



Year-End Presentation

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Outline



- 1 Background
- 2 Introduction
- 3 Approximate by Mutation
- 4 Research products
- 5 Future works
- 6 The End

My background



- Master Degree in Information Technology at University of Naples - Federico II
- Master Thesis: *Un prototipo di middleware configurabile – nel dominio ferroviario – per fault detection e comunicazione affidabile*;
 - This thesis work is part of a joint project involving the DIETI and Rete Ferroviaria Italiana - RFI - Gruppo delle ferrovie dello Stato S.p.a.;
- Currently involved in three research projects:
 - The railway domain;
 - Approximate Computing;
 - Hardware security;

Approximate Computing



- The size of the data to be processed by computer systems is rapidly growing.
- Unmatched technology progress.
 - CMOS technology is approaching its physical limit.
 - Die-shrinking is not a viable solution anymore.
- Energy consumption is an emerging issue.
- Many applications show error resiliency.
 - Noisy input data.
 - Redundant computations.
 - Self-healing.
- Error resiliency is exploited by Approximate Computing.
- Relaxing accuracy requirements to achieve some desired properties.
 - Typically, energy efficiency.

Challenges



- Naive approaches, such as uniform approximation, is unlikely to be efficient.
- Many techniques have been proposed.
 - Too tied with a specific application.
 - **None of them have general applicability.**
- Output monitoring is mandatory.
 - Application requirement must be met.
 - Induced error must fall below an user-defined/application-dependent threshold.
- Different approximate versions of the same application have to be evaluated (quickly).
 - **There is no generic automation tool.**

The IDEA framework



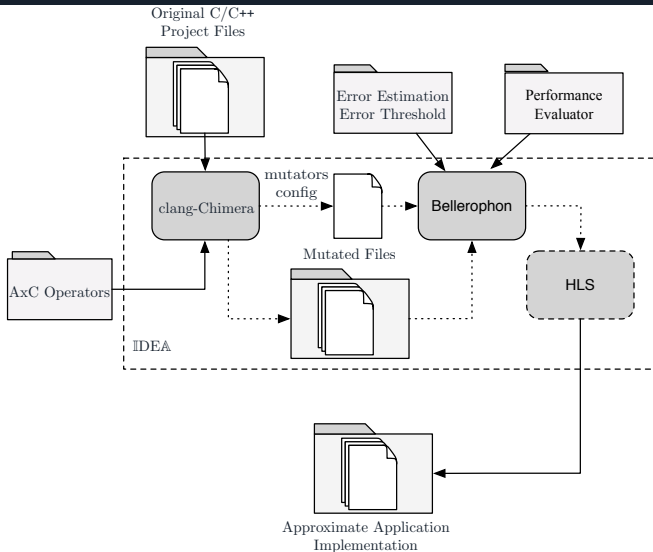
■ Clang-Chimera

- It is a source-to-source *mutation engine*.
- It Needs a C/C++ model of the algorithm to be approximated.
- It is based on Clang-LLVM.
- It applies used-defined mutations on the Abstract Syntax Tree (AST)

■ Bellerophon

- It is a design-space exploration tool designed to solve Multi-objective Optimization Problems (MOPs).
- It is based on Non-dominated Sorted Genetic Algorithm (NSGA)-II.
- It exploits the Clang-LLVM Just-In-Time (JIT) compiler.
- The evaluation is based on three fitness functions:
 - *error function*: expresses the measured amount of error, w.r.t. a reference solution;
 - *reward function*: rewards certain characteristics of one solution;
 - *penalty function*: penalizes infeasible solutions w.r.t. the degrees of constraint.

The IDEA Work-flow



The DCT: a case study (1/2)

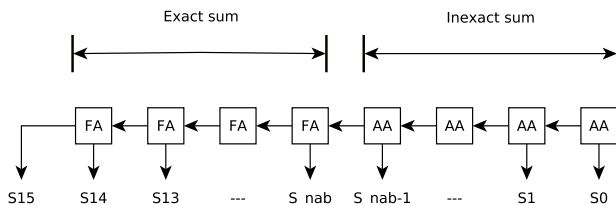
Approximate DCT



- A configurable, approximate DCT HW-accelerator is implemented.
 - Image-processing is one of the best field of application for AxC.
 - The DCT is the most demanding step of the JPEG compression algorithm.
- Many fast-algorithms have been proposed.
 - No need for floating-point operations.
 - No need for multiplications.
 - **Only integer additions.**
- **To further reduce area and energy requirements, inexact adders can be adopted.**

The DCT: a case study (2/2)

Approximate DCT

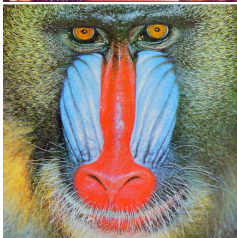


- 7 different DCT-computation algorithms have been tested.
- 10 different inexact adder cells have been considered.
- Source of approximation:
 - The Number of Approximated Bits (NABs) of the sum.
 - The type of cells.
- Synthesised on Xilinx Zynq-7010 FPGA and 65nm CMOS ASIC.

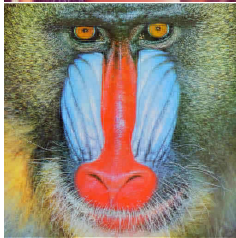
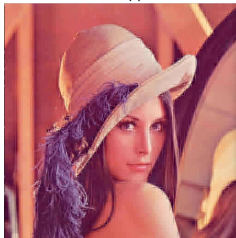
Experimental Results (1/2)



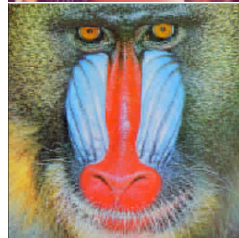
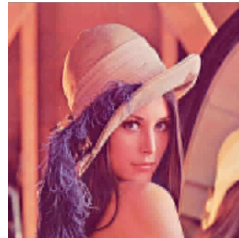
Original Image



BAS-08 with approximation



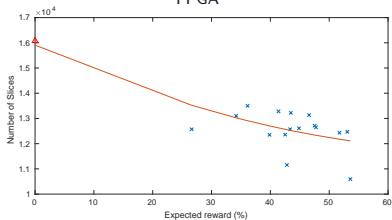
BAS-08 with 33% error, 22% reward



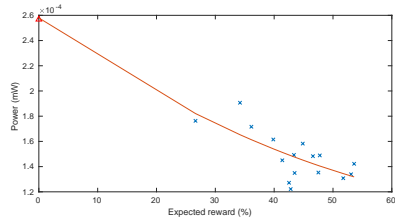
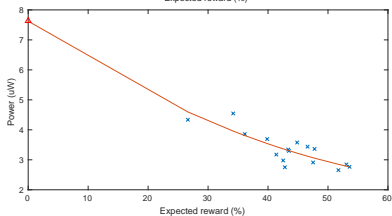
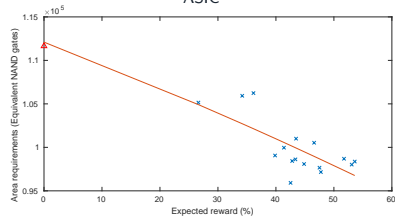
Experimental Results (2/2)



FPGA



ASIC



Publications



Title: Approximate Computing by Mutation: a General Approach

Type: Journal article

Publisher: IEEE Transaction on Computers

Status: Under Review

Title: Advancing Synthesis of Decision Tree Based Multiple Classifier Systems: an Approximate Computing Case Study

Type: Journal article

Status: Still writing

Future works



- Apply the same methodology in different fields of application.
 - Machine-learning and classifiers.
- Hardware is typically designed using Hardware Description Languages (HDLs) such as VHDL or Verilog.
- The need of a C/C++ model is a limitation.
 - The mutated C/C++ source code must be used to re-implement the algorithm.
 - GHDL-Chimera: a VHDL source-to-source mutation engine.



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