



Shining a Light on Full FPGA and ASIC Performance

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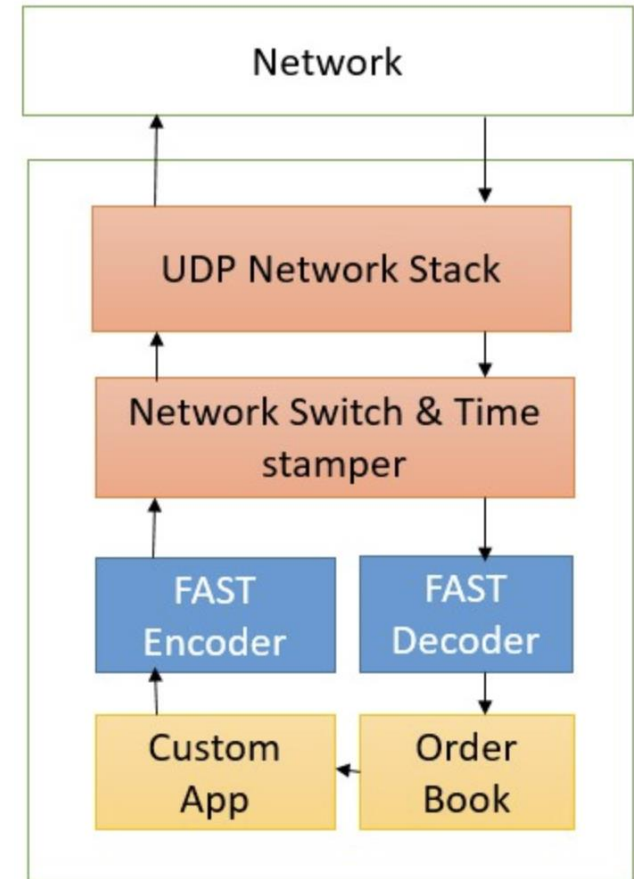
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Agenda

- Performance in low-latency trading systems
- Simulation-based performance analysis
- Using assertions for performance analysis
- System level performance analysis
- Call to action

Shining a Light on Full FPGA and ASIC Performance

- FPGA and ASIC HFT accelerators are architected and coded for functionality and performance
- It works!!! ... but not fast enough in all conditions
- Performance anomalies often found in lab or live
 - Occur due to corner cases and/or system saturation
 - Visibility inside FGPA is limited for debug
 - For ASIC, analysis must be done pre-silicon
- Verification shines for visibility and analysis
 - Block – order of algorithms and data paths
 - Interfaces – data transport efficiency
 - Full system – memory and on chip bus latency



Source: "The Architecture of HFT System", Tejasvi Shiv, June 7, 2021, *FPGAs for Stock Market Trading*: <https://medium.com/fpgas-for-stock-market-trading/the-architecture-of-hft-system-713e64604a61>

Designing Hardware Blocks for Performance

- Know the order of your algorithms in hardware
 - Individual blocks may run fast enough but become bottlenecks when system scales
- Maximize combinatorial logic
 - Unroll loops to reduce clocks for computation
 - Pre-calculate invariants to reduce computation in loops and/or data path
 - Create testbench monitors to observe combinatorial performance
 - Add clocking domains to reduce clock skew issues
- Perform all price and time processing in fixed point (integer) notation (assumed to be common practice today)
 - Utilize incremental vs full value calculations to reduce computational area

Analyze Regression for Performance Issues and Opportunities

Modules
(blocks)

Most Active Modules (behavioral)

Total time per module at line in file

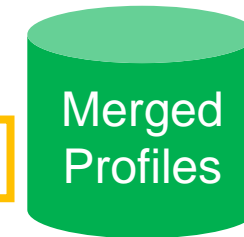
```
%hits #hits #inst name
6.8 96670 [16049] worklib.dsp_delay:v (file: /tmp/myproject/dsp/rtl/dsp_delay.v line: 29)
3.9 55715 [ 703] worklib.gen_mux_ohot:v (file: /tmp/myproject/gen/rtl/gen_mux_ohot.v line: 30)
3.4 49232 [1163] worklib.inv_tim_adj:sv (file: /tmp/myproject/bench/models/inv_tim_adj.sv line: 5)
3.3 47636 [16952] worklib.dsp_convert:v (file: /tmp/myproject/dsp/rtl/dsp_convert.v line: 56)
3.3 47408 [ 3704] worklib.dsp_add:v (file: /tmp/myproject/dsp/rtl/dsp_add.v line: 64)
1.9 27181 [1680] worklib.gen_counter_ripple_v2:v (file: /tmp/myproject/gen/rtl/gen_counter_ripple_v2.v line: 10)
```

Streams
(ex. always stmts)

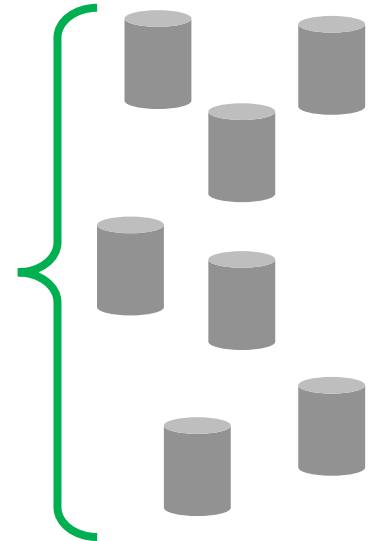
Stream Counts (1428894 hits total)

Total hits per always at line in file

```
%hits #hits #inst name
4.0 57416 [16049] Always stmt (file: /tmp/myproject/dsp/rtl/dsp_delay.v, line: 65 in worklib.dsp_delay [module]
3.8 53586 [ 703] Continuous Assignment (file: /tmp/myproject/gen/rtl/gen_mux_ohot.v, line: 53 in worklib.gen_mux_ohot [module]
2.0 29182 [16952] Always stmt (file: /tmp/myproject/dsp/rtl/dsp_convert.v, line: 326 in worklib.dsp_convert [module]
1.9 27688 [16049] Continuous Assignment (file: /tmp/myproject/dsp/rtl/dsp_delay.v, line: 76 in worklib.dsp_delay [module]
1.8 25784 [ 3704] Continuous Assignment (file: /tmp/myproject/dsp/rtl/dsp_add.v, line: 184 in worklib.dsp_add [module])
```



Profiles for each regression test



- Performance issues may only manifest in regression
- Most active code (hit rate) may be different for different tests
- Target most active code to optimize performance

Digger Deeper with Single Run Profiling

- Rerun tests for instance-level performance details
- Determine if issue is in all or individual instances
- Modify code, reprofile, rerun regression

Examine instances vs. modules

Examine contributing subblocks

The screenshot displays the Performance Analyzer interface with several panels:

- Environment Hierarchy:** Shows a tree view of instances. The 'Instances' tab is selected, showing a table with columns for Name, Self, and Cumulative Grade. The top instance is 'Instances' with a Self value of 0.0% and a Cumulative Grade of 89.9%.
- Code Blocks:** A table showing the breakdown of the selected instance. The 'Initial stmt' block is highlighted, showing a Self value of 40.55% and a Block Kind of 'HDL Function'. Other blocks include 'block_3', 'block_18', 'block_23', 'block_2', and 'block_16'.
- Code Blocks Hierarchy:** A simplified view of the selected block, showing 'Initial stmt' with a Self value of 0.0% and a Self+ value of 40.55%.
- Children:** A table showing the children of the selected instance. The top child is 'i_apb_subsystem...' with a Self value of 2.4% and a Cumulative Grade of 46.6%.
- Calls:** A panel showing callers and callees. The 'Task run test' caller is shown with 40.55% sampled calls and 5036 samples.
- Properties:** A panel showing the source code for the selected block. The code is from '/ex.../apb_subsystem_top.sv' and shows an 'initial begin' block with several 'uvm_config_db#' calls.

Add Assertions to Monitor and Prove Performance

- Shine the light on critical paths that must complete within a max clock count
 - Critical datapaths
 - Resource request/grant combinations
 - Asynchronous requests delay critical path
- Shine the light on streaming invariants
 - Resource must never livelock/deadlock
- Simulation is good, formal is better
 - Simulation depends on stimulus for all cases
 - Formal proves all cases without stimulus

```
$rose(req) | => ## [M:N] $rose(ack)
```

rising edge of “ack” must occur between M and N clocks after rising edge of “req”

Best done with advanced lint checking

Examine Data Transport Efficiency Between System Layers

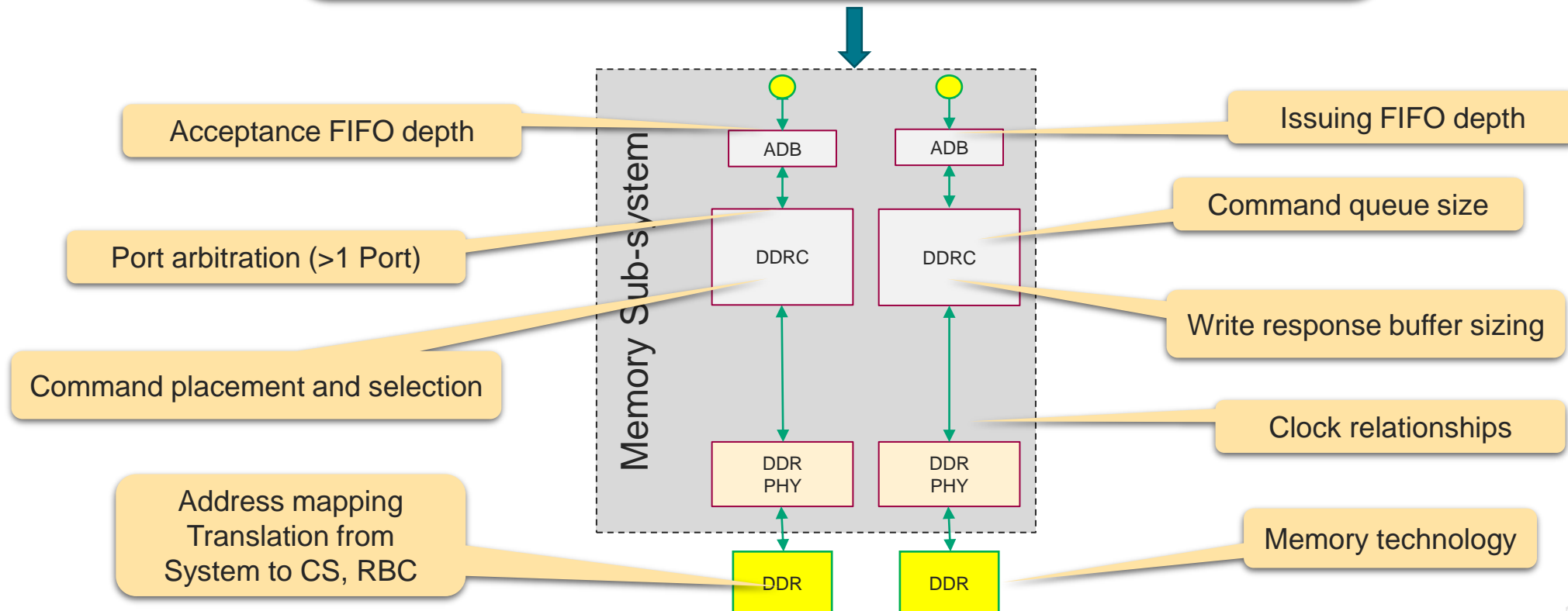
- Layering system distributes tasks to multiple designers
- Interfaces assure clear communication among teams
- Inefficiency can occur if sequential layers recreate intermediate calculations
- Refactor interfaces if intermediate calculations are shared

Memory Subsystem Performance Challenges

Degradation Causes

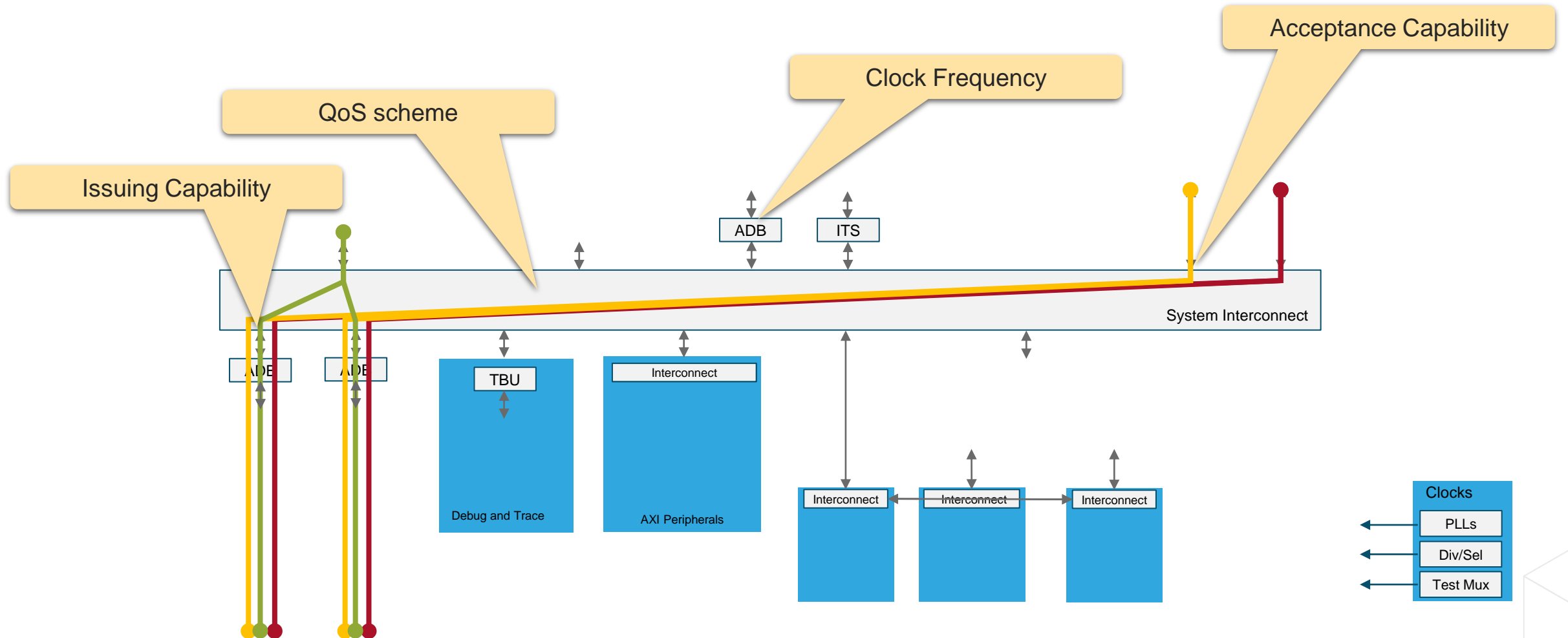
System

- Inefficient ID reuse - resulting ID collision
- Traffic causes read-modify-write memory access
- Load balancing
- Quality of Service (QoS)
- Cacheable and Bufferable transaction attributes (posted / non-posted traffic)



Interconnect Performance Challenges

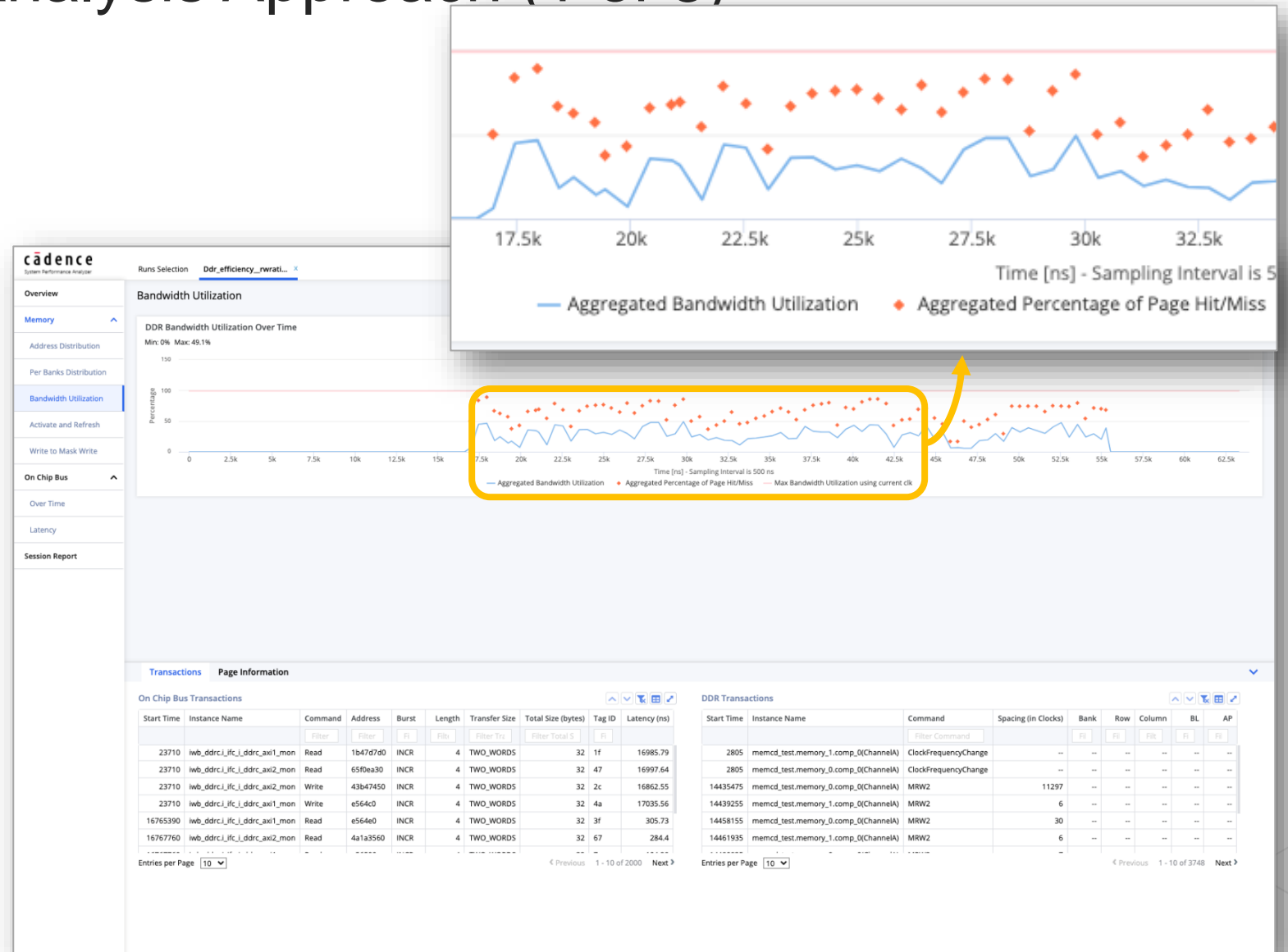
Degradation Causes



System Performance Analysis Approach (1 of 3)

Memory DDR utilization

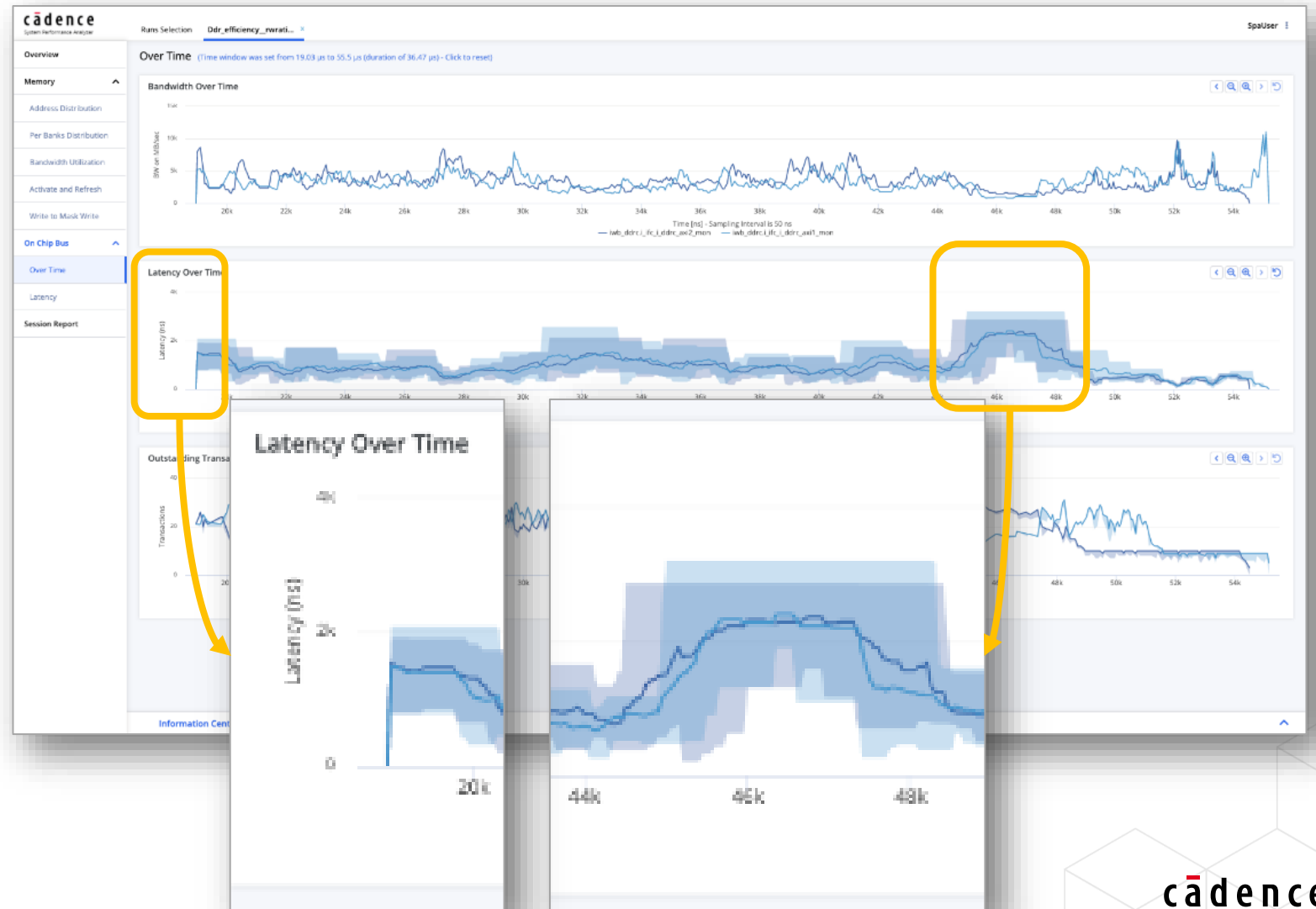
- With page hit/miss indication
- Max utilization line indicates the system potential for the current clock frequency
- Table of DDR commands list all commands in the current time window



System Performance Analysis Approach (2 of 3)

On chip bus over time analysis

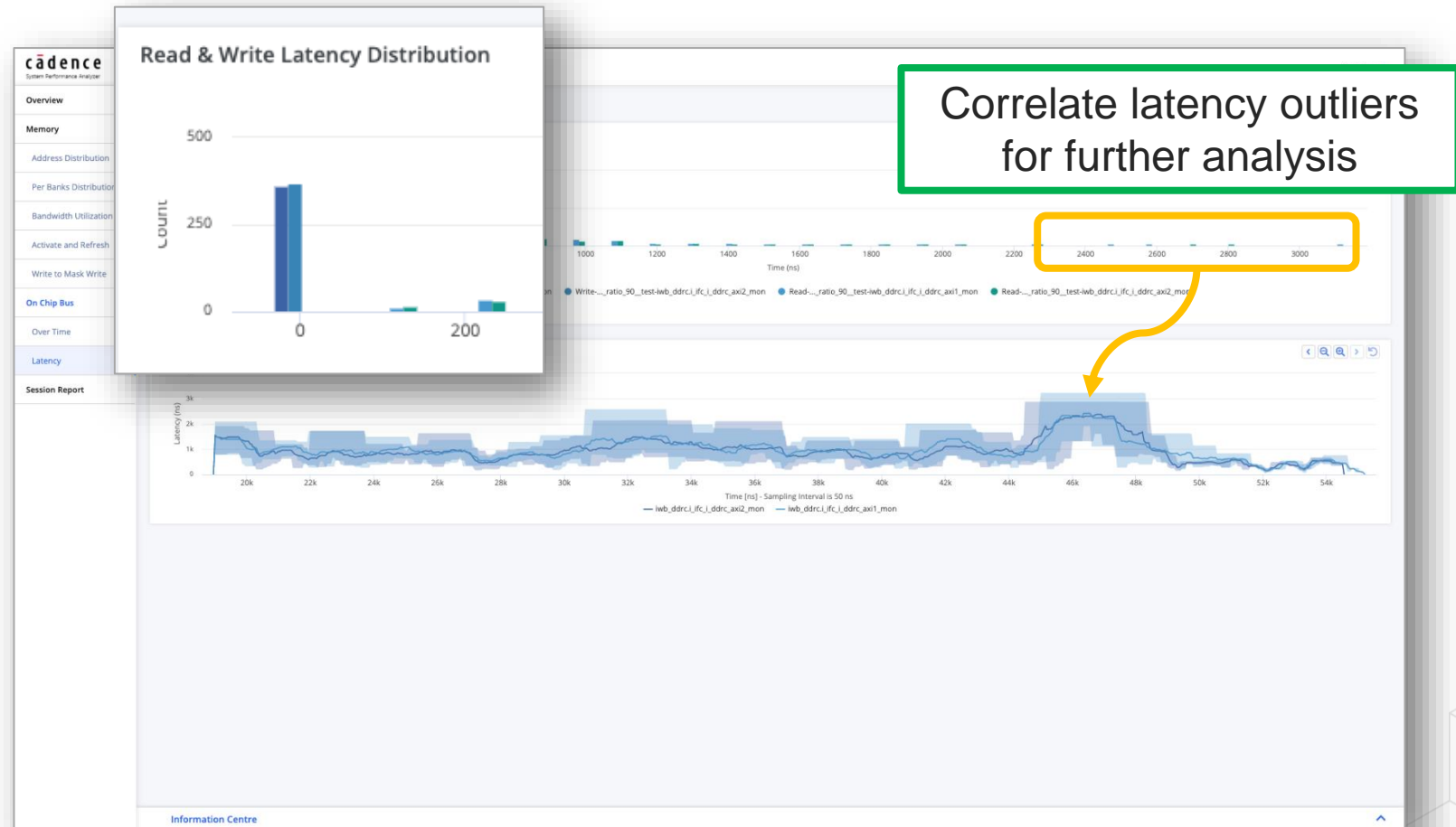
- Quickly understand the relationship between:
 - Bandwidth over time
 - Latency over time
 - Outstanding transaction over time
- Allows bottlenecks to be identified and investigated



System Performance Analysis Approach (3 of 3)

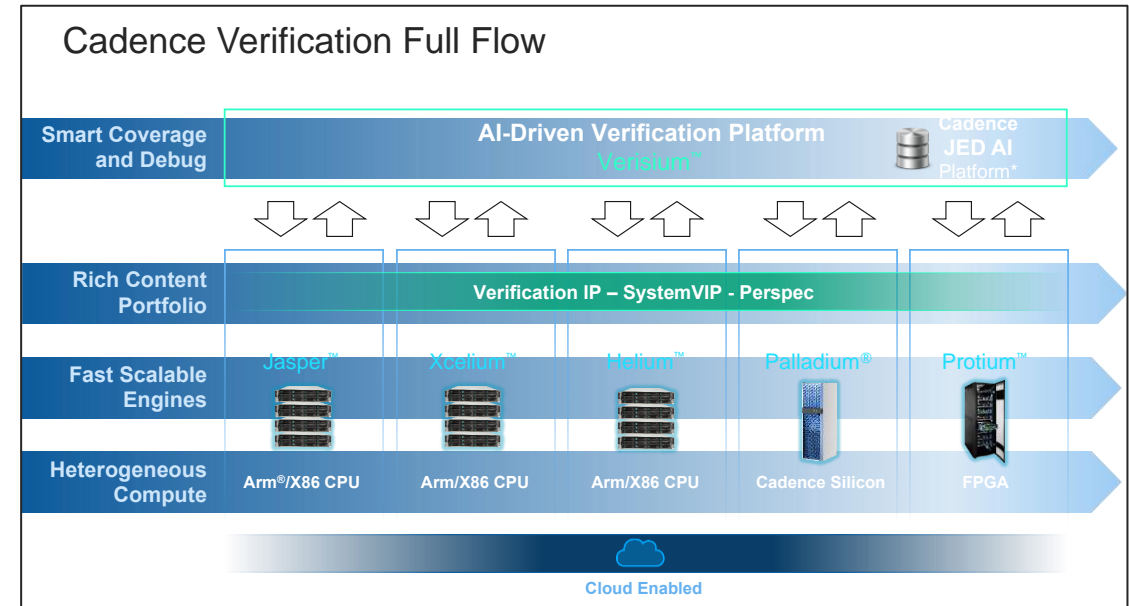
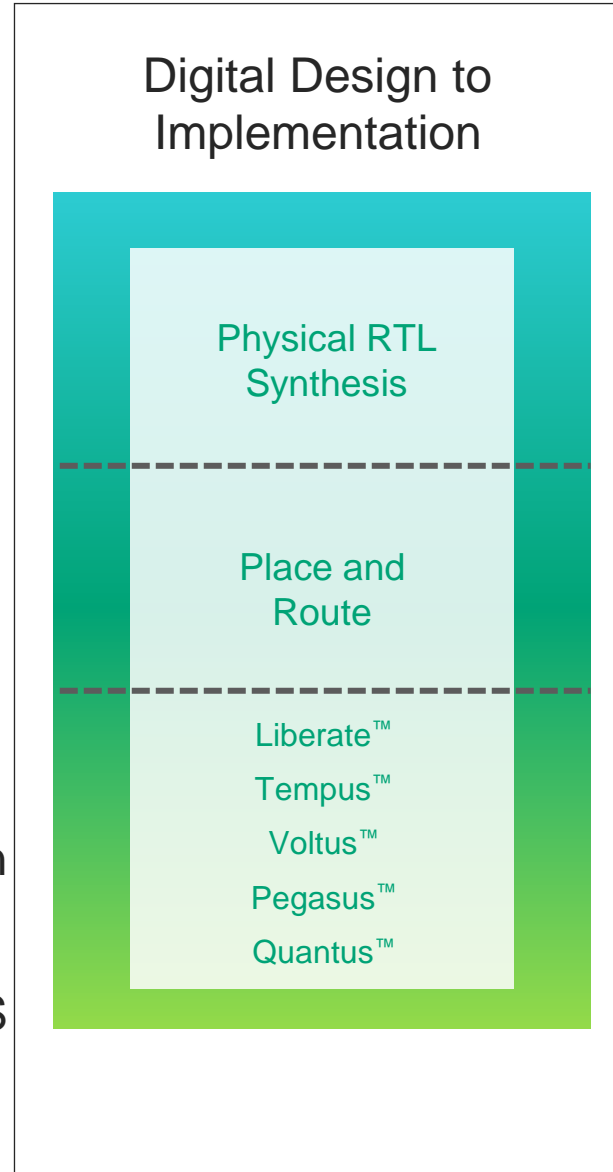
On chip bus latency analysis

- Quickly identify outlier transactions with high latency and investigate the time period when they occur
- In all three analysis examples UVM or similar testbench messaging and/or assertions/checkers should be used to identify suspicious tests for analysis



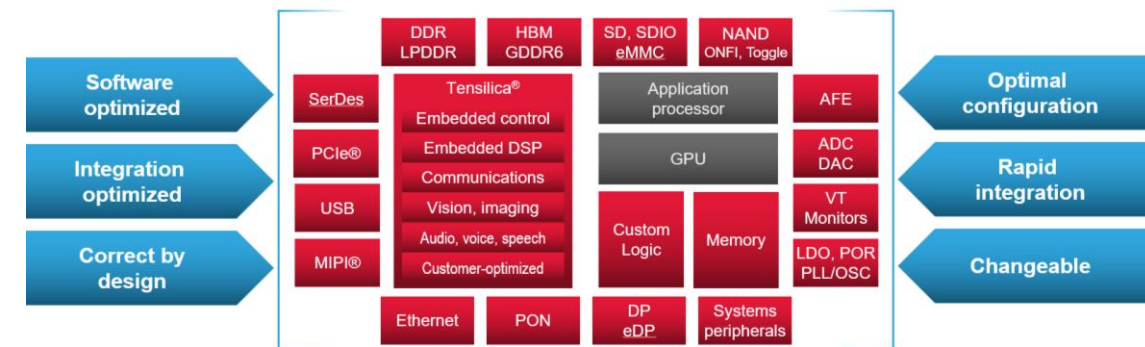
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Call to Action: Shine A Strong Light on Performance

- Data, data, data!
 - Performance analysis requires simulation cycles to generate data...
 - ... except where formal analysis can be applied
- Profile, profile, profile!
 - Functionality and performance go together for HFT
 - Functionality without performance can be a competitive disadvantage
 - Performance without functionality can be an even higher risk!
- Start simple and build up
 - Add assertions – these will help debug as you rerun suspected lab sequences in simulation
 - Make profiling a design review task – ask designers to comment on performance analysis
 - Build to formal methods and system performance analysis → especially for ASIC!



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