

# TeraPool-SDR: An 1.89TOPS 1024 RV-Cores 4MiB Shared-L1 Cluster for Next-Generation Open-Source Software-Defined Radios

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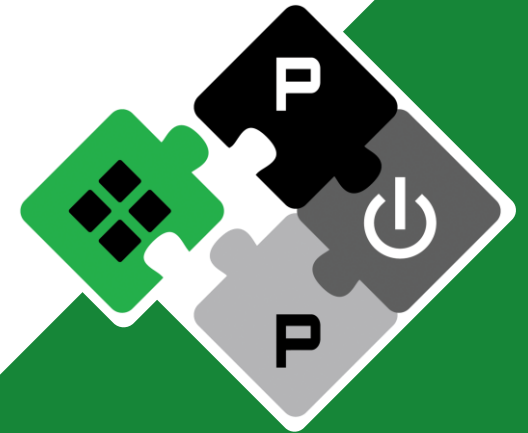
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**PULP Platform**

Open Source Hardware, the way it should be!



@pulp\_platform 

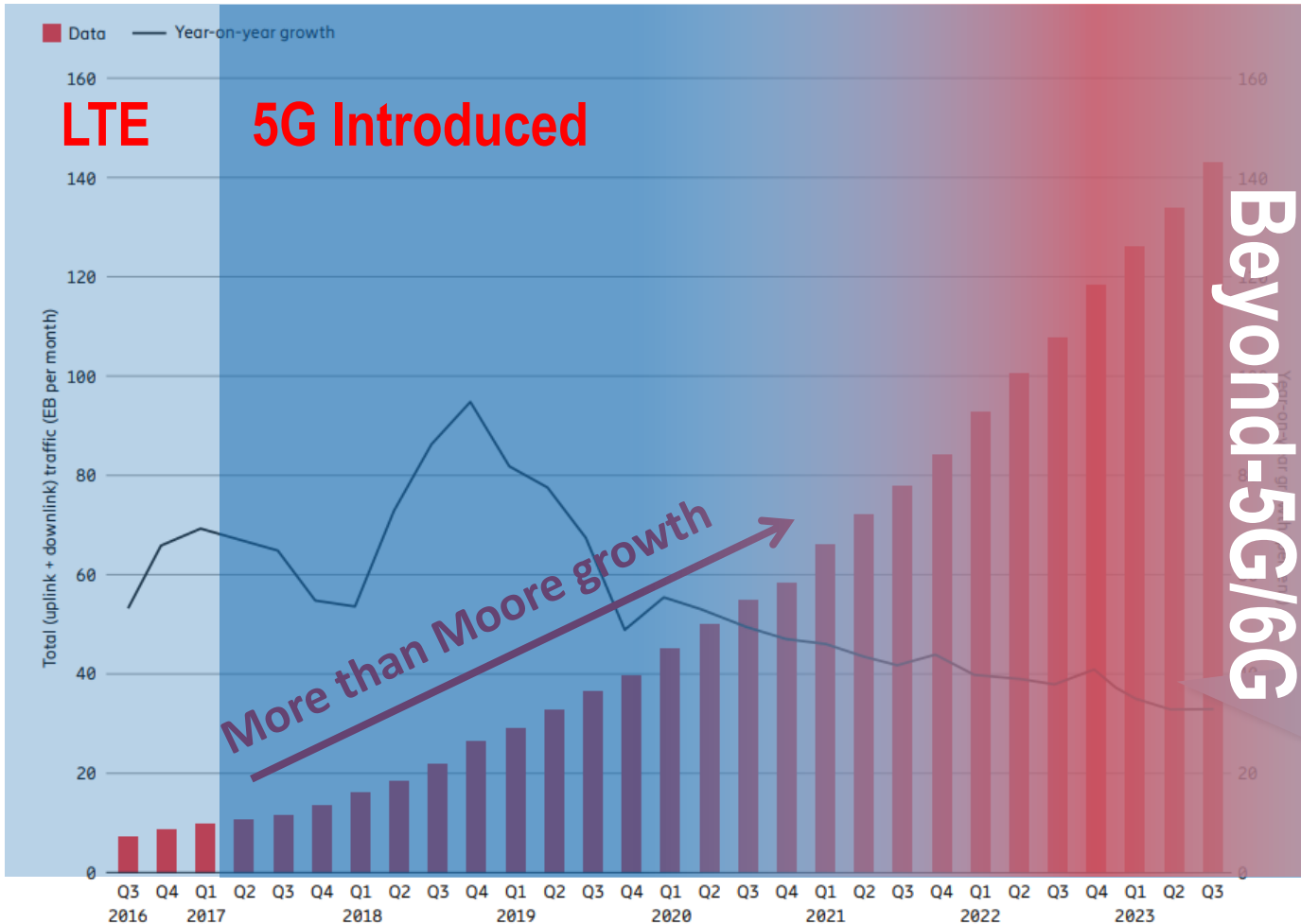
pulp-platform.org 

youtube.com/pulp\_platform 

# Network data traffic grows at Moore's rate



## Mobile Network data traffic, Ericsson Mobility report November 2023



Increasing subscriptions

Increasing average data volume per subscription (mainly due to **video streaming**)

Growth in percent is falling, but data traffic will keep growing until 2029, driven by **X-reality**



# Software Defined Radio

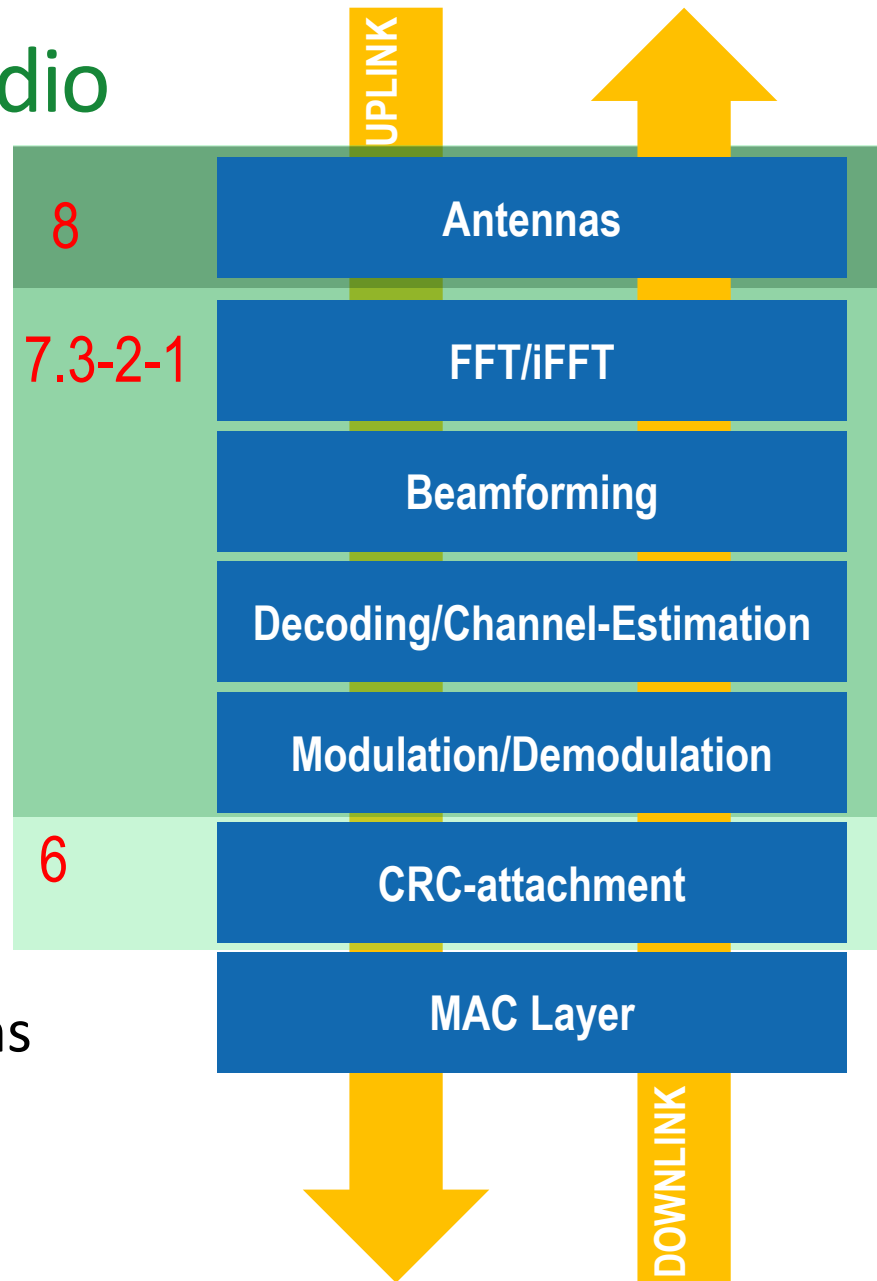
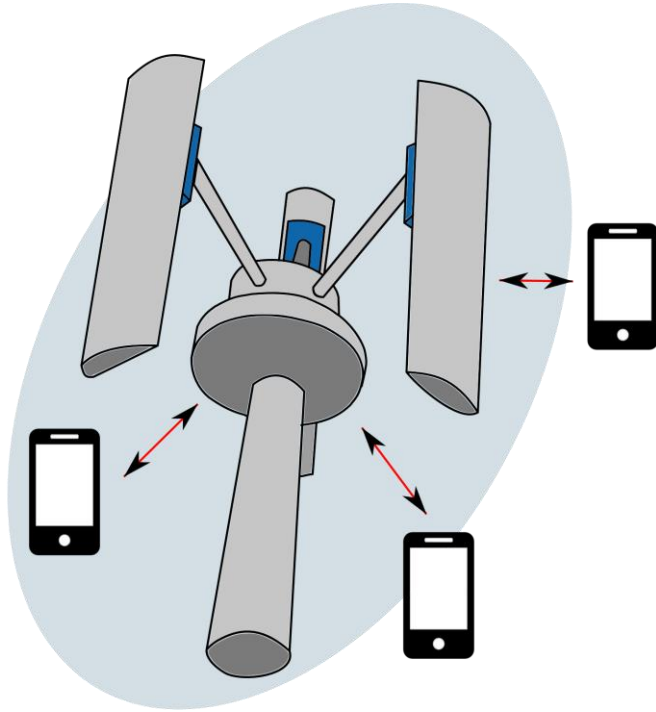


- Reduce **time to market**
- Adaptation to evolving standard (LTE → 4G → 5G → 6G in <10 years)
- Increase **return on investments** (programmable components have longer lifetimes)

Platform	PHY processors	ISA	Multi-Core	5G-split
<b>EdgeQ S-series</b>	TXU processor	RISCV	✓	6-7.2
	ARM Neoverse	ARM	✓	
<b>Picocom/PC802</b>	Ceva XC12 1280-bit	RISCV	✗	7.2
	Scalar-processor cluster	RISCV	✓	
<b>Marvell/Octeon10</b>	ARM Neoverse	ARM	✓	7.X
	DSP processors + Acc.	NA		
<b>Qualcomm X100</b>	NA	NA	NA	7.X
<b>Nokia ReefShark</b>	DSP processors + Acc.	NA	NA	7.X
<b>Ericsson Silicon</b>	NA	NA	NA	7.X



# Software Defined Radio



<b>5G-split</b>
6-7.2
7.2X
7.X
7.X
7.X
7.X

**Split** defines which operations are executed in the network base-stations



# Software Defined Radio



- VLIW/Vector Processors/MultiCore are dominant architectures
- They address the large scale B5G computations

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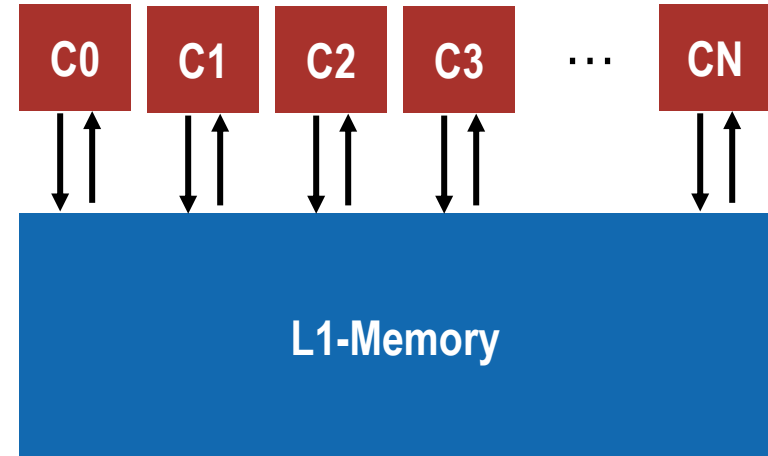


# BIG workload → MANY cores & BIG memory



## Shared memory parallel cluster:

- Parallel execution + final synchronization
- Streamlined programming model



Must scale-up to accommodate 5G workloads



# BIG workload → MANY cores & BIG memory

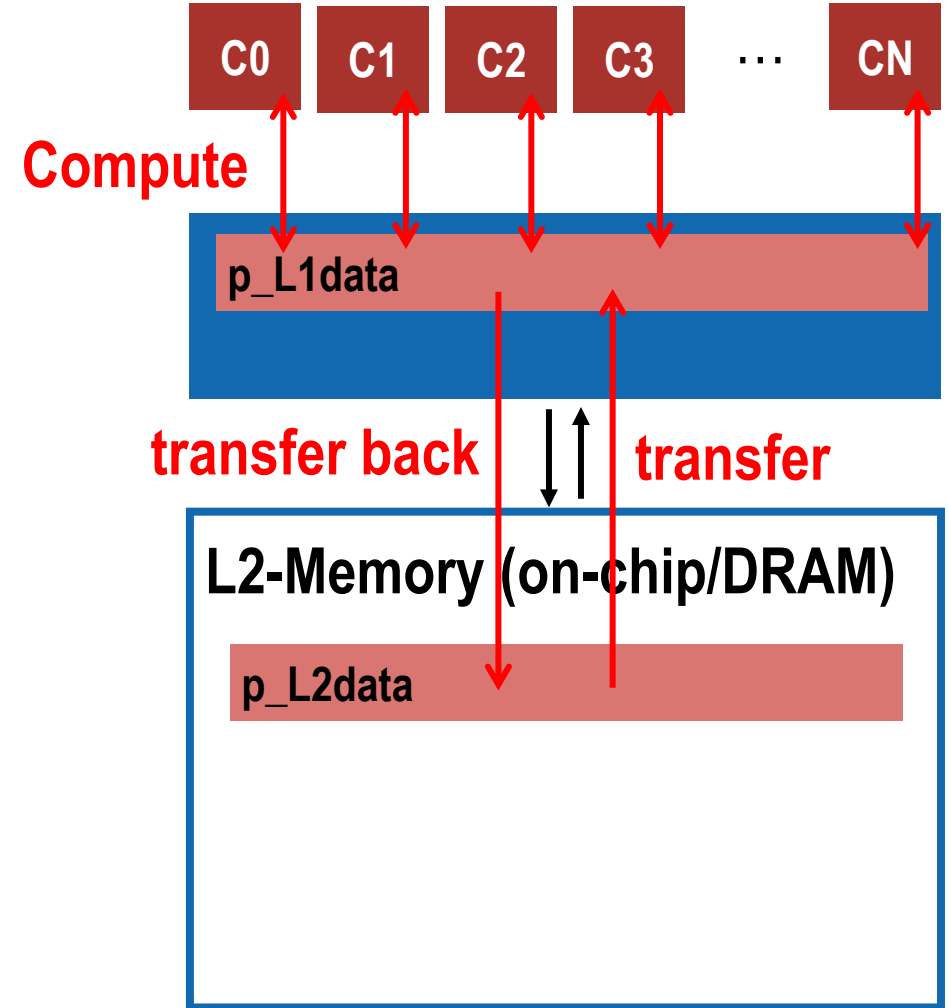


## Example:

**FFT** 64/128 antennas, frequency range 275-RB → **0.8/1.6 MiB**

**Beamforming**, 64/128 antennas, 32 beams → **1.2/2.1 MiB**

If it doesn't fit in L1 we have to **move data from L2**



# BIG workload → MANY cores & BIG memory

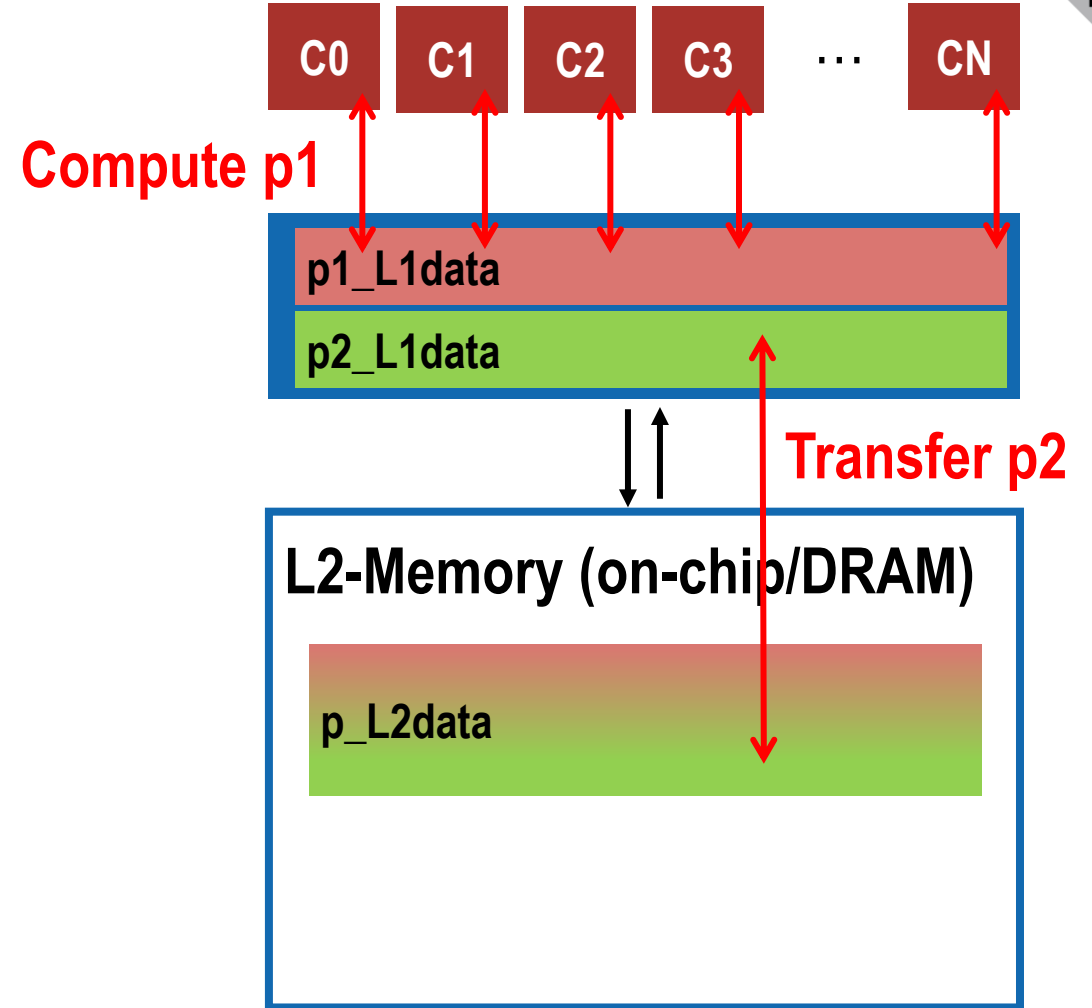


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We can **double buffer** the computation to hide **transfer latency**, but 2X **L1** space is required!



# BIG workload → MANY cores & BIG memory

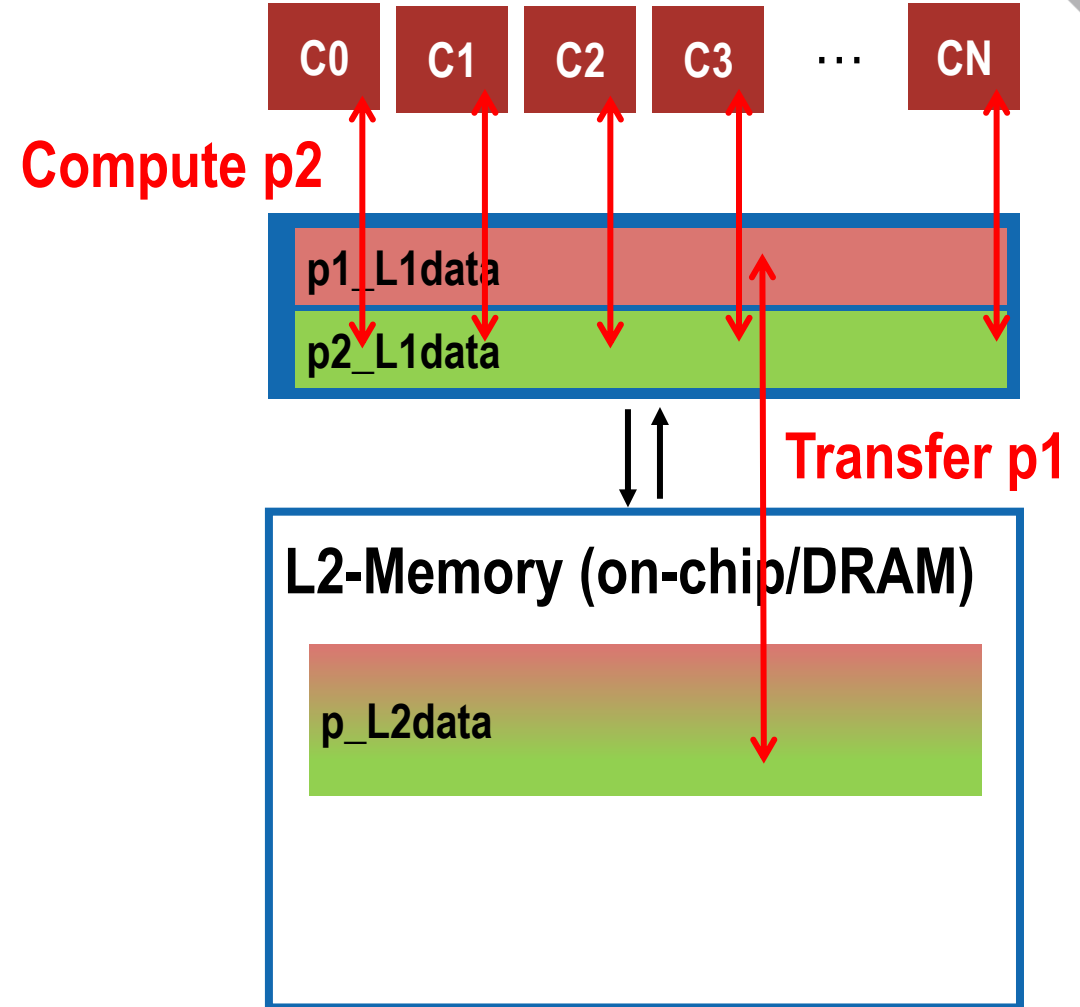


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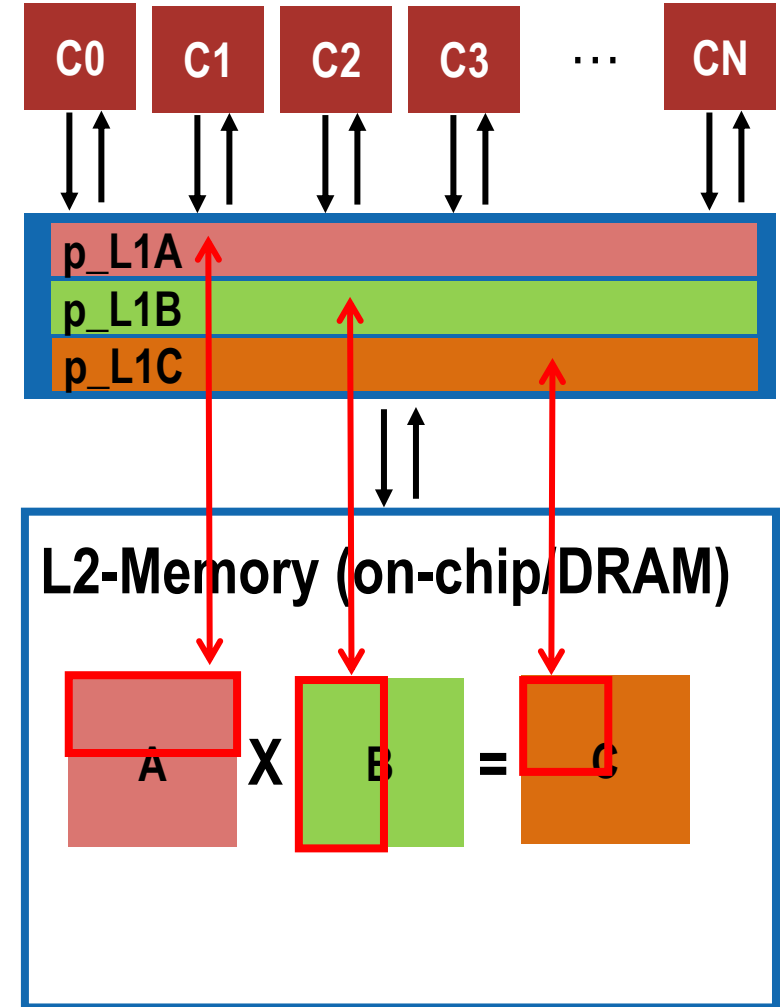
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Big workloads are not solved with one transfer: data in L2 is **tiled** and we do multiple rounds

- Synchronization + transfer overhead
- Difficult to optimize (best tiling for each kernel?)



# BIG workload → MANY cores & BIG memory



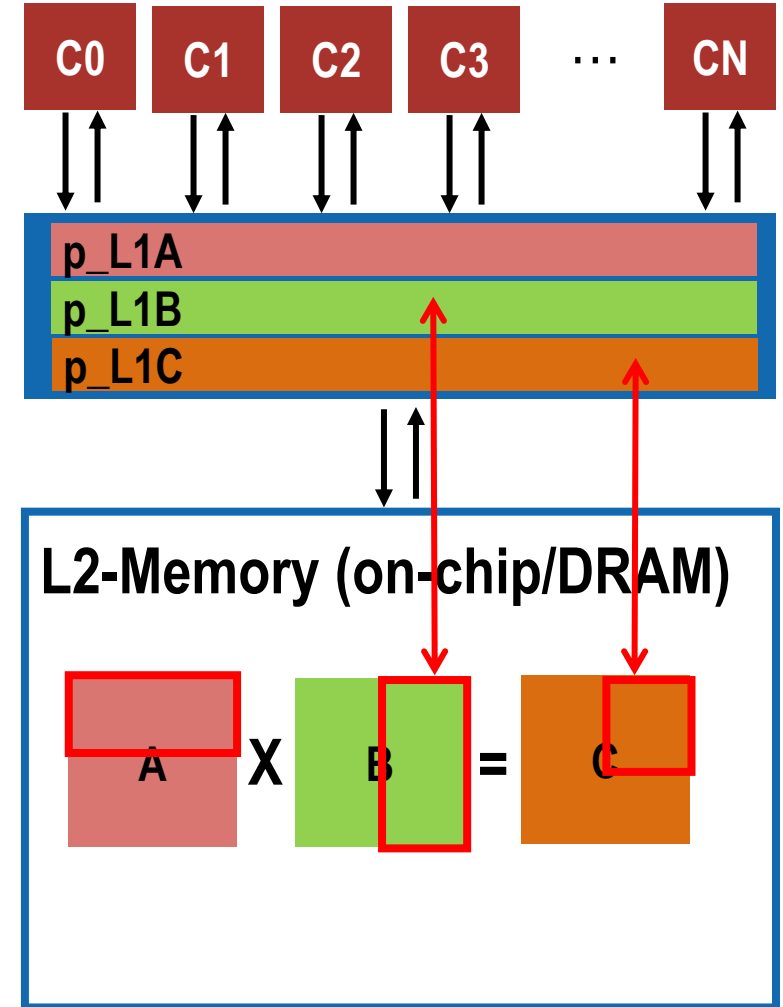
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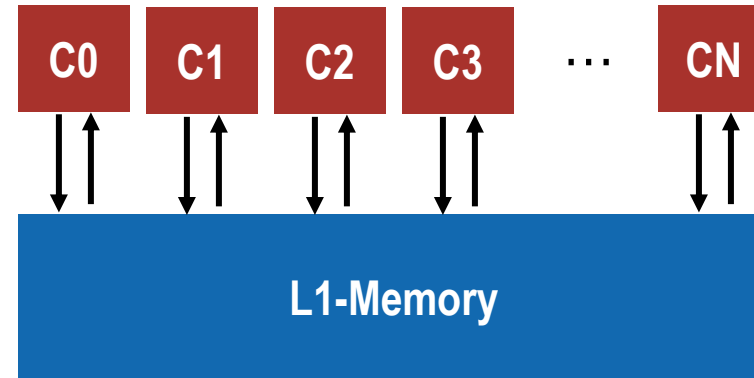
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## Example:

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MemPool<sup>1</sup> has «only» 1MiB L1/256 cores  
ET-SoC1<sup>2</sup> has «only» 1KiB L1/core, 4MiB L2/Cluster  
Kalray MPPA<sup>3</sup> has «only» 8KiB L1/core, 2MiB L2/Cluster

It is not enough to **double-buffer** the computation, **requires tiling**

[1] Riedel et al., 2023 IEEE ToC, <https://ieeexplore.ieee.org/document/10227739>

[2] Ditzel et al., 2022 IEEE Micro, <https://ieeexplore.ieee.org/abstract/document/9670721>

[3] Dinechin et al., 2013 HPEC, <https://ieeexplore.ieee.org/abstract/document/6670342>



# TeraPool-SDR: 4MiB L1 for 1024 cores!



- **We propose TeraPool-SDR 4MiB multi-banked L1 for 1024 Snitch cores**
  - Reduces data movement and splitting (no tiling)
  - Allows to double buffer computation, hiding copy latency
  - **Is it still physically feasible?**
- **ManyCore will achieve high performance on 5G kernels**
  - **Can we keep high energy-efficiency?**

1. **Physical aware** architecture
2. Physical implementation
3. Performance on SDR



# Computing Tile in PULP



Tile = building block

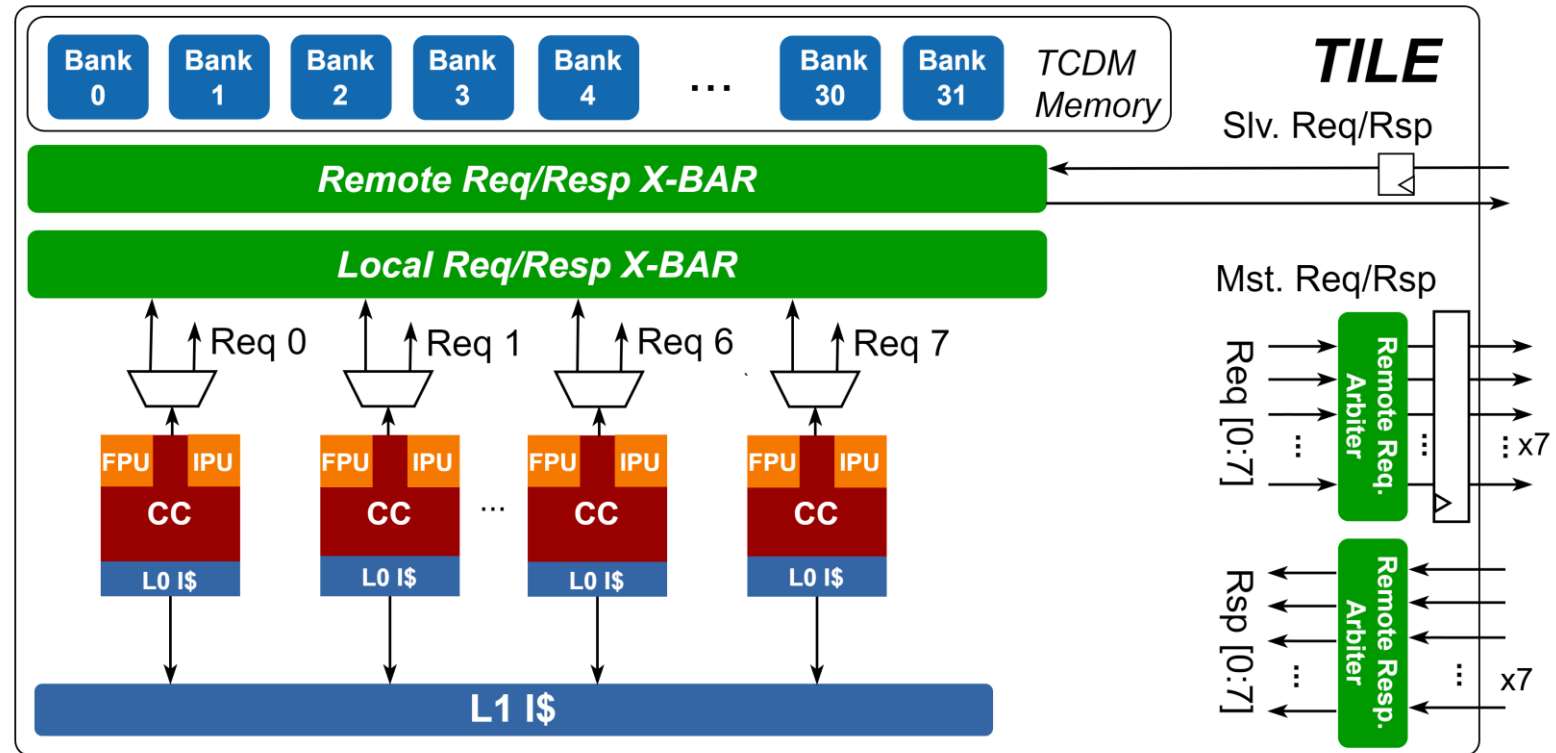
- **Scalable**

- 8x RV32IMAXpulp cores
- Tightly Coupled Data Memory
- Shared I\$

TCDM in other Tiles is

**accessible** via a Request/Response

Fully combinational interconnect:  
**1 cycle access latency in the Tile**

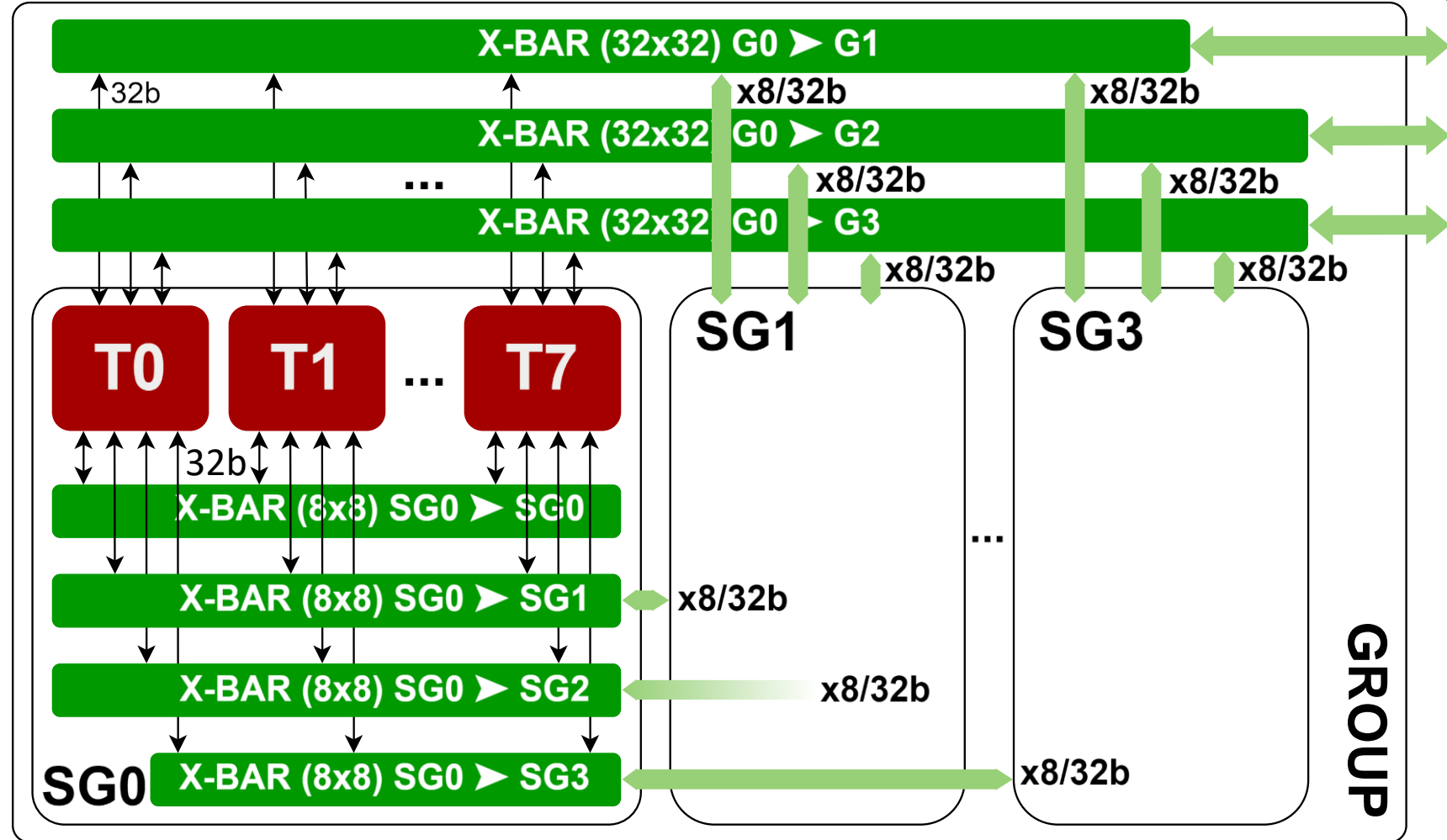


# TeraPool-SDR hierarchical interconnect



## Hierarchical Design:

- **8x cores/Tile**  
**1 cycle**
- **8xTiles/SubGroup**  
**3 cycles**
- **4xSubGroups/Group**  
**5 cycles**
- **4xGroup/Cluster**  
**7 cycles**



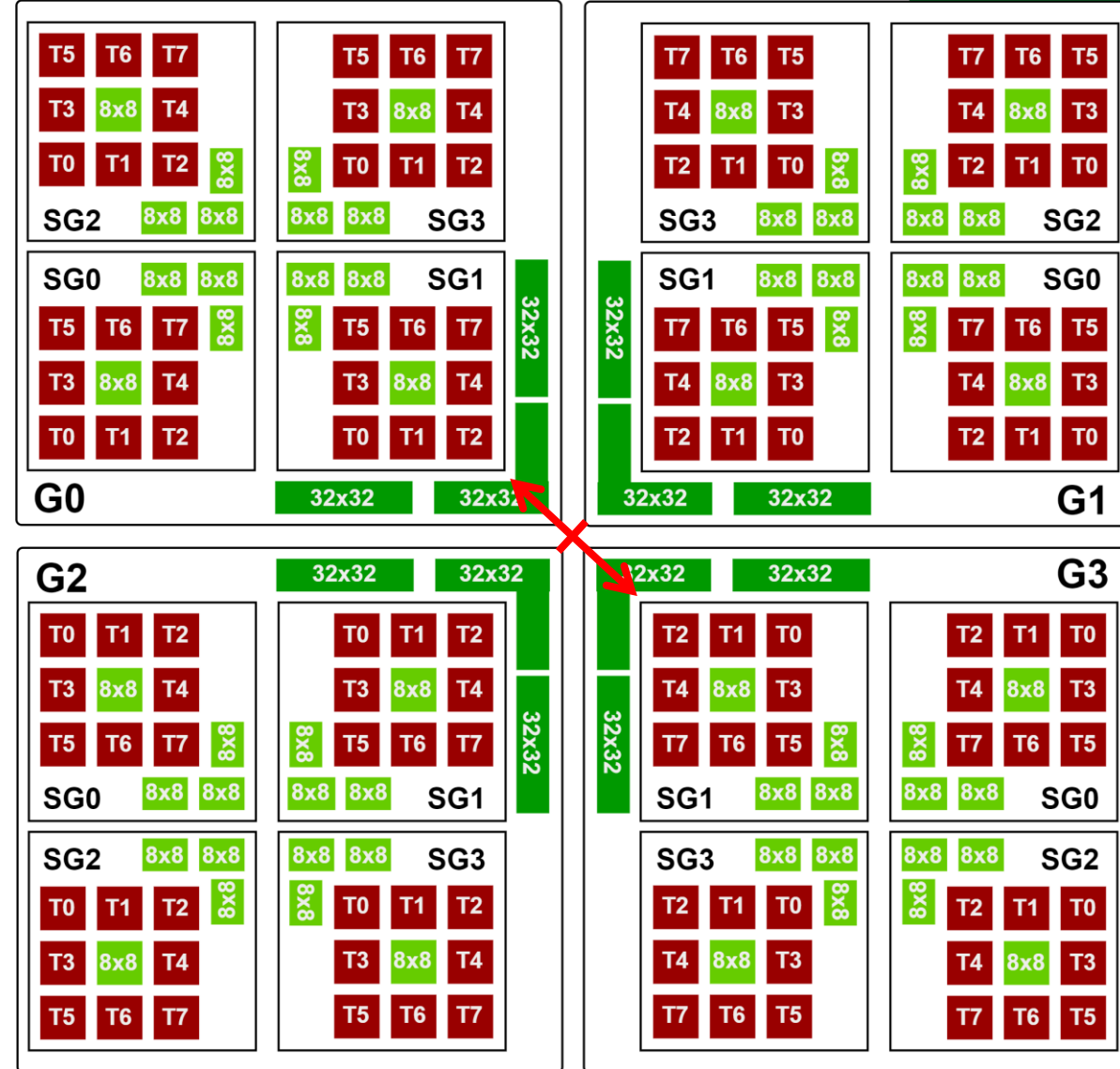
# Interconnect Placement

In the top hierarchy, we assemble 4 **Groups**:

- We keep central symmetry
- We route point-to-point connections between the 32x32 interconnects of each Group

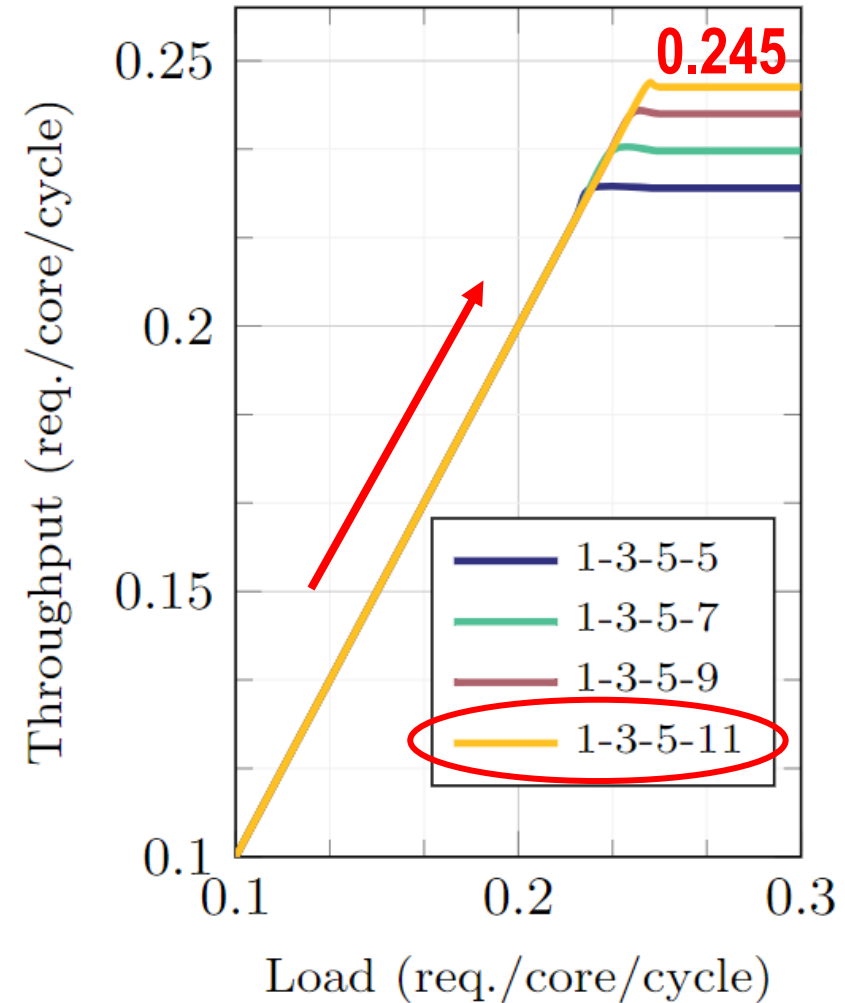
Flexibility on where to put spill registers (do we target low access latency or high frequency) 7, 9, 11 cycles

Largest design so far in PULP:  
1024 cores RV32IMA-Xpulpimg  
4096 8b-MAC/cycle



# Throughput analysis

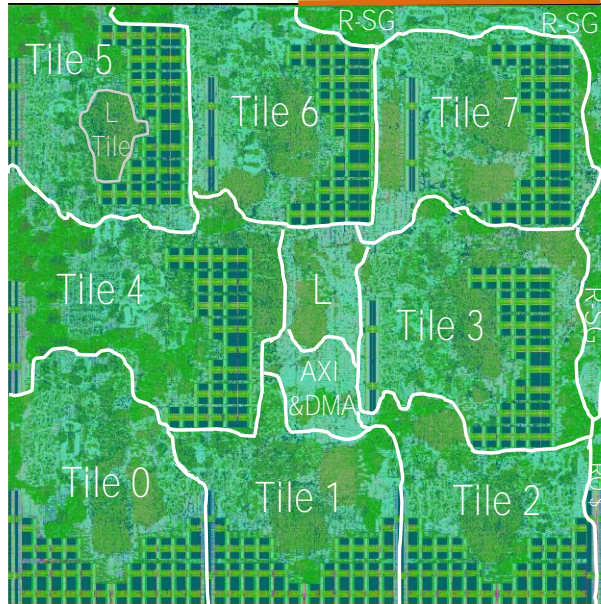
- Each core injects random requests
    - Poisson process, rate = req./cycle
  - Throughput increases linearly, until congestion in the interconnect
  - Saturation point depends on number of pipeline stages
- The deeper the interconnect, the more requests it can handle



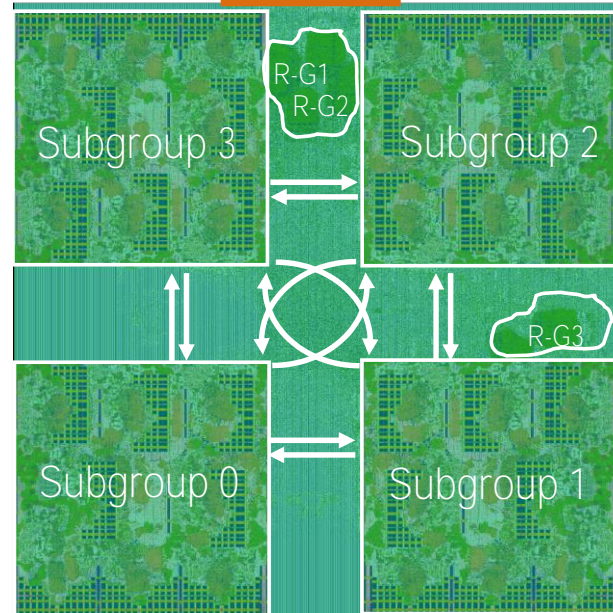
# Physically Feasible Design



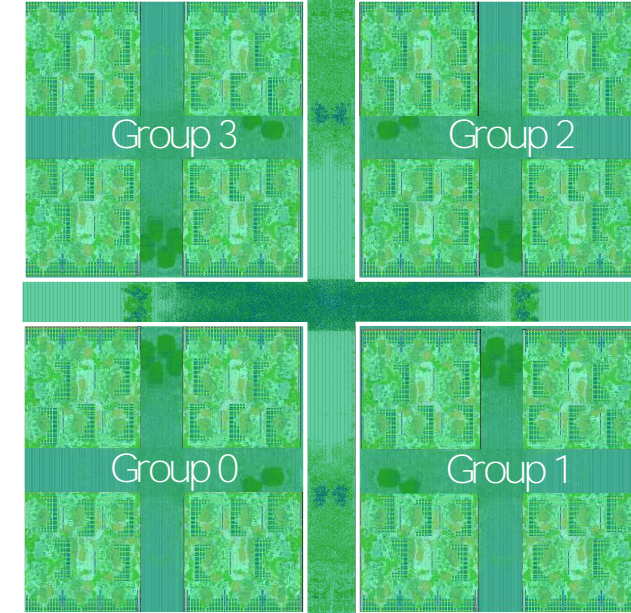
Subgroup



Group



Cluster



## Methodology:

- GlobalFoundries' 12P+ FinFET
- Synopsys' FusionCompiler 2022.03
- Synopsys' PrimeTime 2022.03
- WC: SS/0.72V/125C ; TT: TT/0.80V/25C

## Area:

- Subgroup: 1.52 x 1.52 mm<sup>2</sup> (58% utilization)
- Group: 3.8 x 3.8 mm<sup>2</sup>
- Cluster: 8.3 x 8.3mm<sup>2</sup>

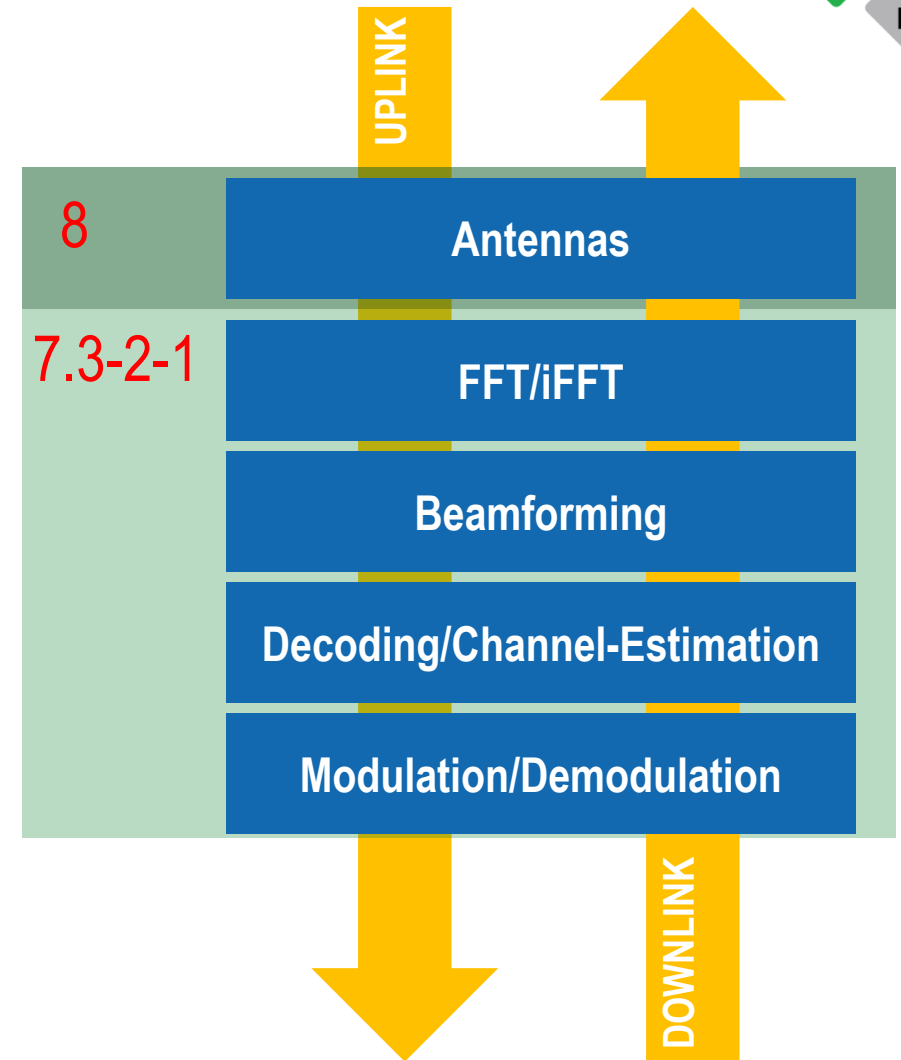
## Performance:

- 740MHz in WC, 920MHz in TT



# Benchmarks from 5G SDR

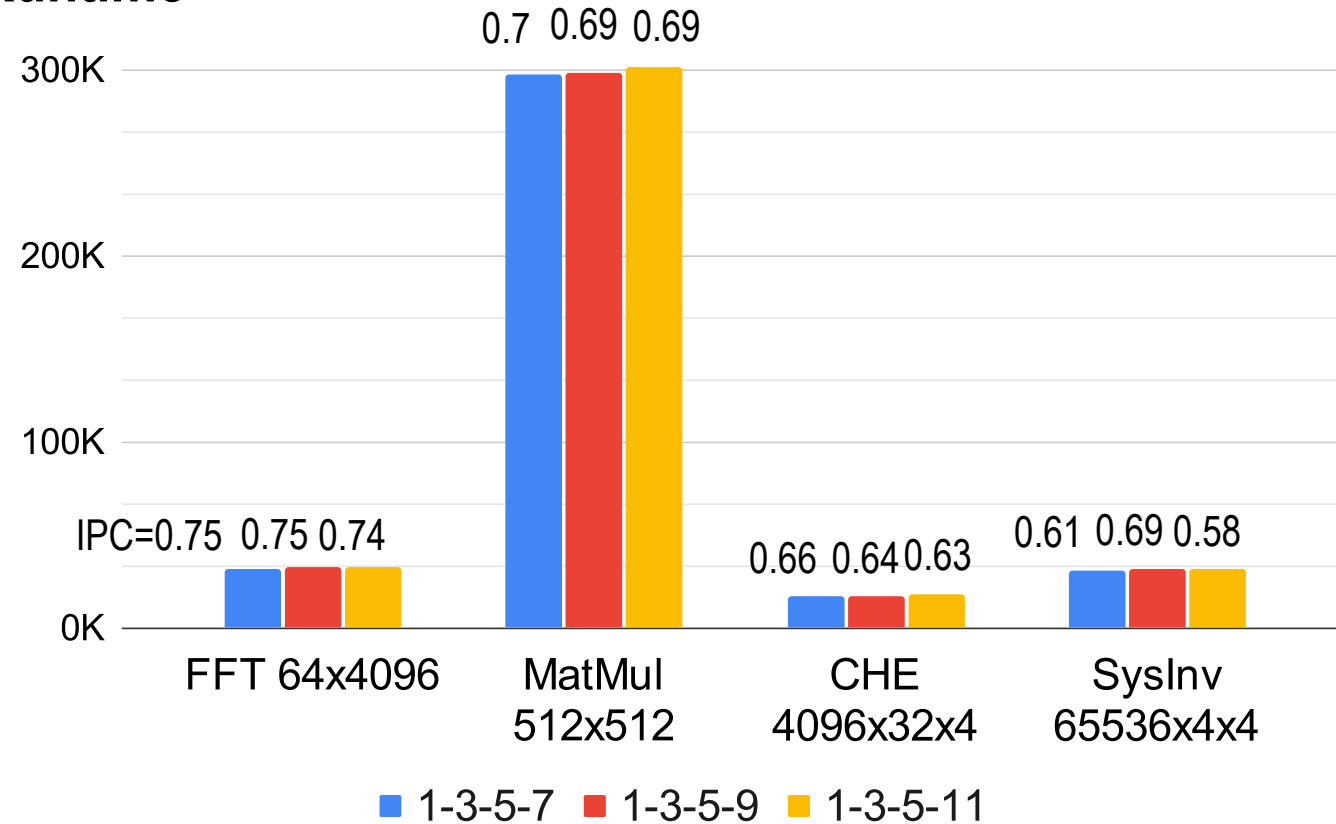
- **FFT**  
→ **Radix-4 Cooley-Turkey** decimation in frequency
- **Beaforming**  
→ **Matrix-matrix multiplication** with known coefficients
- **Channel estimation**  
→ Reconstucts the transmission channel via signals known at the transmitter and at the receiver (**element by element division**).
- **Decoding**  
→ To reconstruct the input signal MMSE estimator, based on **matrix inversion**.



# High IPC on SDR-kernels

- Up to **0.75 IPC**, no significant variations depending on configuration
- Minimize LSU stalls for FFT, CHE, and SysInv by computing in **local memory**
- MatMul (many out-of-Tile accesses) achieves 0.7 IPC

## Runtime



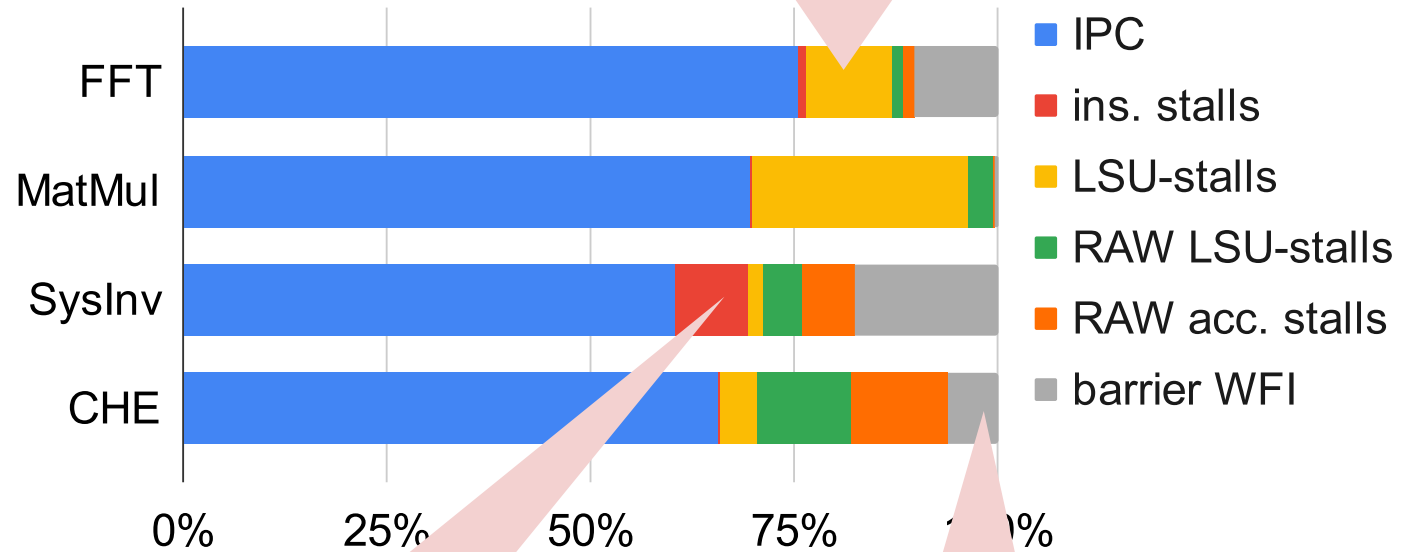
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Cores conflicts to same resources,  
latency to have data back

Stall breakdown 1-3-5-7



Branches, control operations

Synchronization

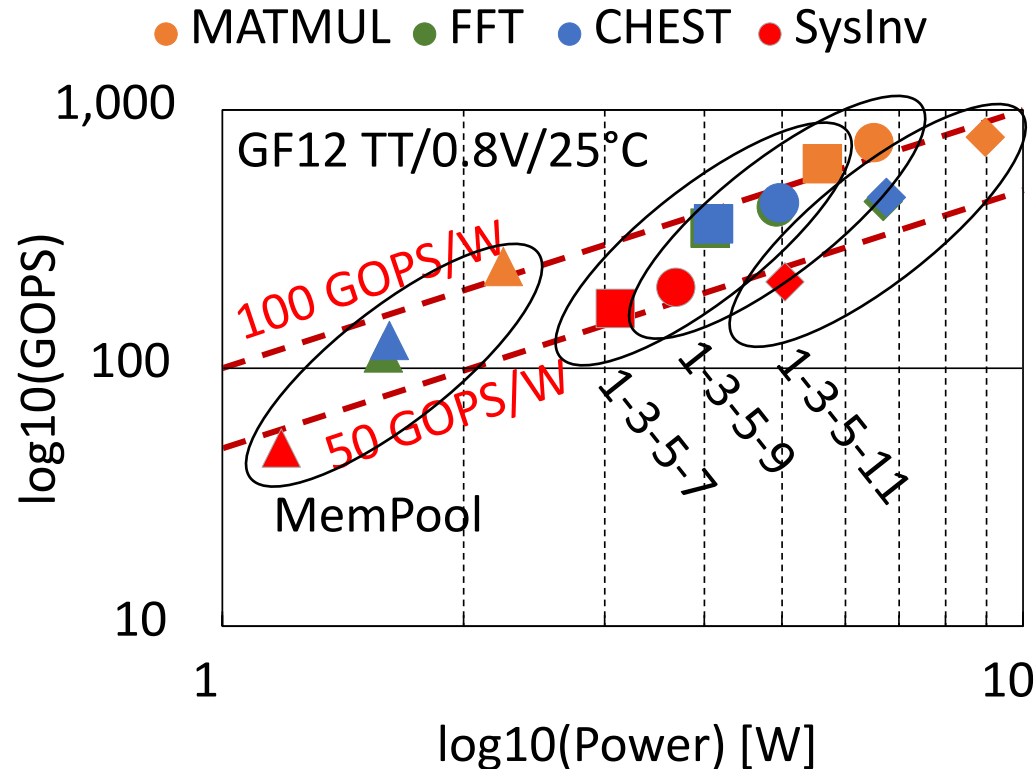


# Scaling does not reduce energy efficiency!



**MemPool** is a ManyCore cluster with **256 cores and 1MiB** shared scratchpad

- similar interconnection hierarchy (Tile, Group, Cluster)
- Performance analysis with L1 saturated

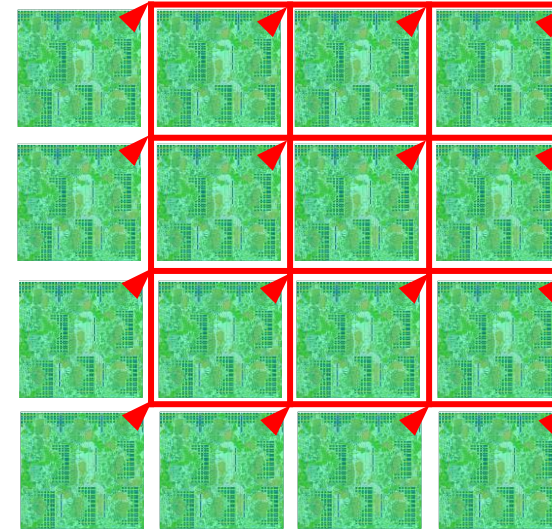


- **Performance are up to 3.2X**
- Top performance configuration 1-3-5-11
- **E.Efficiency (GOPS/W) are equal or higher than MemPool**
- Top energy-efficiency configuration 1-3-5-9



# In the roadmap...

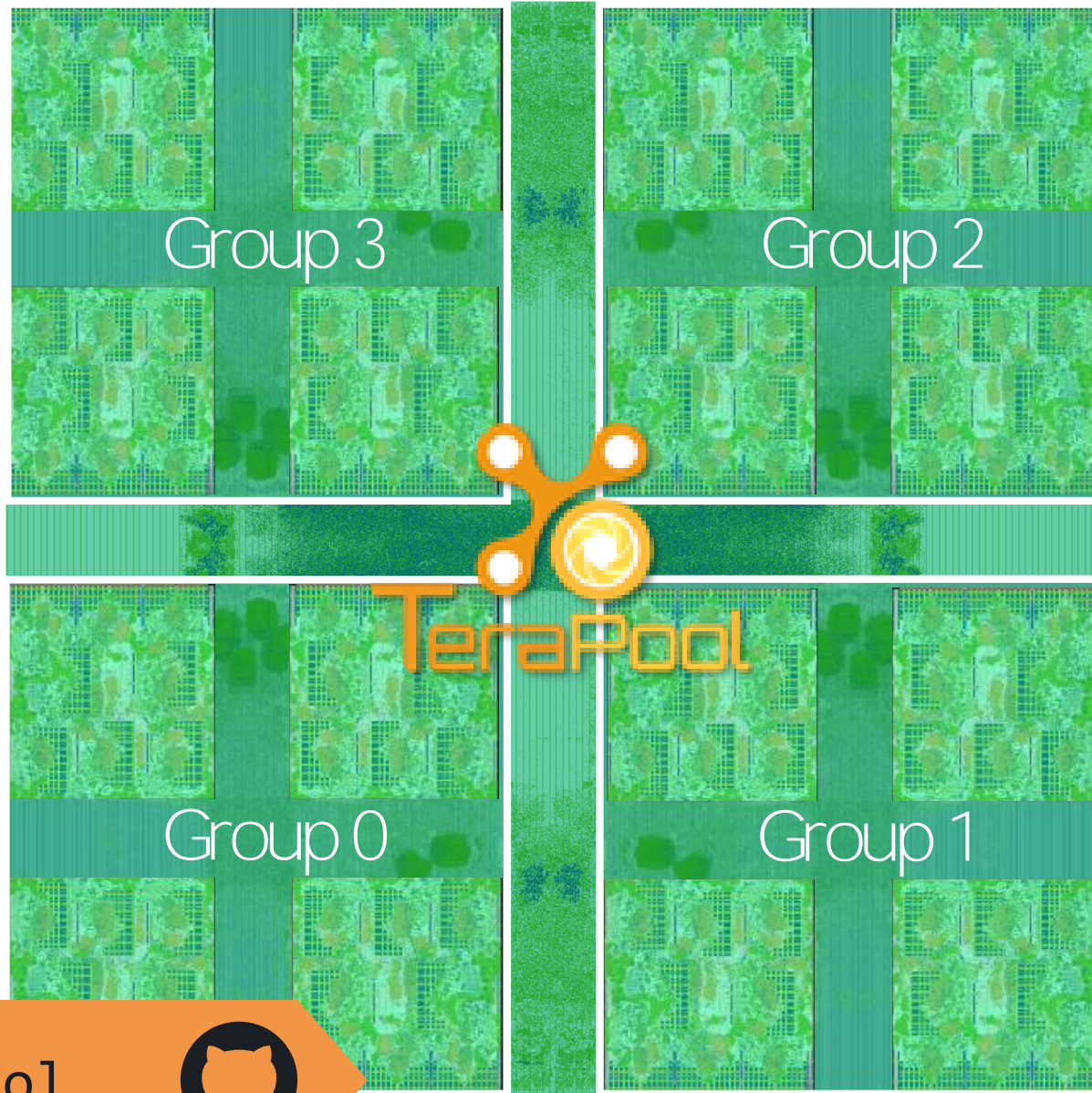
- Implementation of a full **6G application** on the platform
  - Pack **more functions** in the SubGroup hierarchy (64cores) e.g. floating point support
  - Explore other interconnects e.g. **NoC routers** at the SubGroup Boundary
- Might increase area utilization, **still tolerable latency?**



# TeraPool SDR is a physically feasible shared-memory 1024-cores cluster

- In GlobalFoundries' 12P+ FinFET, **11 cycles** latency, **740MHz@wc** **920MHz@TC**, in 8.3 x 8.3mm<sup>2</sup>
- **1.89TOPS** peak-performance, **3.2X** on SDR kernels vs MemPool (256-cores)

Interconnect-scaling does not impact energy efficiency **50-100GOPS/W**



[github.com/pulp-platform/mempool](https://github.com/pulp-platform/mempool)



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