

SYSTEMIC ARRAYS - HI-KUNG (1)

- SMALL GRAINED - SIMD
- MOST SUCCESS IN NUMERICAL CALC. AND IMAGE PROCESSING

BASIC PRINCIPLE:

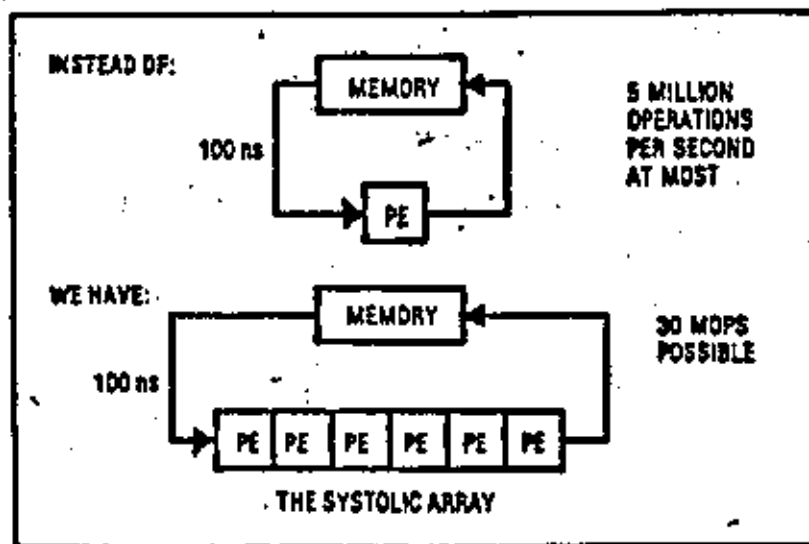


Figure 1. Basic principle of a systolic system.

(OTHERWISE KNOWN AS PIPELINING)

ARCHITECTURAL ISSUES:

- 1) REGULAR STRUCTURE
 - LOCAL INTERCONNECTION
 - MODULAR
 - EXTENDABLE (SCALEABLE)
- 2) TEMPORAL LOCALITY
 - ONE TIME UNIT BETWEEN EACH NODE
 - - IMPLIES SYNCHRONIZATION
 - PIPELINED

EXAMPLE :

(2)

CONVOLUTION (MATRIX MULT.)

GIVEN K WEIGHTS $\{w_1, w_2, \dots, w_K\}$
(FIXED)

INPUT SEQUENCE $\{x_1, x_2, \dots\}$



COMPUTE THE
OUTPUT SEQUENCE $\{y_1, y_2, \dots\}$

WHERE

$$y_i = w_1 x_i + w_2 x_{i+1} + \dots + w_K x_{i+K}$$

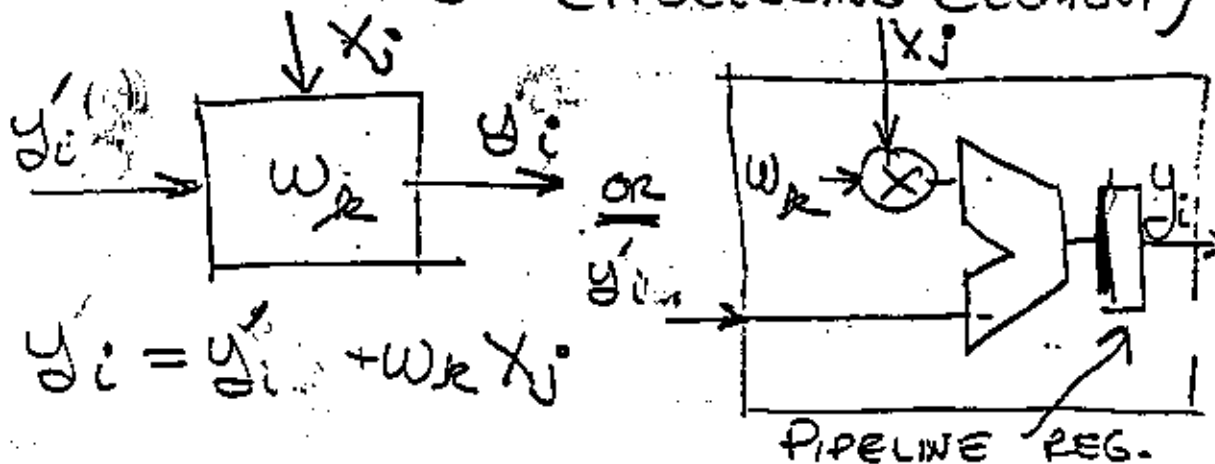
$$= \sum_{j=1}^K w_j x_{i+j-1}$$

$$y_1 = w_1 x_1 + w_2 x_2 + \dots$$

$$y_2 = w_1 x_2 + w_2 x_3 + \dots$$

METHOD 1 - ACTUALLY SEMI-SYSTOLIC
WHICH MEANS IT HAS BROADCAST

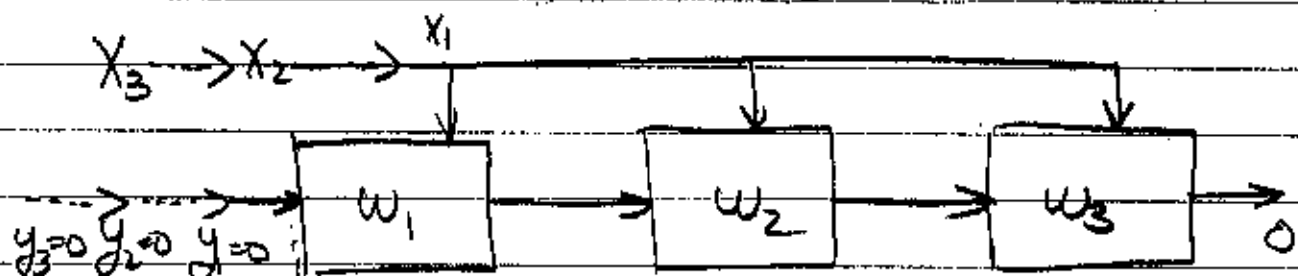
BASIC PE (PROCESSING ELEMENT)



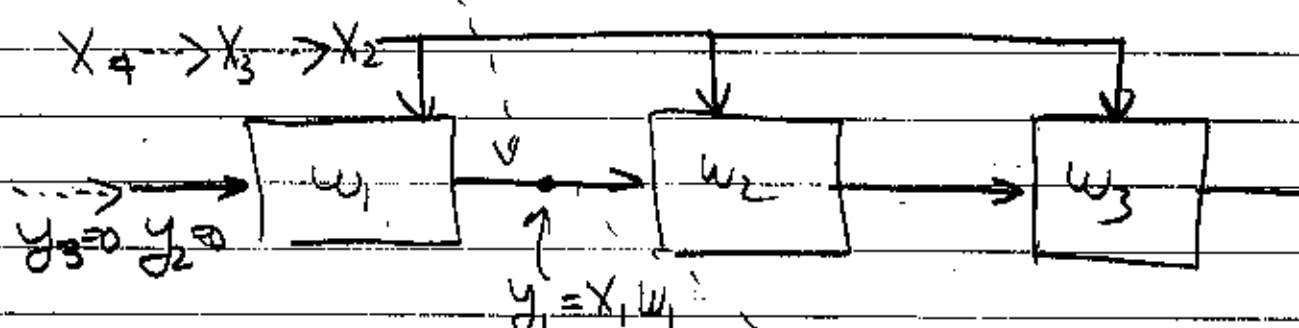
METHOD 1

(3)

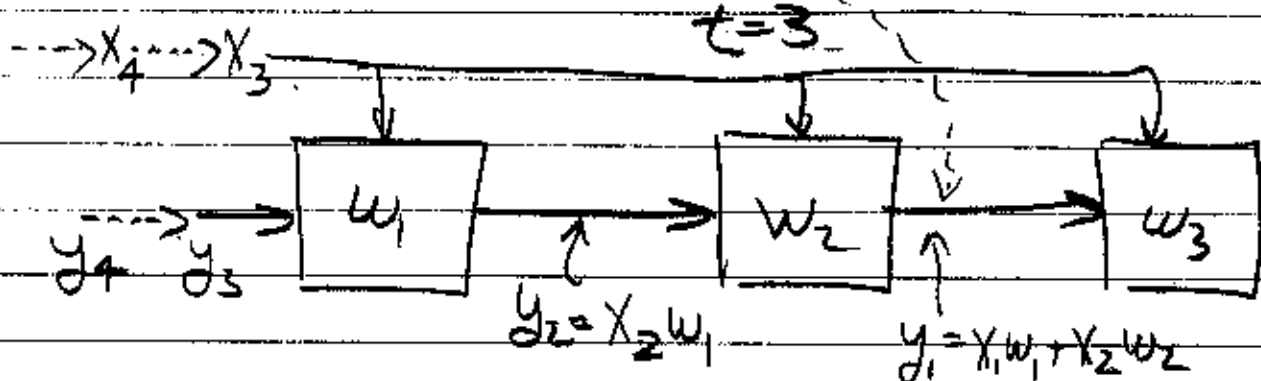
$t=1$



$t=2$

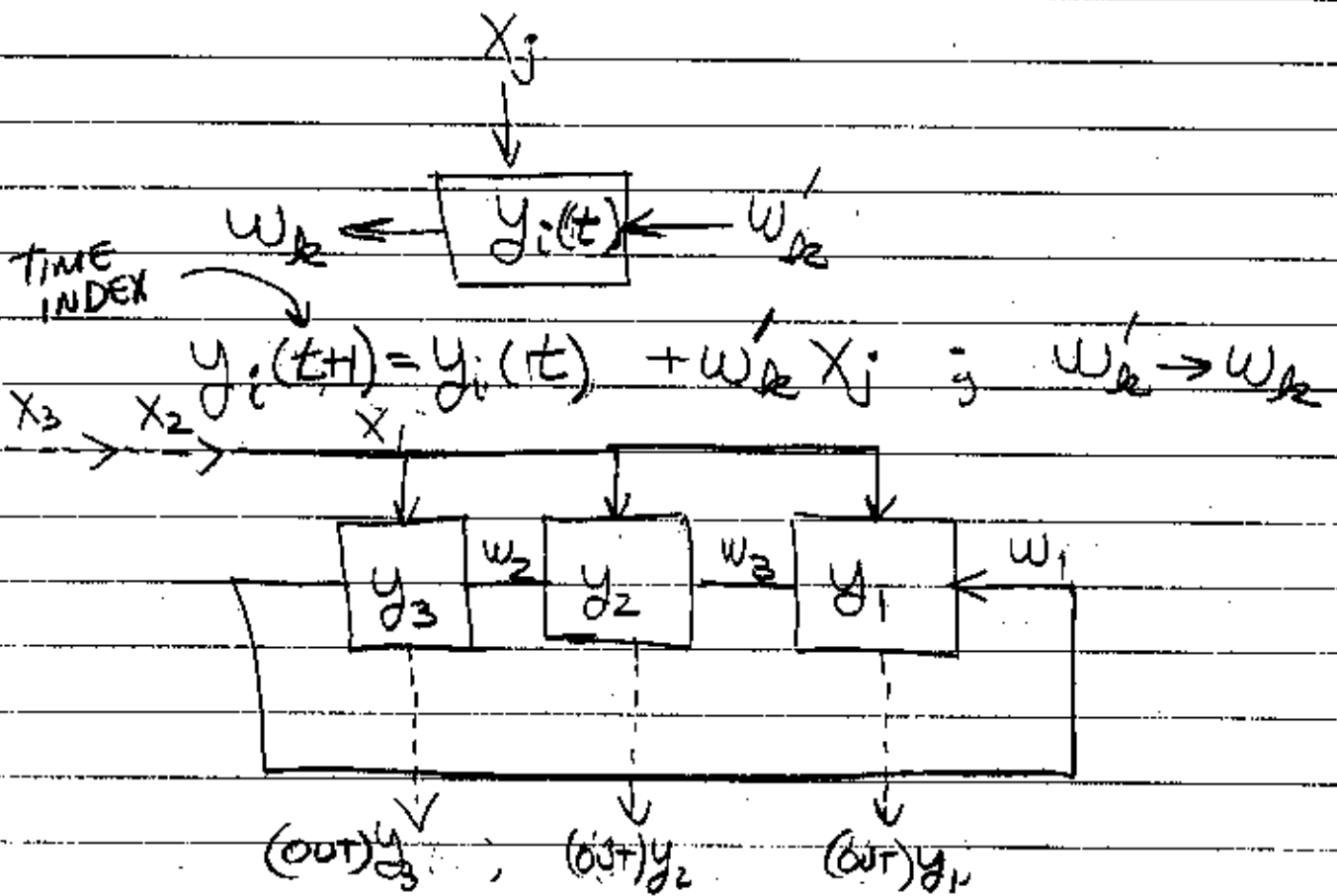


$t=3$



METHOD 2 $t=0$

(4)



$$t=0 \quad y_1 \Rightarrow \text{OUT}$$

$$y_1 = w_1 X_1$$

$$t=1$$

$$y_1 = w_1 X_1 + w_2 X_2$$

$$t=2$$

$$y_1 = w_1 X_1 + w_2 X_2 + w_3 X_3$$

$$t=3 \quad y_1 \Rightarrow \text{OUT}$$

$$y_1 = w_1 X_4$$

$$t=0$$

$$t=1 \quad y_2 \Rightarrow \text{OUT}$$

$$y_2 = w_1 X_2$$

$$t=2$$

$$y_2 = w_1 X_2 + w_2 X_3$$

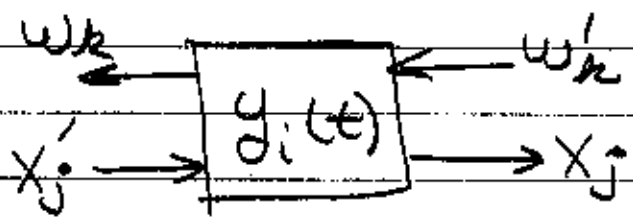
$$t=3$$

$$y_2 = w_1 X_2 + w_2 X_3 + w_3 X_4$$

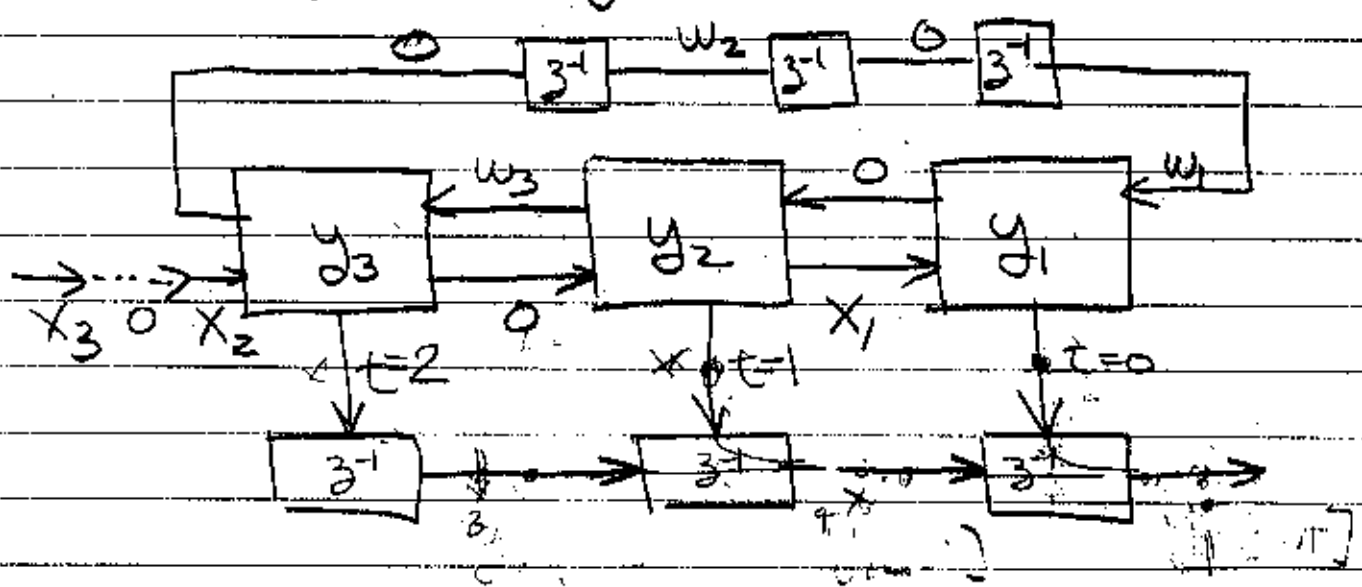
$$t=4 \quad y_2 \Rightarrow \text{OUT}$$

$$y_2 = w_1 X_5$$

METHOD 3



$$y_i(t+1) = y_i(t) + w_k' X_j'$$



| | | | | | |
|-------|-----------------------|-------------------------------------|--|-------------------|---------------------------|
| $t=0$ | $y_1 \Rightarrow$ OUT | $y_1 = w_1 X_1$ | | $y_2 \Rightarrow$ | $y_2 = w_1 X_2$ |
| 1 | | $y_1 = w_1 X_1$ | | | $y_2 = w_1 X_2$ |
| 2 | | $y_1 = w_1 X_1 + w_2 X_2$ | | | $y_2 = w_1 X_2$ |
| 3 | | $y_1 = w_1 X_1 + w_2 X_2$ | | | $y_2 = w_1 X_2 + w_2 X_3$ |
| 4 | | $y_1 = w_1 X_1 + w_2 X_2 + w_3 X_3$ | | | |
| 5 | | $y_2 = w_1 X_1$ | | | |
| 6 | | | | | |

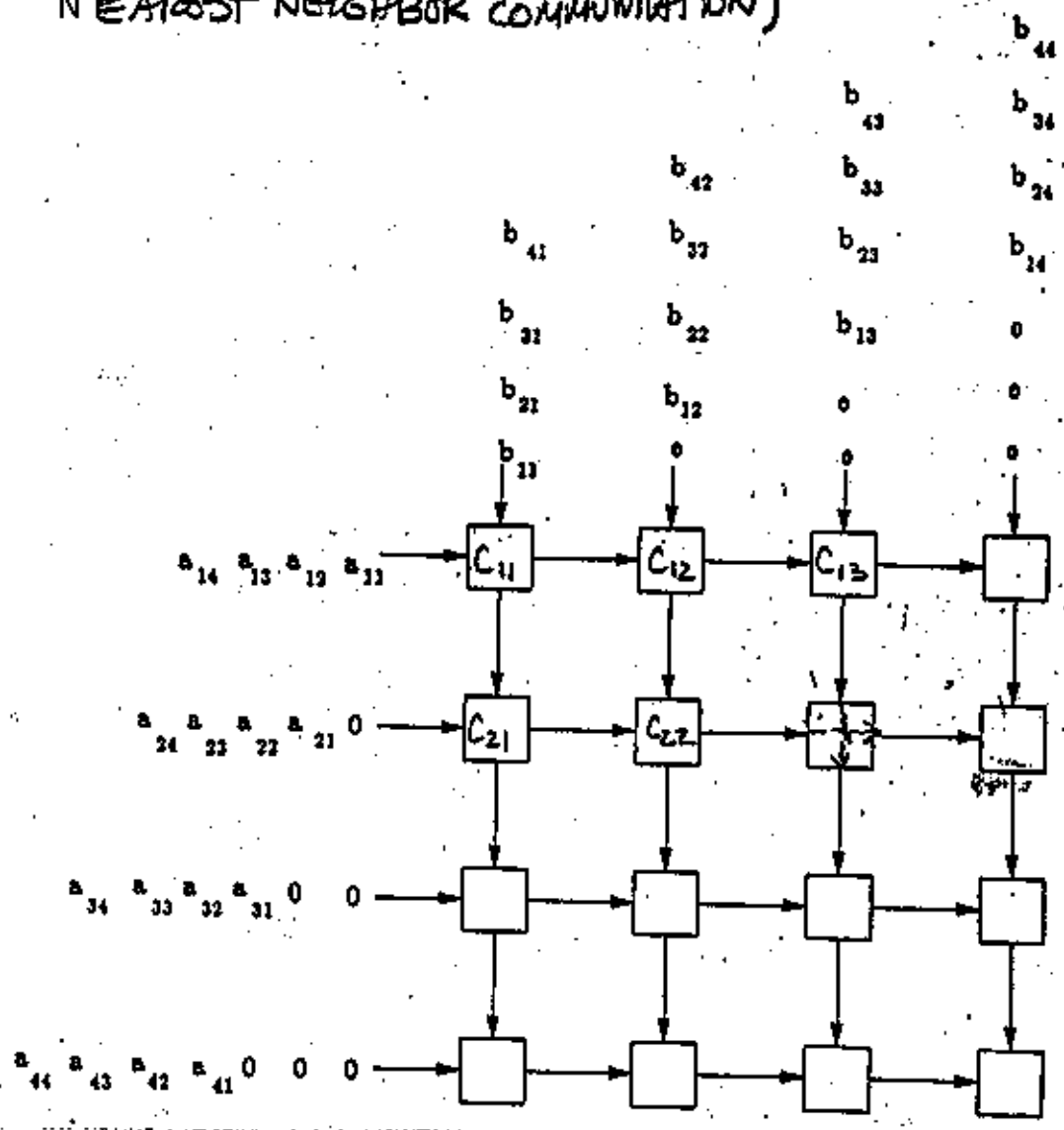
FULLY SYSTOLIC - ALL I/O'S AT BOUNDARY \Rightarrow SCALABLE

2-D SYSTOLIC ARRAYS

- MATRIX MULTIPLICATION

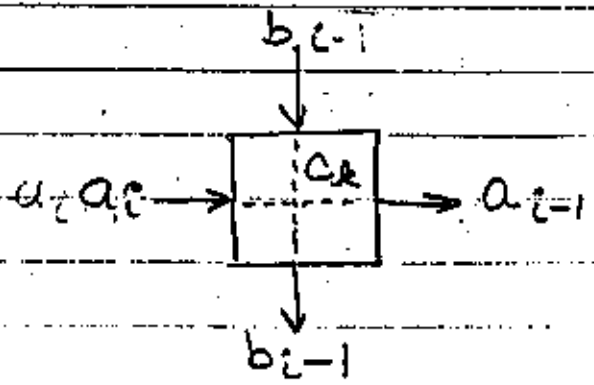
(1 OF 27 IMPLEMENTATIONS) WITH

NEAREST NEIGHBOR COMMUNICATION)



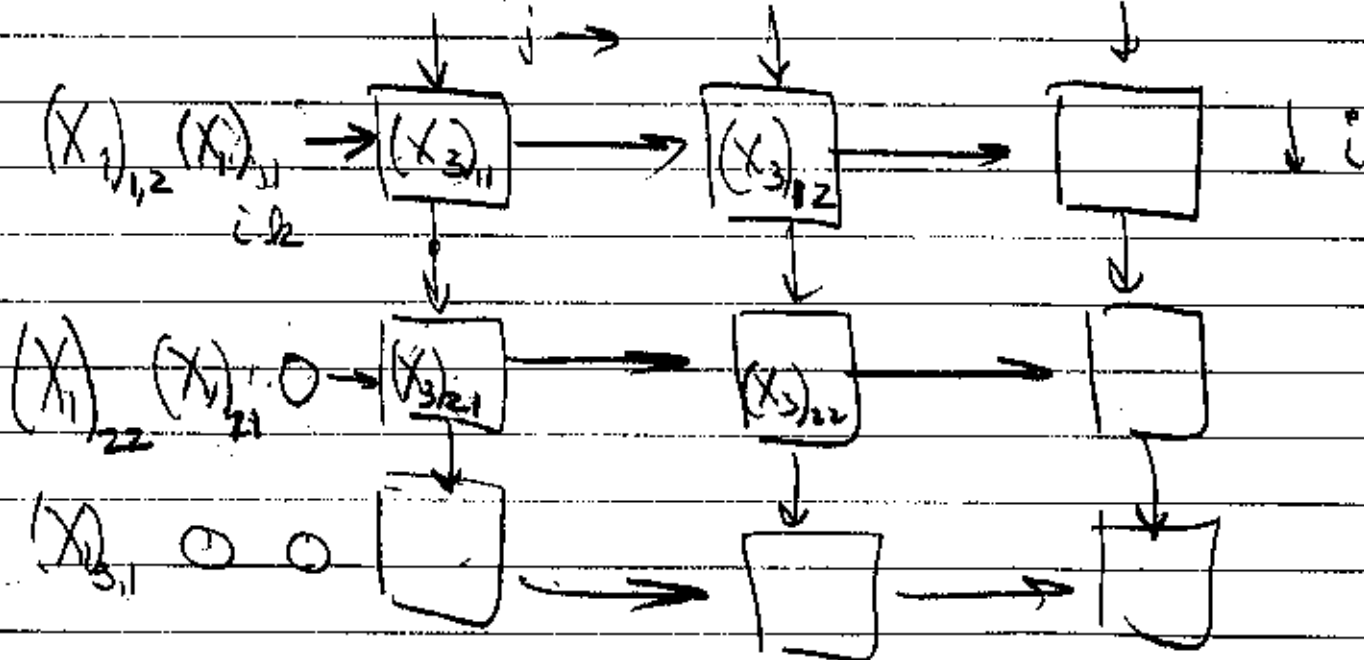
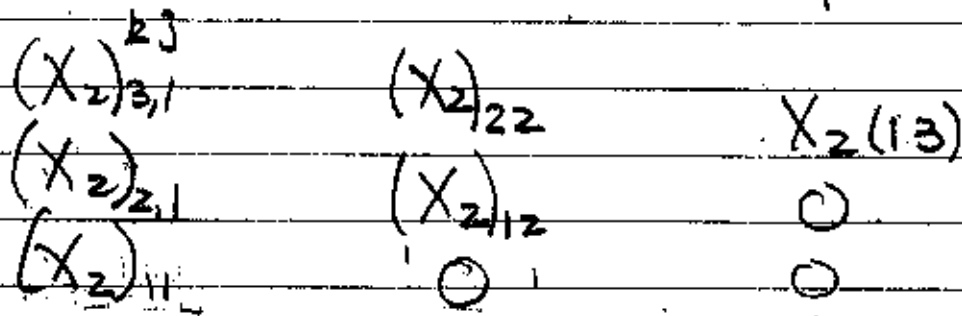
$$C_{ij} = \sum_{k=1}^n a_{ik} b_{kj}$$

$$C_k = C_{k-1} + a_i b_j$$



2D SYSTOLIC Array

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$$(X_3)_{ij} = \sum_{k=1}^N (X_1)_{ik} (X_2)_{kj}$$

