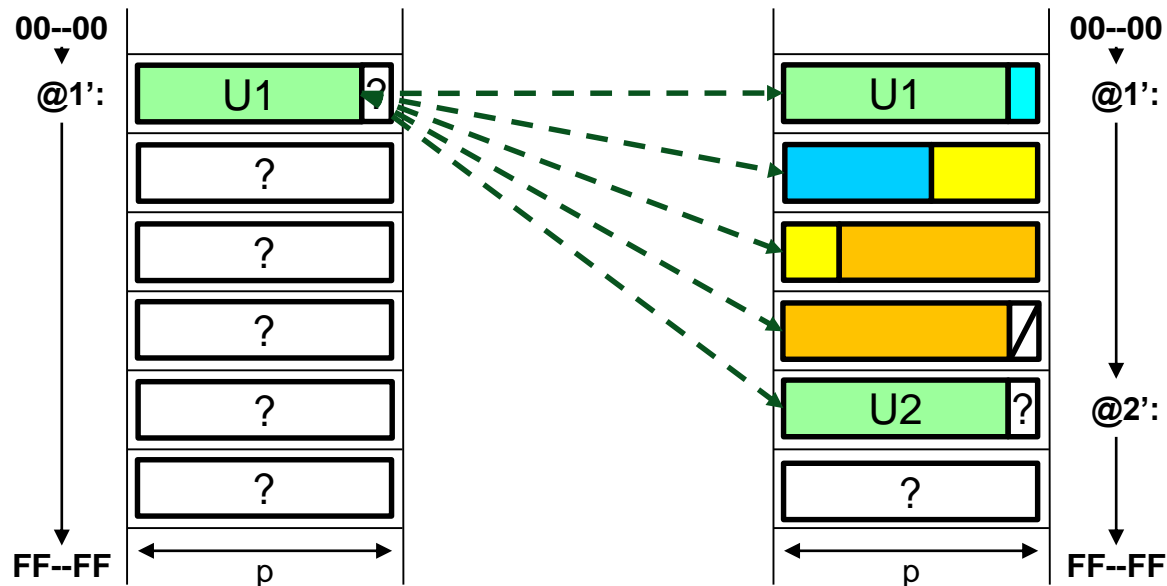
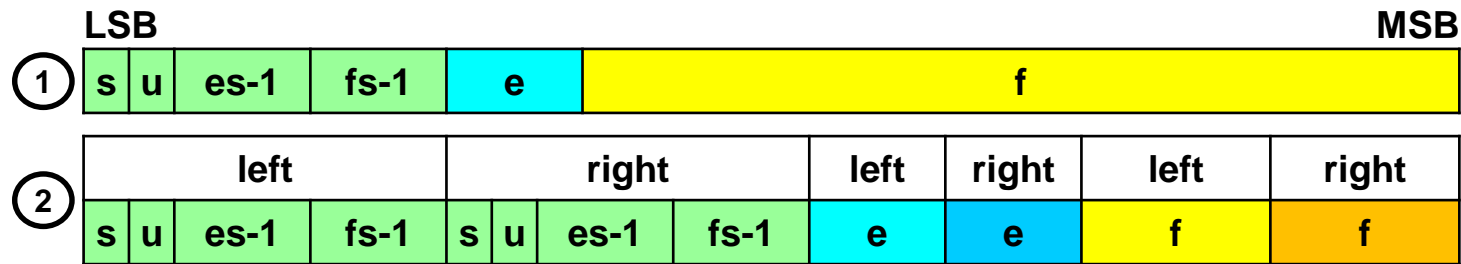
- How to organize UNUM arrays in main memory
- How to organize the UNUM fields in memory

- Choice of the memory format: the UNUM type I
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REFINEMENTS ON THE UNUM TYPE I FP FORMAT: - UNUM FIELD ORGANIZATION

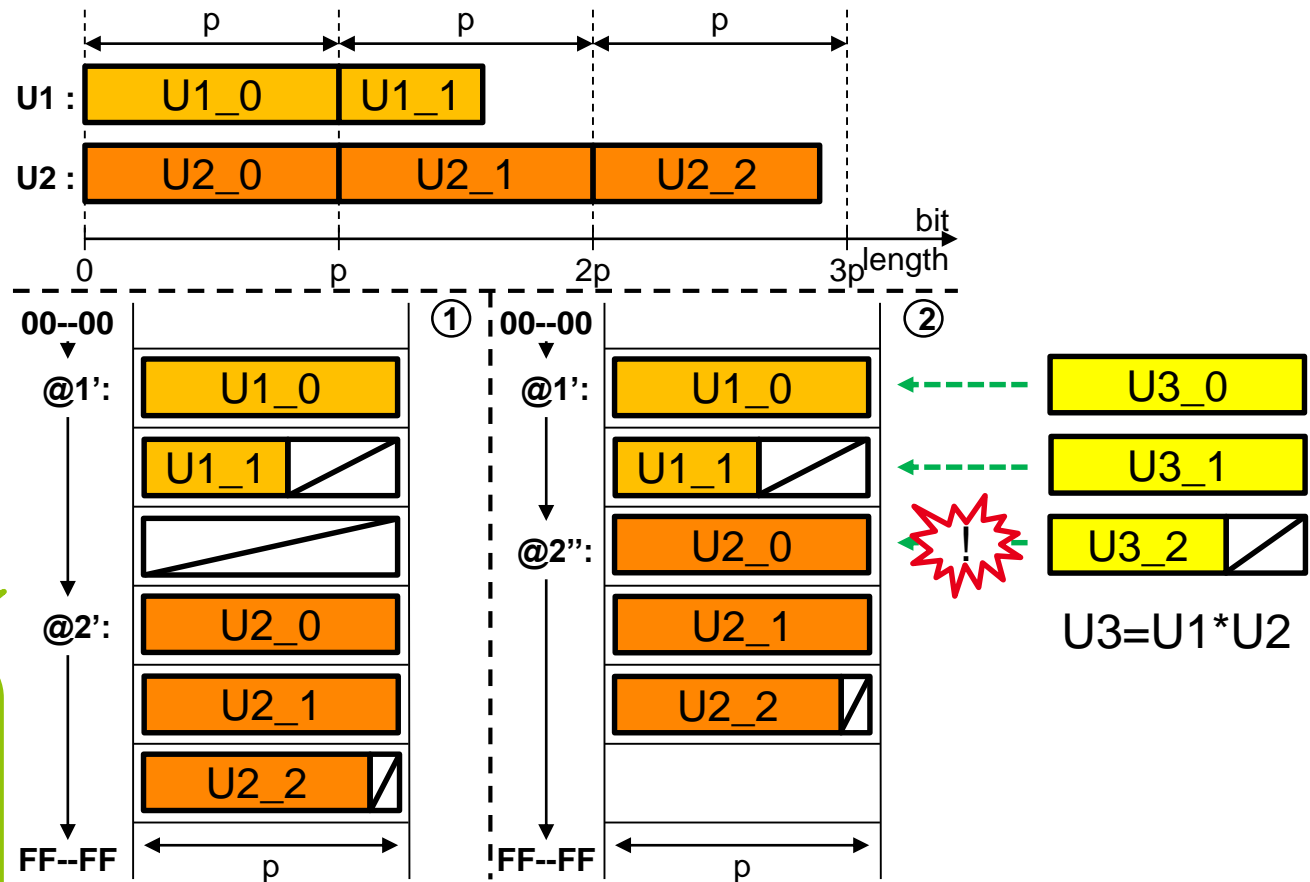
For a UNUM/ubound which spans multiple addresses in main memory it is important to have the descriptor fields present in the lower addresses.

➤ We have re-organized the order of the fields for UNUM and ubound



REFINEMENTS ON THE UNUM TYPE I FP FORMAT: - UNUM ARRAY ORGANIZATION

Handling a two-element UNUM array on main memory with p bits parallelism

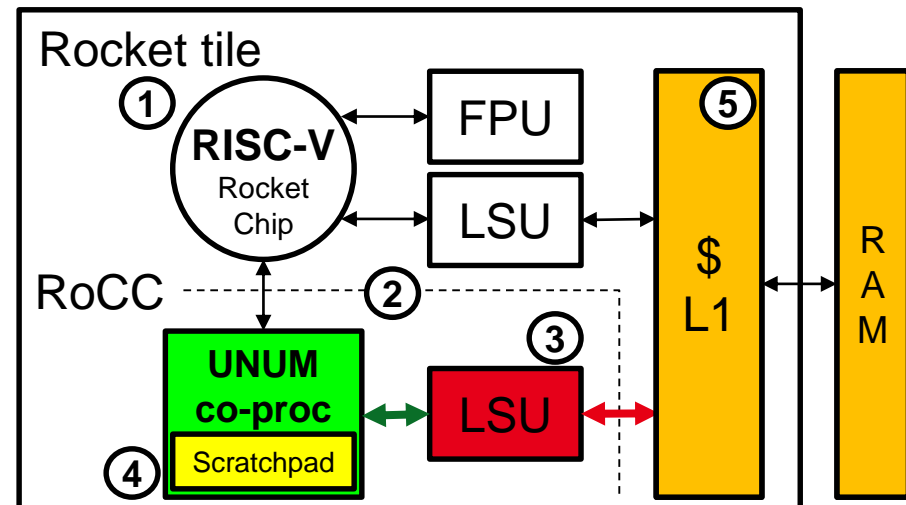


Array support:
Guarantee affine
addressing
scheme

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THE ADOPTED VP FP ARCHITECTURE

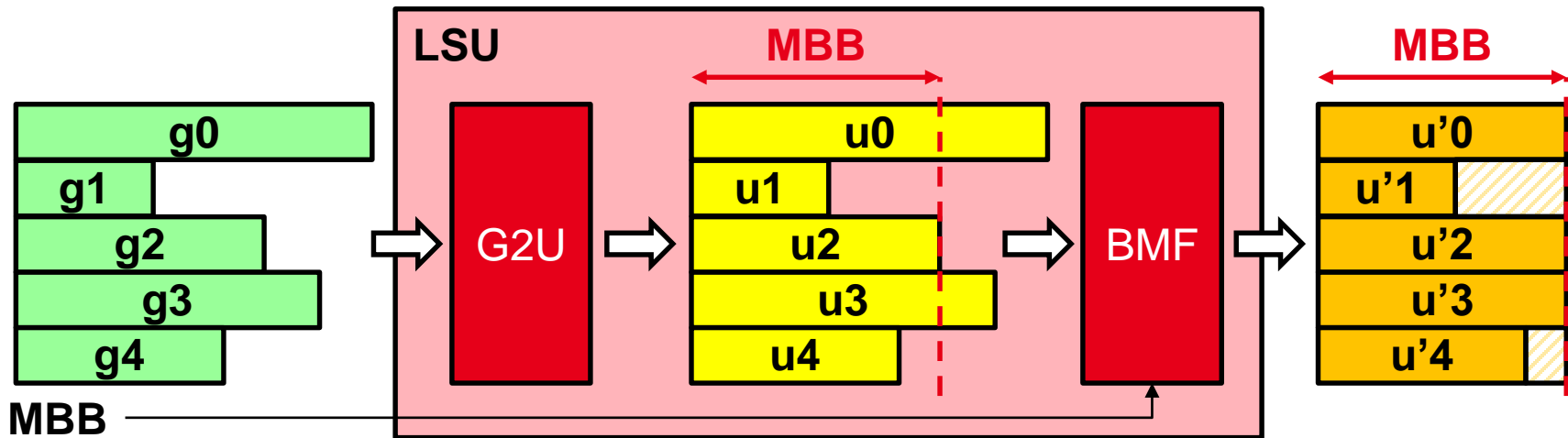
- 1 integer register file (iRF): 32 integer general purpose register (GPR) + pc, in the main processor.
- 1 g-bound register file (gRF): 32 entries, in the co-processor.
- UNUMs/u-bounds are strictly considered as memory formats:
 - Load operations:
 - Load UNUMs/u-bounds from the main memory, and converts them into internal g-bounds.
 - Store operations:
 - Convert internal g-bounds (entries of the internal gRF) into u-bounds. Store the latter the main memory.
- The coprocessor internal parallelism is fixed to 64 bits
- Coprocessor's status registers:
 - DUE
 - SUE
 - MBB
 - WGP



THE MBB: MAXIMUM BYTE BUDGET

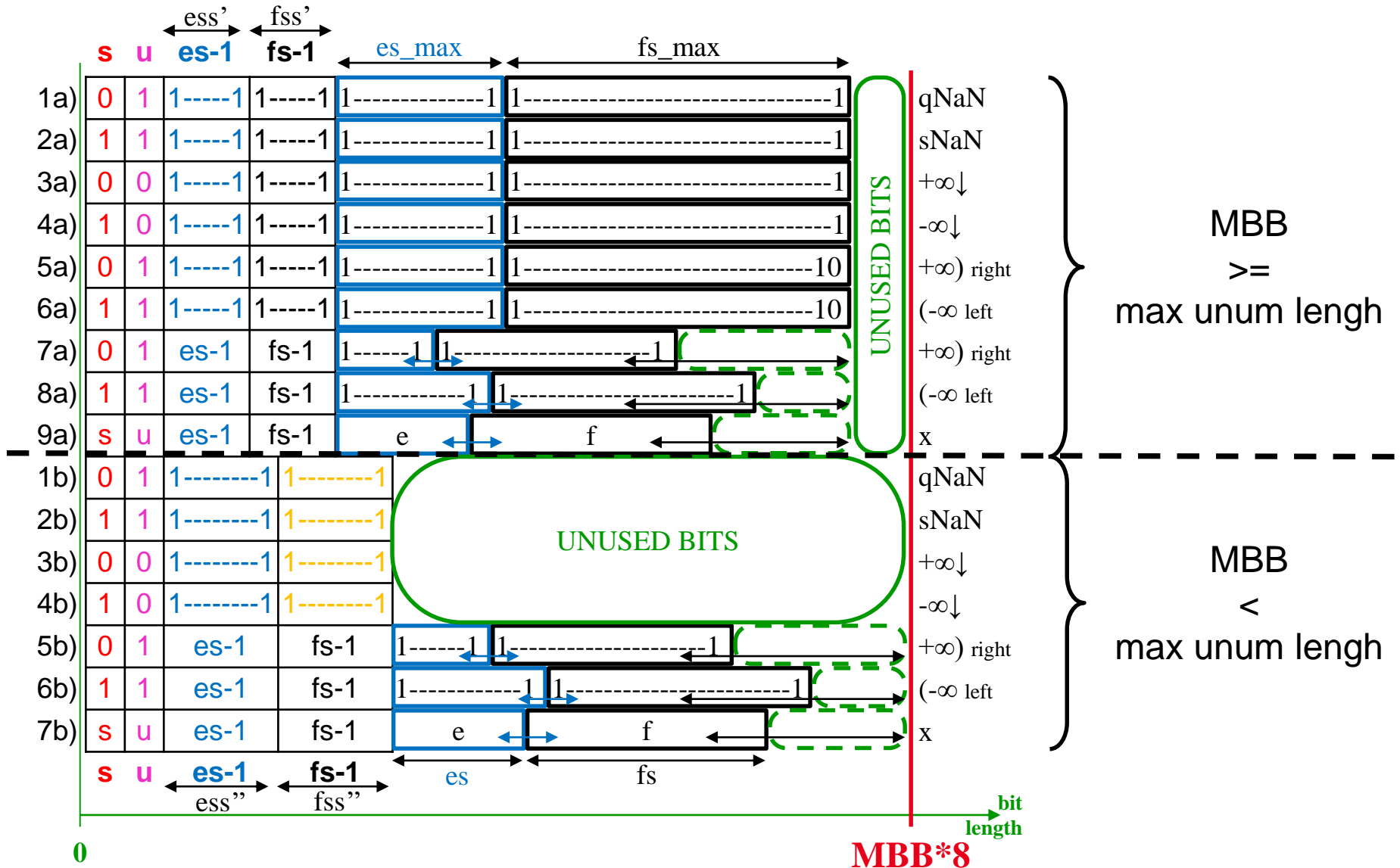
UNUM format is variable length (up to a maximum length)

- It is impossible to have compacted arrays having random access to its elements
- We define the **Maximum Byte Budget (MBB)** as the maximum length that a **UNUM** number can have in **main memory**



- The user can address **VP FP numbers** specifying their length with **Byte granularity**.

THE BMF: BOUNDED MEMORY FORMAT

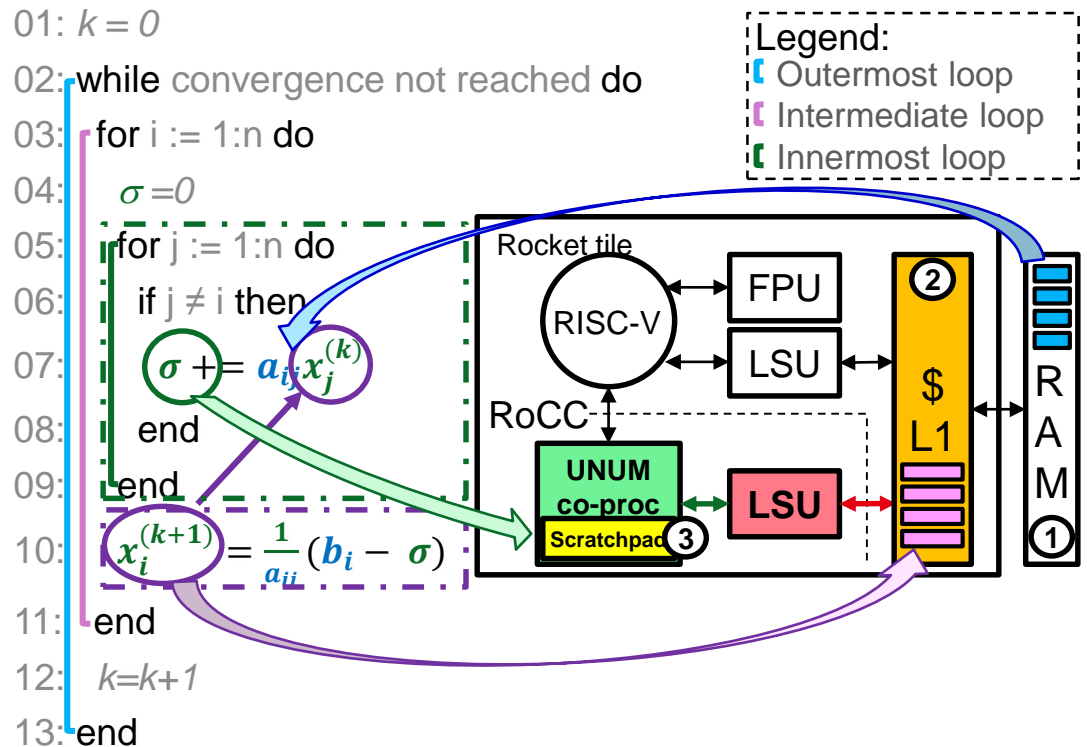
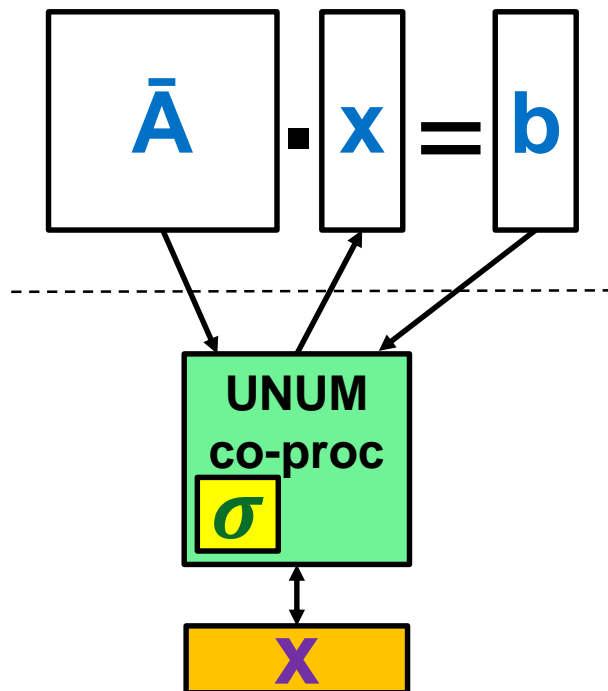


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THE COPROCESSOR PROGRAMMING MODEL

Our hardware is best suited for VP kernels which exploit three different storage types:

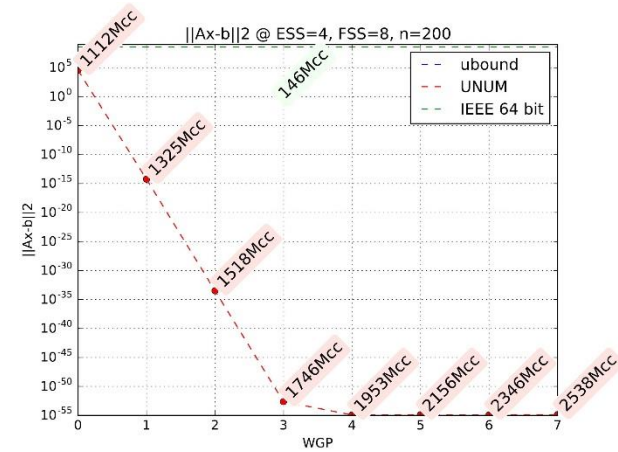
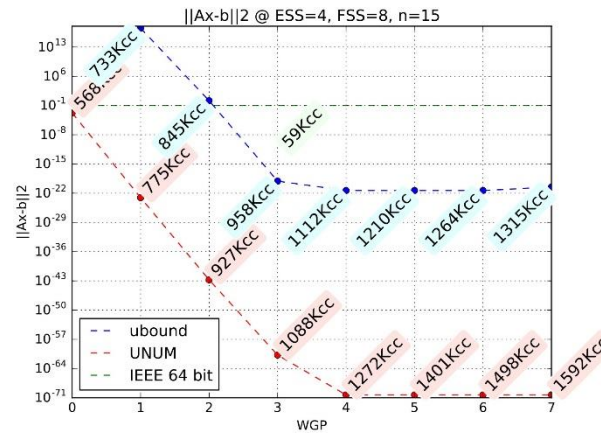
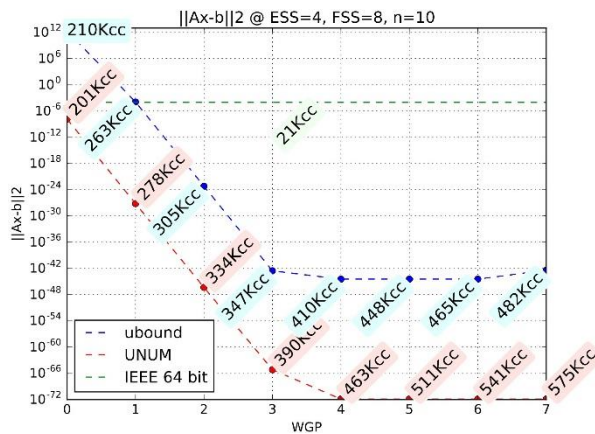
- The external (main memory) storage
- The intermediate (L1 cache) storage
- The internal (register-level) storage



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Our system benchmarked with a Gauss elimination solver, both in UNUM (scalar) and ubound (interval), showed:

- A **gain** of up to **65 decimal digits** on IEEE double
- The result **precision** is constrained by the adopted precision in memory.
- **Intervals** do not converge always but it is **useful** in the computational **error estimation** ($Ax-b$).
- A **speed up** of 4-10x with respect to the **MPFR** software library



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This work proposes a Variable Precision (VP) Floating Point (FP) computing system, based on RISC-V, for high performance computing servers as an alternative to VP FP software routines.

- It supports UNUM/unbound format in main memory
 - It supports several Unum Environments: from (1,1) to (4,8), up to 256 mantissa bits
- It supports a dedicated internal format in its Register File
 - 32 intervals; Each interval endpoint can have up to 512 mantissa bits
- With the adopted memory format (BMF) it supports VP FP in main memory
 - User can decide the memory footprint of data with a Byte definition
- With the adopted programming model, it is possible to extend VP FP high precision variables in main memory.
 - The result precision can be significantly improved.
- Its flops performances are better than software libraries (MPFR) and they stays within the same range of a regular fixed-precision IEEE FPU.

THANK YOU FOR YOUR ATTENTION!

Contacts:
Andrea BOCCO
andrea.bocco@cea.fr



Leti, technology research institute
Commissariat à l'énergie atomique et aux énergies alternatives
Minatec Campus | 17 rue des Martyrs | 38054 Grenoble Cedex | France
www.leti.fr

