BondMachine A Moldable Computer Architecture

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Contents

Introduction

Architectures Abstractions

BondMachine

Connecting Processors Shared Modules

Tools

Simulation

Moulding

Bondgo Builders API

Full ders AFI

Evolutionary BondMachine
TensorFlow to Bondmachine

Hardware

Prototype

Ecosystem

Uses

Physics

Other uses

Project History

Conclusions

Future work

February 23, 2018

Mirko Mariotti

Introduction Architectures

Abstraction

BondMachine

Tabl

Simulatio

Noulding

Bondgo

BondMachine TensorFlow t

TensorFlow t Bondmachine

lardwar

ototype

Ecosyste

Uses

Physics

Project Hi

roject rns

onclusions

Future wor

Introduction

The BondMachine: a comprehensive approach to computing.

In this presentation i will talk about:

- ▶ Ideas that bring to the BondMachine.
- What is it.
- Developed software tools.
- ► Hardware implementation.
- Use cases.

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Introduction

Architectures

BondMachine

Connecting Processo

Tool

Simulation

loulding

Bondgo

Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

ardware

ototype

cosyste

Uses

Physics Other uses

roject His

nclusions

uture wo

Quick facts about the project

Started in May 2015 as a Verilog "garage" experiment, with the idea of creating a processor on an FPGA, so completely bottom-up.

A prototype in every aspects.

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Introduction

BondMachine



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Introdu

Architectures Abstractions

BondMachine

Connecting Processors Shared Modules

Tools

Simulation

ulding

Bondgo Builders API Evolutionary BondMachine TensorFlow to

ardware

Ecosyste

Uses

Physic

Other use:

roject Hist

onclusions

uture work 5/75

Base for the first idea

Today's computer architecture are:

- Multicore, Two or more independent actual processing units execute multiple instructions at the same time.
 - ▶ The power is given by the number
 - Parallel algorithms
- Heterogeneous, processing units of different type.
 - Cell, GPU, Parallela, TPU.
 - ▶ The power is given by the specialization.
 - ► Hard to make units communicate.
 - Hard to program
 - Hard to schedule.

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Introduction Architectures

Architectures Abstractions

BondMachine

Simulation

loulding

Bondgo Builders API

Evolutionary BondMachine TensorFlow to Bondmachine

lardware

rototype

Ecosyste

Uses

Physics Other use:

Project His

onclusions

Euture wor

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Architectures

BondMachine

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Introduction Architectures

Abstractions

BondMachine Connecting Processo

Tool

Simulation

oulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

ardware

ototype

cosyst

Uses

Physics Other uses

Project His

onclusions

uture wor

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Introduction Architectures

Abstractions

BondMachine
Connecting Processo

Tabl

Simulation

oulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

ardware

ototype

cosyst

Uses

Physics Other uses

Project His

onclusions

uture wor

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Introduction Architectures

Abstractions

BondMachine

Simulation

loulding

Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

ardware

rototype

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Jses

Physics Other use:

Project His

onclusions

uture work

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Architectures

BondMachine

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Base for the first idea

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 - ► Hard to program.
 - ► Hard to schedule.

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Introductior Architectures

Abstractions

BondMachine

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Simulation

Moulding

Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

ardware

ototype

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Uses

Physics Other uses

Project His

onclusions

ure work

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 - ► Hard to program
 - ► Hard to schedule.

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Introductior Architectures

Abstractions

BondMachine

Silait

Simulation

Noulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

ardware

rototype

_cosys

Jses

Physics Other uses

Project His

onclusions

ture work

Base for the first idea

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BondMachine

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Introduction Architectures

BondMachine

Connecting Processo

Tool

Simulation

Moulding Bondgo

Builders API Evolutionary BondMachine

BondMachine TensorFlow to Bondmachine

lardwar

ototype

Uses

Physics Other uses

Project His

onclusions

iture work

First idea

Having a multi-core architecture completely heterogeneous both in cores types and interconnections.

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Introduction Architectures

BondMachine

Connecting Processors

Too

Simulati

Moulding

Bondgo Builders API Evolutionary BondMachin

BondMachine TensorFlow to Bondmachine

Hardwar

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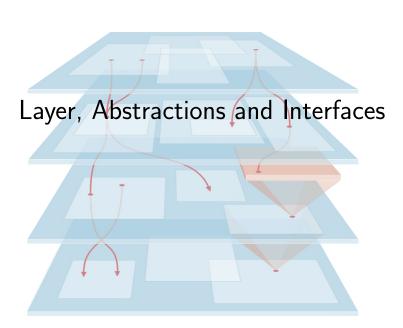
Jses

Physics Other uses

roject Histo

nclusions

uture work



February 23, 2018

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Introdu

Abstractions

BondMachine

Connecting Processors

Tools

Simulation

oulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

lardwar

ototype

Ecosyst

Uses

Physics Other uses

Project His

onclusions

uture work

Introduction

A Computing system is a matter of abstraction and interfaces. A lower layer exposes its functionalities (via interfaces) to the above layer hiding (abstraction) its inner details.

The quality of a computing system is determined by how abstractions are simple and how interfaces are clean.

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Introduction Architecture

Abstractions

BondMachine
Connecting Processor

Tool

Simulation

Moulding

Builders API Evolutionary BondMachine

BondMachine TensorFlow to Bondmachine

lardware

rototype

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Uses

hysics Other uses

Project Hist

onclusions

uture work

The base for the second idea

Programming language User mode Kernel mode Processor **Transistors**

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Introduct

Architectures

BondMachine

Connecting Processors

Tools

Simulation

Moulding

Bondgo

Builders API

BondMachine TensorFlow to Bondmachine

lardware

rototype

Ecosyster

Jses

Physics Other uses

roject Histo

nclusions

Future work

The base for the second idea

Programming language User mode Kernel mode Processor Register Machine **Transistors**

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Introduct

Abstractions

BondMachine

Connecting Processors

Tools

Simulation

Moulding

Bondgo

Builders API Evolutionary BondMachine

TensorFlow t Bondmachine

lardware

rototype

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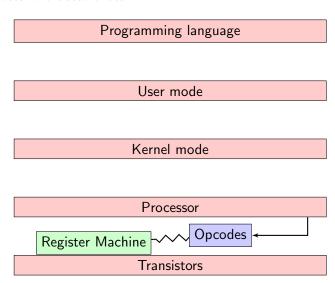
Physics Other uses

roject Hist

nclusions

uture work 10/75

The base for the second idea



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Introduct

Abstractions

BondMachine

Connecting Processor

Tools

Simulation

Noulding

Bondgo Builders API

Evolutionary BondMachine TensorFlow to

TensorFlow to Bondmachine

lardware

ototype

Ecosyster

Uses

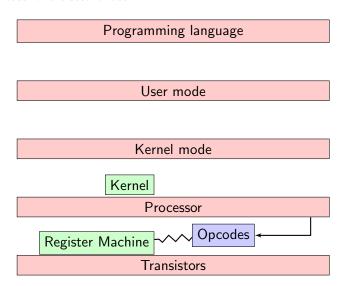
Physics Other uses

Project Hist

onclusions

Future work 10/75

The base for the second idea



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Introduct

Abstractions

BondMachine

Connecting Processo

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Simulation

loulding

Bondgo

Builders API Evolutionary

TensorFlow to Bondmachine

ardware

ototype

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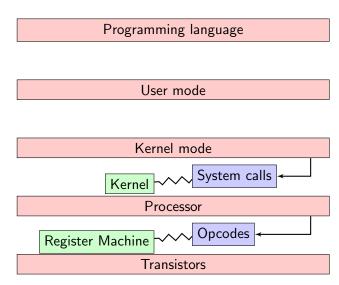
Physics Other uses

Project Hist

onclusions

Future work

The base for the second idea



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Introduct

Abstractions

BondMachine

Connecting Processor

Tools

Simulation

Noulding

Bondgo Builders API

Evolutionary BondMachine

TensorFlow to Bondmachine

lardware

ototype

Ecosyste

Jses

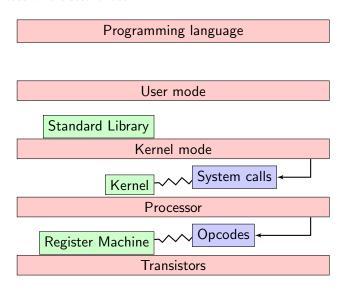
Physics Other uses

Project Hist

onclusions

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The base for the second idea



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Introduct

Abstractions

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BondMachine

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Tools

Simulation

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Bondgo Builders API

Evolutionary BondMachine

TensorFlow to Bondmachine

ardware

ototype

Ecosyste

Uses

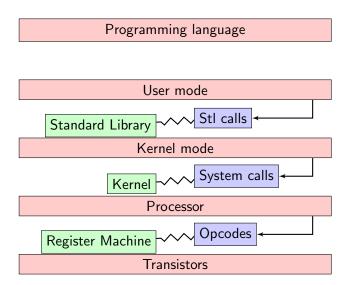
Physics Other uses

Project Hist

onclusions

uture work 10/75

The base for the second idea



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Mirko Mariotti

Introduct

Abstractions

Abstractions

BondMachine

Shared

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Simulation

loulding

Bondgo

Evolutionary BondMachine

TensorFlow to Bondmachine

ardware

ototype

Ecosyste

Jses

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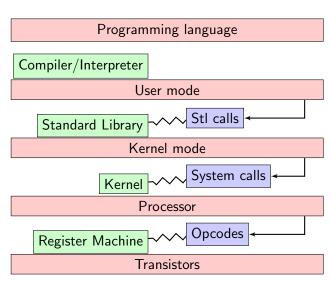
Physics Other uses

Project Hist

onclusions

Future work 10/75

The base for the second idea



February 23, 2018

Mirko Mariotti

Introduc

Abstractions

BondMachine

Connecting Processors

Tools

Simulation

loulding

Bondgo Builders API

Evolutionary BondMachine TensorFlow to

TensorFlow to Bondmachine

ardware

ototype

LCOSYSI

Uses

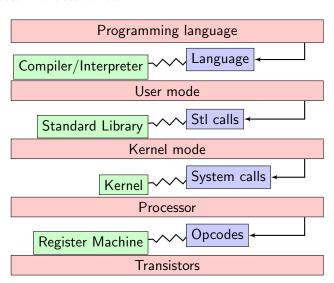
Physics Other uses

Project Hist

onclusions

Future work

The base for the second idea



February 23, 2018

Mirko Mariotti

Introduc

Abstractions

BondMachine

Connecting Processor

Tools

Simulation

oulding

Bondgo Builders API

BondMachine TensorFlow to

lardwar

rototype

Ecosyste

Uses

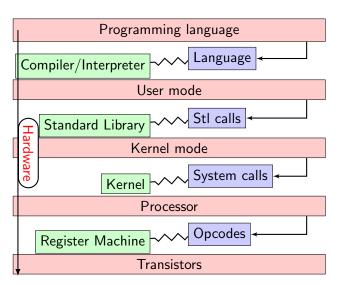
Physics Other uses

Project Hist

onclusions

Future wor

The base for the second idea



February 23, 2018

Mirko Mariotti

Introduc

Abstractions

BondMachine

Connecting Processo

Tools

Simulation

oulding

Bondgo Builders API

BondMachine TensorFlow to

lardwar

rototype

Ecosyste

Uses

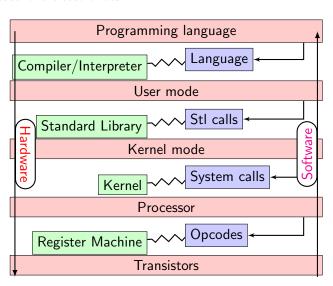
Physics Other use

Project His

onclusions

Future work 10/75

The base for the second idea



February 23, 2018

Mirko Mariotti

Introduc

Abstractions

BondMachine

Connecting Processor

Tool

Simulation

oulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosyste

Uses

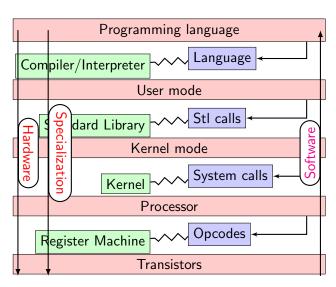
Physics Other use

Project His

onclusions

Future work

The base for the second idea



February 23, 2018

Mirko Mariotti

Introduc

Abstractions

BondMachine

Connecting Processo

Tools

Simulation

Moulding

Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosyst

Uses

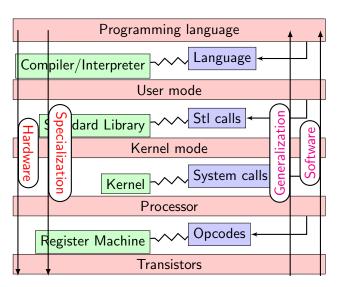
Physics Other use

Project His

onclusions

-uture work

The base for the second idea



February 23, 2018

Mirko Mariotti

Introdu

Abstractions

BondMachine

Connecting Processor

Tool

Simulation

oulding

Builders AP

BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosyste

Uses

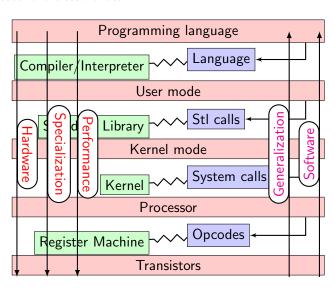
Physics Other use

Project Hist

onclusions

uture work 10/75

The base for the second idea



February 23, 2018

Mirko Mariotti

Introduc

Abstractions

BondMachine

Connecting Processor

Tools

Simulation

Moulding Bondgo

Builders API Evolutionary

TensorFlow to Bondmachine

Hardwar

rototype

Ecosyst

Uses

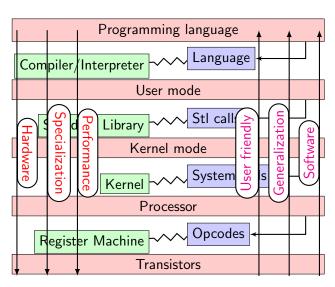
Physics Other use

Project Hist

onclusions

-uture work

The base for the second idea



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Introdu

Architectures

BondMachine

Connecting Processor

Tools

Simulation

Moulding

Builders API

BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosyst

Uses

Physics Other us

Project Hist

onclusions

uture work

10/75

Second idea

Build a computing system with a decreased number of layers resulting in a minor gap between HW and SW but keeping an user friendly way of programming it.

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Introduction Architectures

Abstractions

BondMachine

Connecting Processor

Tools

Simulation

Moulding

Bondgo
Builders API
Evolutionary
BondMachine

TensorFlow t Bondmachine

Hardwar

rototype

Heac

J**ses** Physics

roject History

nclusions

11/75

Introducing the BondMachine (BM)

Inspired from both the ideas we create a new computer architecture that:

- Is composed by many, possibly hundreds, computing cores.
- Has very small cores and not necessarily of the same type (different ISA and ABI).
- ► Has a not fixed way of interconnecting cores.
- May have some elements shared among cores (for example channels and shared memories).

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Introduction Architectures

Abstractions

BondMachine

Table

Simulation

Moulding

Builders API Evolutionary BondMachine TensorFlow to

ardware

rototype

LCOSYSU

Uses

Physics Other use

Project Hist

nclusions

uture work 12/75

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Introductio Architecture

Abstractions

BondMachine

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Simulatio

Bondgo Builders API Evolutionary BondMachin

TensorFlow to Bondmachine

ardware

rototype

LCOSYSE

Uses

Physics Other uses

Project Hist

onclusions

Future wo

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Introductio Architecture

Abstractions

BondMachine

Silaic

C:----lastian

Simulation

Bondgo Builders API Evolutionary BondMachine

ardware

rototype

_cosys

Uses

Physics Other use

Project Hist

nclusions

uture work 12/75

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Introductio Architecture

BondMachine

Connecting Processo

Tool:

Simulation

Moulding

Builders API Evolutionary BondMachine

BondMachine TensorFlow to Bondmachine

ardware

rototype

Ecosyste

Uses

Physics Other uses

Project Hist

nclusions

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Introductio Architecture

Abstractions

BondMachine

Snare

Simulation

Moulding

Builders API Evolutionary BondMachine TensorFlow to

ardware

rototype

_cosys

Uses

Physics Other use

Project His

nclusions

uture work 12/75

The computational unit of the BM

The atomic computational unit of a BM is the "connecting processor" (CP) and has:

- ▶ Some general purpose registers of size **Rsize**.
- ► Some I/O dedicated registers of size Rsize
- ▶ A set of implemented opcodes chosen among many available.
- Dedicated ROM and RAM.
- ► Three possible operating modes.

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Architectures

Abstractions

BondMachine
Connecting Processors

- .

Simulation

Moulding

Bondgo Builders API Evolutionary BondMachin

Evolutionary BondMachine TensorFlow to Bondmachine

ardware

ototype

Ecosyste

Uses

Physics Other uses

Project His

onclusions

Future w

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General purpose registers

 2^R registers: r0,r1,r2,r3 ... r 2^R

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Introduction Architectures

BondMachine

Connecting Processors Shared Modules

Tools

Simulation

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

ardware

ototype

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Uses

Physics Other uses

Project His

onclusions

Liture work

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- Three possible operating modes.

I/O specialized registers

N input registers: i0,i1 ... iN M output registers: o0,o1 ... oM

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Introduction Architectures

Abstractions

BondMachine
Connecting Processors

T. . . .

Simulation

Moulding Bondgo

Builders API Evolutionary BondMachin TensorFlow t

TensorFlow to Bondmachine

lardware

rototype

- 1

Uses

Physics Other use

Project His

onclusions

Future wo

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Full set of possible opcodes

add,addf,addi,chc,chw,clr,cpy,dec,divf,dpc,hit,hlt,i2r,inc,j,je,jz,m2r,mult,multf,nop,r2m,r2o,r2s,rset,sic,s2r,saj,sub,wrd,wwr

February 23, 2018

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Introduction Architectures

Abstractions

BondMachine
Connecting Processors

_ .

Cimulation

Simulation

Bondgo Builders AP

Evolutionary BondMachine TensorFlow to Bondmachine

lardwar

rototype

....

Uses

Physics Other us

Project His

onclusions

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RAM and ROM

- ▶ 2^L RAM memory cells.
- ▶ 2^O ROM memory cells.

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Introduction Architectures

Abstractions

BondMachine

Connecting Processors

Tools

Simulation

Bondgo
Builders API

Evolutionary BondMachine TensorFlow to Bondmachine

ardware

rototype

Uses

Physics Other use

Project His

onclusions

13/75

Future wo

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- Dedicated ROM and RAM.
- ► Three possible operating modes.

Operating modes

- ► Full Harvard mode.
- ► Full Von Neuman mode.
- ► Hybrid mode.

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Introduction Architectures

RondMachine

Connecting Processors

Tools

Simulation

Moulding

Builders API Evolutionary BondMachine

BondMachine TensorFlow to Bondmachine

ardware

rototype

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Uses

Physics Other uses

Project His

onclusions

13/75

Future wo

Full set of possible opcodes

Opcode	Args	Description
add	reg_dst,reg_add	Add the values in reg_dst and reg_add writing the result in reg_dst
addf	reg_dst,reg_add	Add the values in reg_dst and reg_add writing the result in reg_dst (float32)
addi	reg_dst	Add the values of all the processor inputs in reg_dst
chc	reg_state, reg_op	Check for any channel operation, report the state and eventually which happened
chw	reg_op	Wait for any channel operation and report witch happened on reg_op
cir	reg	Set the register reg to 0
сру	reg_dst, reg_src	Copy the value of a register to another
dec	reg	Decrement a register by 1
di√f	reg_dst,reg_div	Divide the values in reg_dst by reg_divwriting the result in reg_dst (float32)
dpc	reg_dest	Decode the program counter into a register
hit	reg_state, barrier_name	Hit a barrier, report the state
hlt	none	Halt the processor
i2r	reg_dst, input_name	Copy the value from an input to a register
inc	reg	Increment a register by 1
i	rom_address	Jump to a given instruction
je	reg1, reg2, rom_address	Jump if the register are equals
z	reg1, rom_address	Jump if a register is zero
m2r	reg_dest, ram_address	Copy data from the RAM to a register
nult	reg_dst,reg_mult	Multiply the values in reg_mult and reg_dest writing the result in reg_dst
multf	reg_dst,reg_mult	Multiply the values in reg_mult and reg_dest writing the result in reg_dst (float32)
nop	none	No operation
r2m	reg_source, ram_address	Copy data from a register to the RAM
r 2 o	reg_src, output_name	Copy the value from a register to an output
2s	reg_source, ram_name, ram_address	Copy data from a register to a shared RAM
rset	reg_dst, numeric_value	Set a value for a register
sic	reg_dst, input_name	Stop until Input Changes accumulating on a register
s2r	reg_dest, ram_name, ram_address	Copy data from a shared RAM to a register
saj	rom or ram_address	Switch operating mode and jump
sub	reg_dst,reg_sub	Subtract the values in reg_sub from reg_dest writing the result in reg_dst
wrd	reg_dst, channel_name	Want read from a channel to a register (set flag)
wwr	reg src. channel name	Want write to a channel from a register (set flag)

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Introdu

Architectures

BondMachine

Connecting Processors

Tool

Simulation

loulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosyste

Jses

Physics Other use

Project His

onclusions

Alongside CPs, BondMachines include non-computing units called "Shared Objects" (SO).

Examples of their purposes are

- ▶ Data storage (Memories).
- ► Message passing.
- ► CP synchronization.

A single SO can be shared among different CPs. To use it CPs have special instructions (opcodes) oriented to the specific SO.

Three kind of SO have been developed so far: the Channel, the Shared Memory and the Barrier.

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Introduction Architectures

Architectures Abstractions

BondMachine

Connecting Processor Shared Modules

Tools

Simulation

4 10

Bondgo Builders API Evolutionary BondMachine

Evolutionary BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosyst

Uses

Physics Other use:

Project His

onclusions

Future wor

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Introduction Architectures

Abstractions

BondMachine

Shared Modules

Tools

Simulation

loulding

Builders API Evolutionary BondMachine

Evolutionary BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosyst

Uses

Physics Other use

Project His

onclusions

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Introduction

Abstractions

BondMachine

Connecting Processors
Shared Modules

Tools

Simulation

loulding

Builders API Evolutionary BondMachine

ardware

rototype

Ecosyst

Uses

Physics Other use

Project His

onclusions

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Introduction

Abstractions

BondMachine

Shared Modules

Tools

Simulation

loulding

Builders API Evolutionary BondMachine

Evolutionary BondMachine TensorFlow to Bondmachine

ardware

rototype

Ecosyste

Uses

Physics Other use

Project His

onclusions

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Introduction Architectures

Architectures Abstractions

BondMachine

Shared Modules

Tools

Simulation

loulding

Bondgo Builders API

Evolutionary BondMachine TensorFlow to Bondmachine

ardware

rototype

LCOSYSI

Uses

Physics Other use

Project His

nclusions

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Introduction Architectures

Abstractions

BondMachine
Connecting Processor
Shared Modules

T. . I.

Simulation

Moulding

Builders API Evolutionary BondMachine

Evolutionary BondMachine FensorFlow to Bondmachine

lardwar

rototype

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Uses

Physics Other use

Project His

onclusions

Channel

The Channel SO is an hardware implementation of the CSP (communicating sequential processes) channel.

It is a model for inter-core communication and synchronization via message passing.

CPs use channels via 4 opcodes

- wrd: Want Read
- wwr: Want Write.
- chc: Channel Check.
- ► chw: Channel Wait.

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Introduct

Architectures Abstractions

BondMachine

Connecting Processor

Tools

Simulation

/loulding

Bondgo Builders API Evolutionary BondMachine

Evolutionary BondMachine TensorFlow to Bondmachine

lardware

rototype

Uses

Other use:

Project His

onclusions

Future wo

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Introducti

Architectures Abstractions

BondMachine

Shared Modules

Tools

Simulation

Noulding

Bondgo

Evolutionary BondMachine TensorFlow to

ardware

ototype

Ť

Uses

Other uses

Project Hist

onclusions

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Introduction

BondMachine

Shared Modules

Shared Memory

The Shared Memory SO is a RAM block accessible from more than one CP.

Different Shared Memories can be used by different CP and not necessarily by all of them.

CPs use shared memories via 2 opcodes

- ► *s2r*. Shared memory read.
- ► *r2s*: Shared memory write.

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Architectures

Abstractions

BondMachine
Connecting Process
Shared Modules

Simulation

loulding

Bondgo Builders API Evolutionary BondMachine

BondMachine TensorFlow to Bondmachine

Hardwar

rototype

cosyst

Uses

Physics Other uses

Project His

onclusions

17/75

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Introduction Architectures

Abstractions

BondMachine

Shared Modules

. . . .

Simulation

loulding

Bondgo Builders API Evolutionary BondMachine

BondMachine TensorFlow to Bondmachine

Hardwai

rototype

Ecosyste

Uses

Physics Other uses

Project Hist

onclusions

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Introduction Architectures

Abstractions

BondMachine
Connecting Processor
Shared Modules

Cimulati

. ...

Ioulding Bondgo Builders API

Evolutionary BondMachine TensorFlow t Bondmachine

Hardwai

rototype

Ecosyst

Uses

Physics Other uses

Project His

onclusions

uture work 17/75

Barrier

The Barrier SO is used to make CPs act synchronously.

When a CP hits a barrier, the execution stop until all the CPs that share the same barrier hit it.

CPs use barriers via 1 opcode

▶ *hit*: Hit the barrier.

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Introduction Architectures

Abstractions

BondMachine

Connecting Processo
Shared Modules

Too

Simulation

Moulding
Bondgo
Builders API
Evolutionary
BondMachine

Evolutionary BondMachine TensorFlow to Bondmachine

Hardwar

ototype

cosystem

Uses

Physics Other uses

Project His

onclusions

uture wo

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BondMachine

Shared Modules

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CPs use barriers via 1 opcode

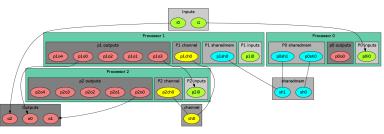
hit: Hit the barrier.

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BondMachine Shared Modules

The BondMachine



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Introductio Architecture

Abstractions

BondMachine

Connecting Processor Shared Modules

Тоо

Simulation

Aculding

Bondgo Builders API Evolutionary BondMachine

Evolutionary BondMachine TensorFlow to Bondmachine

ardware

totype

_ _cosystem

Uses

Physics

roject His

onclusions

Multicore and Heterogeneous

First idea on the BondMachine

The idea was:

Having a multi-core architecture completely heterogeneous both in cores types and interconnections.

The BondMachine may have many cores, eventually all different, arbitrarily interconnected and sharing non computing elements.

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Introduction Architectures

Abstractions

BondMachine

Connecting Processors

Tool

Simulation

Bondgo
Builders API
Evolutionary

BondMachine TensorFlow t Bondmachine

laiuwaie

Prototype

Uses

Physics Other us

Project His

onclusions

Mirko Mariotti BondMachine February 23, 2018 20/75

The complexity of programming the BondMachine architecture is managed by using a set of software tools to:

- build a specify architecture as function of the task,
- modify the created architecture,
- simulate the behavior and to check the functionality with the aim to generate the Register Transfer Level (RTL) code.

Processor Builder selects the CP specifics, assembles and disassembles, saves on disk as JSON, emulates and creates the RTL code.

BondMachine Builder connects CPs and SOs together in custom topologies, loads and saves on disk as JSON, emulates and creates the RTL code.

Architectures

BondMachine

Connecting Processo Shared Modules

Tools

Simulation

Moulding
Bondgo
Builders API
Evolutionary
BondMachine

Sondiviachine FensorFlow to Bondmachine

rototype

Uses

Physics Other use

roject Hist

nclusions

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Architectures

RondMachine

Connecting Processor

Tools

Simulation

Moulding Bondgo Builders API

Evolutionary BondMachine TensorFlow to Bondmachine

lardwar

rototype

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Uses

Physics Other use

roject mst

nclusions

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Architectures

Abstractions

BondMachine

Connecting Processor

Tools

Simulatio

Moulding
Bondgo
Builders API
Evolutionary
BondMachine

BondMachine TensorFlow to Bondmachine

lardwar

rototype

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Physics

roject Histo

onclusions

Procbuilder is the CP manipulation tool.

CP Creation

Examples

(32 bit registers counter machine)

procbuilder -register-size 32 -opcodes clr.cpv,dec.inc.je.jz

(CP dedicated RAM and ROM)

procbuilder -ram 256 ...; procbuilder -rom 16 ...

(Input and Output registers)

procbuilder -inputs 3 -outputs 2 ...

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Introduction

BondMachine

Tools

Moulding

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22/75

Procbuilder is the CP manipulation tool.

CP Creation

CP Load/Save

CP Assembler/Disassemble

CP RTL

Examples

(Loading a CP)

procbuilder -load-machine conproc.json ...

(Saving a CP)

procbuilder -save-machine conproc.json ...

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Introduction Architectures

Abstractions

BondMachine

Tools

Simulatio

....

Bondgo
Builders API
Evolutionary
BondMachin

BondMachine TensorFlow to Bondmachine

Hardwai

rototype

Uses

Physics Other uses

roject Hist

nclusions

uture work 22/75

Procbuilder is the CP manipulation tool.

CP Creation

CP Load/Save

CP Assembler/Disassembler

CP RTL

Examples

(Assembiling)

procbuilder -input-assembly program.asm ...

(Disassembling)

procbuilder -show-program-disassembled ...

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Introduction Architectures

BondMachine

Connecting Processo

Tools

Simulation

Bondgo Builders API Evolutionary BondMachine

BondMachine TensorFlow to Bondmachine

Hardwai

rototype

Uses

Physics Other uses

roject Hist

nclusions

uture work 22/75

Procbuilder is the CP manipulation tool.

CP RTI

Examples

(Create the CP RTL code in Verilog)

procbuilder -create-verilog ...

(Create testbench)

procbuilder -create-verilog-testbench test.v ...

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BondMachine

Tools

BondMachine Builder

Bondmachine is the tool that compose CP and SO to form BondMachines.

BM CP insert and remove

BM SO insert and remove

BM Inputs and Outputs

BM Bonding Processors and/or IO

BM Visualizing or RTL

Examples

(Add a processor)

bondmachine -add-domains processor.json ... bondmachine -add-processor 0 ...

(Remove a processor)

bondmachine -bondmachine-file bmach.json -del-processor n

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Introduction Architectures

Abstractions

BondMachine

Shared Mod

Tools

Simulation

loulding

Builders API Evolutionary BondMachine TensorFlow to

> Bondmachii Iardware

rototype

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Jses

Physics Other uses

Project History

nclusions

23/75

uture wo

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BM CP insert and remove

BM SO insert and remove

BM Inputs and Outputs

SIVI Bonding Processors and/or IU

BM Visualizing or RTL

Examples

(Add a Shared Object)

bondmachine -add-shared-objects specs ...

(Connect an SO to a processor)

bondmachine -connect-processor-shared-object ...

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Introduction Architectures

BondMachine

Connecting Processo

Tools

Simulation

oulding

Builders API Evolutionary BondMachine TensorFlow to

ardware

rototype

COSYSI

Jses

Physics Other uses

Project His

onclusions

uture work 23/75

BondMachine Builder

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BM CP insert and remove

BM Inputs and Outputs

BM Bonding Processors and/or IO BM Visualizing or RTL

Examples

(Adding inputs or outputs)

bondmachine -add-inputs \dots ; bondmachine -add-outputs \dots

(Removing inputs or outputs)

bondmachine -del-input ... ; bondmachine -del-output ...

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Introduction Architectures

BondMachine

Connecting Processo

Tools

Simulation

Noulding

Builders API Evolutionary BondMachine TensorFlow to

ardware

ototype

Jses

Physics Other use

Project His

onclusions

ture work

BondMachine Builder

Bondmachine is the tool that compose CP and SO to form BondMachines

BM Bonding Processors and/or IO

Examples

(Bonding processor)

bondmachine -add-bond p0i2,p1o4 ...

(Bonding IO)

bondmachine -add-bond i2,p0i6 ...

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Introduction

BondMachine

Tools

BondMachine Builder

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BM CP insert and remove

BM SO insert and remove

BM Inputs and Outputs

BM Bonding Processors and/or IO

BM Visualizing or RTL

Examples

(Visualizing)

bondmachine -emit-dot ...

(Create RTL code)

bondmachine -create-verilog ...

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Introduction Architectures

Abstractions

BondMachine

Tools

C:----l-+:--

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Bondgo
Builders API
Evolutionary
BondMachine

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cosysti

Jses

Physics Other uses

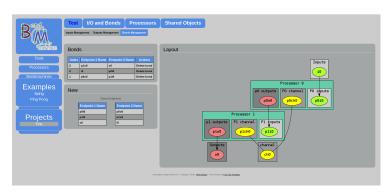
Project His

onclusions

uture work

BondMachine web front-end

Operations on BondMachines can also be performed via a developed web framework



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Introduct

Architectures

BondMachine

Jools

. . . .

Simulation

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

Hardwar

ototype

Uses

Physics Other use:

Project His

onclusions

uture work

An important feature of the tools is the possibility of simulating BondMachine behavior.

An event input file describes how BondMachines elements has to change during the simulation timespan and which one has to be be reported.

The simulator can produce results in the form of:

- Activity log of the BM internal.
 - Graphical representation of the simulation.
 - Report file with quantitative data. Useful to construct metrics

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Introduction Architectures

Abstractions

BondMachine

Total

Simulation

Noulding

Builders API Evolutionary BondMachin

lardwar

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Jses

Physics Other uses

roject His

nclusions

Future worl

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Introduction Architectures

Abstractions

BondMachine

Simulation

..........

/IOUIGING Bondgo

Builders API Evolutionary BondMachine TensorFlow t

BondMachine TensorFlow to Bondmachine

lardwar

rototype

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Jses

Physics Other uses

roject Hist

nclusions

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Introductio Architecture

Abstractions

BondMachine

T. ..

Simulation

Moulding

Bondgo Builders AP

Evolutionary BondMachine TensorFlow to Bondmachine

lardwar

rototype

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Uses

Physics Other uses

roject His

nclusions

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examples

Activity log example:

```
discovery // home/mirko/Projects/comproc/tests/asm2sim % bondmachine -register-size 8 -bondmachine-file asmtest05.json -sim -sim-
Loading simbox rule: config:show_pc
Loading simbox rule: config:show_ticks
Loading simbox rule: config:show_instruction
Loading simbox rule: config:show_disasm
Loading simbox rule; config;show_proc_io_pre
Loading simbox rule: config:show_proc_io_post
nading simbox rule: config:show proc regs pre
Loading simbox rule: config:show proc regs post
Loading simbox rule: config:show io post
Loading simbox rule: config:show io pre
Loading simbox rule: absolute:1:set:i0:2
Absolute tick+0
       Pre-compute IO: 10: 00000000 a0: 00000000
       Proc: 0
                Instr: 00000
                Disasm: i2r r0 i0
                Pre-compute ID; iO; 00000000 oO; 00000000
                Pre-compute Reas: r0: 00000000 r1: 00000000
               Post-compute IO: i0: 00000000 o0: 00000000
                Post-compute Regs: r0: 00000000 r1: 00000000
       Post-compute ID: iO: 00000000 oO: 00000000
Absolute tick:1
       Pre-compute IO: 10: 00000010 a0: 00000000
       Proc: 0
                Instr: 00000
                Disasm: i2r r0 i0
                Pre-compute ID; i0; 00000010 o0; 00000000
                Pre-compute Regs: r0: 00000000 r1: 00000000
               Post-compute IO: 10: 00000010 o0: 00000000
               Post-compute Regs: r0: 00000010 r1: 00000000
       Post-compute IO: iO: 00000010 oO: 00000000
Obsolute tick+2
```

A graphical example:

https://youtube.com/embed/Cc1Qzioh2Ng

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Introduction

Architectures

BondMachine

Bondiviachine

 ${\sf Simulation}$

oulding

Bondgo

Evolutionary BondMachin

TensorFlow to Bondmachine

ardware

rototype

Hees

Uses

Other use

Project Hi

onclusions

26/75

uture wo

Emulation

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BondMachine

Simulation

BondMachine

The same engine that simulate BondMachines can be used as emulator.

Through the emulator BondMachines can be used on Linux workstations.

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As stated before BondMachines are not general purpose architectures, and to be effective have to be shaped according the specific problem.

Several methods (apart from writing in assembly and building a BondMachine from scratch) have been developed to do that:

- ▶ bondgo: A new type of compiler that create not only the CPs assembly but also the architecture itself.
- ► A set of API to create BondMachine to fit a specific computational problems.
- An Evolutionary Computation framework to "grow" BondMachines according some fitness function via simulation.
- ▶ *tf2bm*: A TensorFlow to BondMachine translator.

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Introduction Architectures

Abstractions

BondMachine

Table

Simulation

Moulding

Builders API Evolutionary BondMachine TensorFlow to

ardware

rototype

cosyst

Uses

Physics Other uses

Project His

nclusions

uture work

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February 23, 2018

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Introduction Architectures

Abstractions

BondMachine

Connecting Processor

Tools

Simulati

Moulding

Bondgo Builders API Evolutionary BondMachine

onumachii

rototype

cosyst

Uses

Physics Other uses

Project His

nclusions

uture work 28/75

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Introduction Architectures

Abstractions

BondMachine
Connecting Processo

Tools

Simulation

Moulding

Builders API Evolutionary BondMachine TensorFlow to

ardware

rototype

COSYST

Uses

Physics Other uses

Project His

nclusions

uture work 28/75

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Introduction Architectures

Abstractions

BondMachine

Table

Simulati

Moulding

Bondgo
Builders API
Evolutionary
BondMachine
TensorFlow to

ardware

rototype

cosyst

Uses

Physics Other uses

Project Hi

nclusions

uture work 28/75

As stated before BondMachines are not general purpose architectures, and to be effective have to be shaped according the specific problem.

Several methods (apart from writing in assembly and building a BondMachine from scratch) have been developed to do that:

- ▶ bondgo: A new type of compiler that create not only the CPs assembly but also the architecture itself.
- ► A set of API to create BondMachine to fit a specific computational problems.
- An Evolutionary Computation framework to "grow" BondMachines according some fitness function via simulation.
- ▶ *tf2bm*: A TensorFlow to BondMachine translator.

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Introduction Architectures

Abstractions

BondMachine

Connecting Processor

Tool:

Simulation

Moulding

Bondgo
Builders API
Evolutionary
BondMachine
TensorFlow to

ardware

rototype

Uses

Physics Other use

Project Hi

nclusions

uture work

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Introduction Architectures

BondMachine

Connecting Processor

Tool:

Simulati

Moulding

Bondgo
Builders API
Evolutionary
BondMachine
TensorFlow to

ardware

ototype

Lless

Uses

Project Hi

nclusions

uture work

bondgo is the name chosen for the compiler developed for the BondMachine.

The compiler source language is Go as the name suggest.

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BondMachine

Bondgo

29/75

This is the standard flow when building computer programs

February 23, 2018

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Introduction

Architectures Abstractions

BondMachine

Connecting Processor Shared Modules

Tool

Simulation

loulding

oulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

lardware

totype

cosystem

Uses

Physics Other use

roject His

onclusions

uture wor

This is the standard flow when building computer programs

high level language source

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Mirko Mariotti

Introduction Architectures

Abstractions

BondMachine

Shared Modules

Tools

Simulatio

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Bondgo Builders API Evolutionary BondMachine

BondMachine FensorFlow to Bondmachine

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ototype

cosystem

Jses

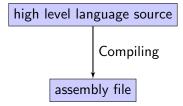
Physics Other uses

roject Hist

onclusions

Future wo

This is the standard flow when building computer programs



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Introduction Architectures

Abstractions

BondMachine

Simulation

Moulding

Bondgo

Builders API Evolutionary BondMachine

BondMachine TensorFlow t Bondmachine

ardvvare

ototype

cosystem

Uses

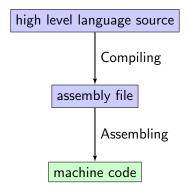
Physics Other uses

roject Hist

onclusions

Future wo

This is the standard flow when building computer programs



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Introductio Architecture

Abstractions

BondMachine

Connecting Processor

Tool

Simulation

oulding

Bondgo

Builders AP Evolutionary BondMachi

BondMachine TensorFlow to Bondmachine

ardware

rototype

Ecosyste

Uses

Physics Other use

roject Hist

nclusions

uture wor

The standard flow in bondgo

bondgo loop example

```
package main
import ()
func main() {
  var reg_aa uint8
  var reg_ab uint8
  var reg_ab uint8
  for reg_aa = 10; reg_aa > 0; reg_aa-- {
     reg_ab = reg_aa
     break
  }
}
```

bondgo loop example in asm

```
clr aa
clr ab
rset ac 10
cpy aa ac
cpy ac aa
jz ac 11
cpy ac aa
cpy ab ac
j 11
dec aa
j 4
```

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Introduction Architectures

Abstractions

BondMachine

Shared Modu

Tools

Simulation

oulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

Hardware

Prototype

Uses

Physics Other uses

Project His

onclusions

ıture work

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Introduc

Architectures Abstractions

BondMachine

Connecting Processor Shared Modules

Tools

Simulation

oulding

Bondgo

Builders API Evolutionary BondMachine FensorFlow to

ardware

totype

cosystem

Uses

Physics Other uses

roject His

onclusions

uture wor

bondgo may also do something different when compiling a single threaded program ...

high level language source

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Introduc

Architectures Abstractions

BondMachine

Connecting Processors

Tools

Simulation

oulding

oulding

Bondgo Builders API Evolutionary BondMachine

BondMachine FensorFlow to Bondmachine

ardware

ototype

cosysten

Uses

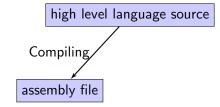
Physics Other uses

roject His

onclusions

uture wor

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Introduction Architectures

Abstractions

BondMachine

Connecting Processor

Tool

Simulation

oulding

Bondgo Builders API

BondMachine TensorFlow to Bondmachine

ardware

rototype

LOSYSTE

Uses

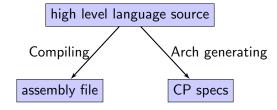
Physics Other uses

'roject Hist

onclusions

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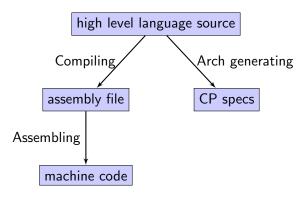
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BondMachine

Bondgo

32/75

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Introduction Architectures

Abstractions

BondMachine Connecting Process

T. ...

Simulation

Moulding Bondgo

Builders API Evolutionary BondMachin

BondMachine TensorFlow to Bondmachine

lardware

totype

Ecosyste

Uses

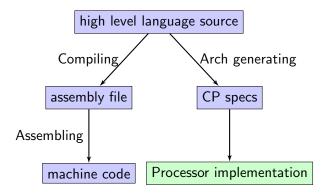
Physics Other use

Project Hist

onclusions

uture work 32/75

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Introduction Architectures

Abstractions

BondMachine

Connecting Processo

Tool

Simulation

Moulding Bondgo

Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

lardwar

ototype

Uses

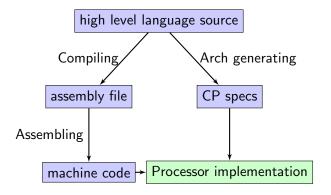
Physics Other use

Project Hist

nclusions

uture work

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BondMachine

Bondgo

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... bondgo may not only create the binaries, but also the CP architecture, and ...

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BondMachine

Bondgo

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... it can do even much more interesting things when compiling concurrent programs.

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Architecture

Abstractions

BondMachine

Connecting Processor Shared Modules

Tool

Simulation

oulding

oulding

Bondgo Builders API Evolutionary BondMachine

BondMachine TensorFlow to Bondmachine

ardware

totype

cosystem

Uses

Physics Other uses

roject His

onclusions

Future wo

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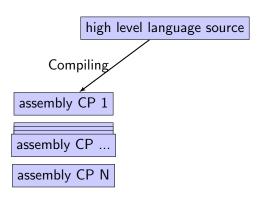
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BondMachine

Bondgo

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Introductio Architecture

Abstractions

BondMachine

Snare

Cimulation

oulding

Bondgo

Builders AP

BondMachine TensorFlow to Bondmachine

ardware

ototype

cosyste

Uses

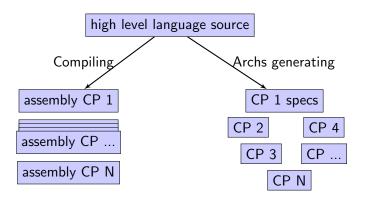
Physics Other uses

'roject Hist

onclusions

Future wo

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Introduction Architectures

Abstractions

BondMachine

Share

Simulation

oulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

ardware

rototype

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Jses

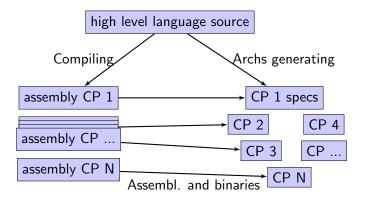
Physics Other uses

Project Hist

nclusions

ıture work

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Introduction Architectures

Abstractions

BondMachine

Shared

Simulation

loulding

Bondgo Builders API Evolutionary BondMachin

BondMachine TensorFlow t Bondmachine

ardware

rototype

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Jses

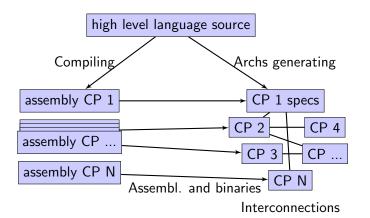
Physics Other use

Project His

nclusions

ure work

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February 23, 2018

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Introduction Architectures

Abstractions

BondMachine Connecting Processo

Table

Simulation

Moulding Bondgo

Builders API Evolutionary BondMachin

BondMachine TensorFlow to Bondmachine

lardwar

rototype

...., 50

Jses

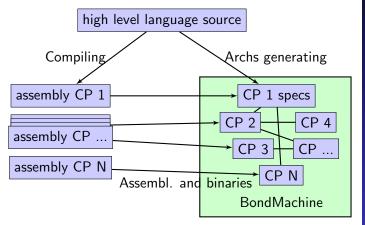
Physics Other uses

Project His

onclusions

ture work

... it can do even much more interesting things when compiling concurrent programs.



February 23, 2018

Mirko Mariotti

Introduction Architectures

Abstractions

BondMachine

Share

Cimulation

loulding

Bondgo Builders Af

Evolutionary BondMachine TensorFlow to Bondmachine

ardware

rototype

leee

Uses

Physics Other use

Project His

onclusions

uture work 34/75

An example

bondgo stream processing example

```
package main
import (
   "bondgo"
func streamprocessor(a *[]uint8, b *[]uint8,
  c *[]uint8, gid uint8) {
   (*c)[gid] = (*a)[gid] + (*b)[gid]
func main() {
  a := make([]uint8, 256)
  b := make([]uint8, 256)
  c := make([]uint8, 256)
  // ... some a and b values fill
  for i := 0: i < 256: i++ {
      go streamprocessor(&a, &b, &c, uint8(i))
  3
```

The compilation of this example results in the creation of a 257 CPs where 256 are the stream processors executing the code in the function called streamprocessor, and one is the coordinating CP. Each stream processor is optimized and capable only to make additions since it is the only operation requested by the source code. The three slices created on the main function are passed by reference to the Goroutines then a shared RAM is created by the Bondgo compiler available to the generated CPs.

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BondMachine

Bondgo

35/75

Compiling Architectures

One of the most important result

The architecture creation is a part of the compilation process.

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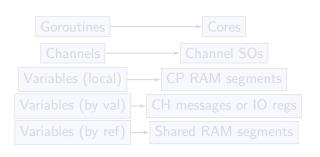
BondMachine

Bondgo

Go in hardware

Bondgo implements a sort of "Go in hardware".

High level Go source code is directly mapped to interconnected processors without Operating Systems or runtimes.



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Introductio Architecture

Abstractions

BondMachine Connecting Processo

Too

Simulation

oulding

Bondgo Builders AP

BondMachine TensorFlow t Bondmachine

lardwar

rototype

Ecosyste

Jses

Physics Other use

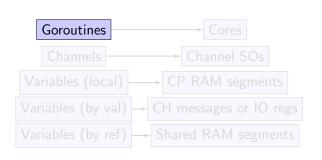
Project His

onclusions

Go in hardware

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Introductio Architecture

Abstractions

BondMachine

Snare

Cimulatio

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Bondgo Builders AP

BondMachine
TensorFlow to
Bondmachine

lardwar

rototype

Ecosyste

Uses

Physics Other uses

Project His

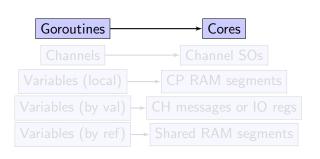
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uture work

Go in hardware

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Introductio Architecture

Abstractions

BondMachine

Connecting Processo

Tool

Simulation

loulding

Bondgo Builders API

BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosyster

Uses

Physics Other use

Project His

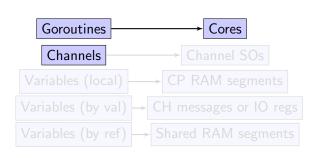
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Go in hardware

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Introductio Architecture

Abstractions

BondMachine
Connecting Processo

Tabl

Simulation

loulding

Bondgo Builders API

BondMachine TensorFlow to Bondmachine

lardwar

ototype

Jses

Physics Other use:

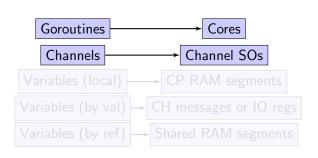
Project His

nclusions

Go in hardware

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Introductio Architecture

Abstractions

BondMachine

Silar

Cimulatio

loulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow t Bondmachine

lardwar

rototype

Ecosyste

Uses

Physics Other use:

Project His

nclusions

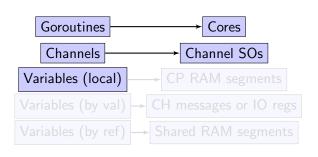
uture work

37/75

Go in hardware

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Architecture

Abstractions

BondMachine

Connecting Processor

Tool

Simulation

loulding

Bondgo Builders AP

BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosyste

Uses

Physics Other use

Project His

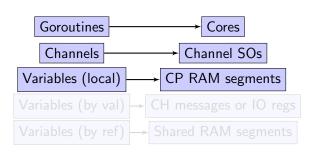
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ture work

Go in hardware

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Introductio Architecture

Abstractions

BondMachine Connecting Processo

Tool

Simulation

loulding

Bondgo Builders AP

BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosyst

Uses

Other uses

Project His

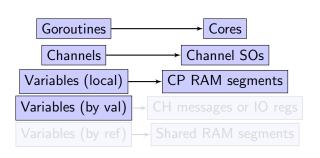
onclusions

ıre work

Go in hardware

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Introductio Architecture

Abstractions

BondMachine

Simulation

loulding

Bondgo Builders API

BondMachine TensorFlow to Bondmachine

lardwar

rototype

LCOSYSI

Uses

Physics Other use:

Project His

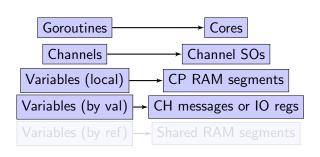
nclusions

ıre work

Go in hardware

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Introductio Architecture

Abstractions

BondMachine

Snar

Simulation

loulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

lardwar

rototype

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Uses

Physics Other use

Project His

nclusions

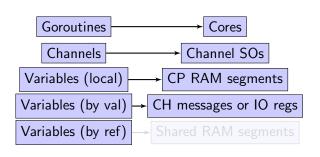
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37/75

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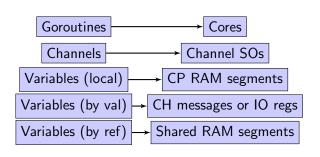
BondMachine

Bondgo

Go in hardware

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Introduction Architecture

Abstractions

BondMachine

Jilai

Simulation

Bondgo Builders API

BondMachine TensorFlow to Bondmachine

lardwar

rototype

Uses

Physics Other use

Project His

nclusions

ure work

Go in hardware

Second idea on the BondMachine

The idea was:

Build a computing system with a decreased number of layers resulting in a lower HW/SW gap.

This would raise the overall performances yet keeping an user friendly way of programming.

Between HW and SW there is only the processor abstraction, no Operating System nor runtimes.

Despite that programming is done at high level.

February 23, 2018

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Introduction

Architectures

BondMachine

Connecting Processor

Tools

Simulation

Moulding Bondgo Builders API

Evolutionary BondMachine TensorFlow t Bondmachine

lardwar

rototype

lasa

Uses

Physics Other use

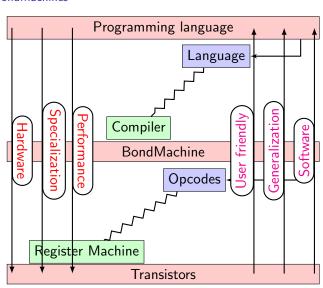
Project His

nclusions

Mirko Mariotti BondMachine February 23, 2018 38/75

Layers, Abstractions and Interfaces

and BondMachines



February 23, 2018

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Introd

Architecture

BondMachine

Connecting | Shared Mod

Too

Simulation

Noulding

Bondgo Builders API

BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosyste

Uses

Physics Other use

Project His

nclusions

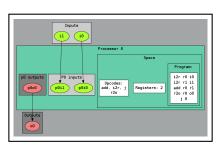
e work 39/75

Abstract Assembly

The Assembly language for the BM has been kept as independent as possible from the particular CP.

Given a specific piece of assembly code Bondgo has the ability to compute the "minimum CP" that can execute that code.





These are Building Blocks for complex BondMachines.

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Introduction Architectures

Abstractions

BondMachine

Shared

Tools

Simulation

loulding

Bondgo Builders AP

BondMachine TensorFlow to Bondmachine

lardware

rototype

LCOSYSI

Jses

Other uses

Project Hi

nclusions

ıture work

With these Building Blocks

Several libraries have to developed to map specific problems on BondMachines:

February 23, 2018

- ▶ Symbond, to handle mathematical expression.
- Boolbond, to map boolean expression.
- ▶ Matrixwork, to perform matrices operations.
- ▶ Neuralbond, to use neural networks.

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Introductio Architecture

Abstractions

BondMachine

Snared

Simulation

loulding

Builders API

BondMachine TensorFlow to Bondmachine

lardwar

rototype

LCOSYSE

Uses

Physics Other uses

roject His

nclusions

41/75

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Introductio Architecture

Abstractions

BondMachine

Share

loois

Simulation

loulding

Builders API

BondMachine TensorFlow t

lardwar

rototype

Ecosyste

Uses

Physics Other uses

roject His

nclusions

Future woi

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Introductio Architecture

Abstractions

BondMachine

Snare

10019

Simulation

Moulding

Bondgo Builders API

Evolutionary BondMachin TensorFlow t

TensorFlow t Bondmachine

lardwar

ototype

Ecosyst

Uses

Physics Other use

roject His

nclusions

41/75

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Introductio Architecture

Abstractions

BondMachine

Tools

Simulation

Moulding Bondgo

Builders API Evolutionary

TensorFlow to Bondmachine

lardwar

rototype

Ecosyst

Uses

Physics Other uses

roject His

nclusions

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Introductio Architecture

Abstractions

BondMachine

Snare

10015

Simulation

loulding

Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

lardwar

rototype

_cosys

Uses

Physics Other use

Project His

nclusions

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Symbond

A mathematical expression, or a system can be converted to a BondMachine:

sum(var(x), const(2))

Boolbond

symbond -expression "sum(var(x),const(2))" -save-bondmachine bondmachine.json

Resulting in:

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Introductio Architecture

RondMachine

Connecting Processor

Tool

Simulation

oulding

Bondgo Builders API

BondMachine TensorFlow to Bondmachine

ardware

ototype

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Jses

Physics Other uses

roject His

onclusions

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Architecture:

BondMachine

Connecting Processor

Tool

Simulation

oulding

Bondgo Builders API

BondMachine TensorFlow to Bondmachine

ardware

ototype

LCOSYSI

Uses

Physics Other uses

roject Hist

nclusions

Future woi

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Architecture:

BondMachine

Connecting Processor

Tools

Simulation

oulding

Bondgo Builders API

BondMachine TensorFlow to Bondmachine

ardware

ototype

LCOSYSI

Uses

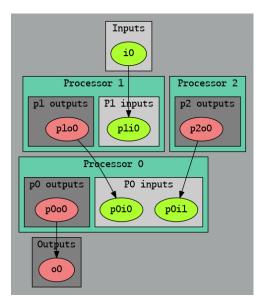
Physics Other uses

roject His

nclusions

-uture work

Symbond



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Introdu

Architecture

BondMachine

Connecting Processor

Tool

Simulation

loulding

Builders API

BondMachin TensorFlow t Bondmachin

ardware

rototype

Ecosyst

Uses

Physics Other use

Project Hist

nclusions

Future work 43/75

Boolbond

A system of boolean equations, input and output variables are expressed as in the example file:

```
\begin{array}{l} \mathsf{var}(\mathsf{z}) \!\!=\!\! \mathsf{or}(\mathsf{var}(\mathsf{x}), \mathsf{not}(\mathsf{var}(\mathsf{y}))) \\ \mathsf{var}(\mathsf{t}) \!\!=\!\! \mathsf{or}(\mathsf{and}(\mathsf{var}(\mathsf{x}), \mathsf{var}(\mathsf{y})), \mathsf{var}(\mathsf{z})) \\ \mathsf{var}(\mathsf{l}) \!\!=\!\! \mathsf{and}(\mathsf{xor}(\mathsf{var}(\mathsf{x}), \mathsf{var}(\mathsf{y})), \mathsf{var}(\mathsf{t})) \\ \mathsf{i:var}(\mathsf{x}) \\ \mathsf{i:var}(\mathsf{y}) \\ \mathsf{o:var}(\mathsf{z}) \\ \mathsf{o:var}(\mathsf{t}) \\ \mathsf{o:var}(\mathsf{l}) \end{array}
```

Boolbond

boolbond -system-file expression.txt -save-bondmachine bondmachine.json

Resulting in:

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Introduction Architecture

Architecture Abstractions

BondMachine

Connecting Processor

Tools

Simulation

oulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

ardware

rototype

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Physics

roject Hist

onclusions

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Introduction Architecture

Architecture Abstractions

BondMachine

Connecting Processo

Tools

Simulation

oulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

ardware

rototype

Uses

Physics Other uses

Project His

onclusions

Euture wor

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Introduction Architecture

Abstractions

BondMachine

Connecting Processo

Tool:

Simulation

oulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

ardware

rototype

Uses

Physics Other uses

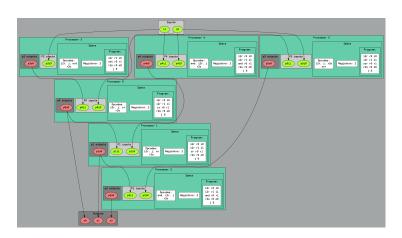
Project His

nclusions

Future worl

Mirko Mariotti BondMachine February 23, 2018 44/75

Boolbond



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Introduction

Architecture: Abstractions

BondMachine

Connecting Processors

Tools

Simulati

Moulding

Bondgo Builders API

Evolutionary BondMachine TensorFlow to

TensorFlow t Bondmachine

aruware

rototype

Ecosyste

Uses

Physics Other use:

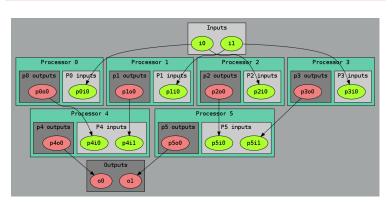
Project Hist

onclusions

Matrixwork

Matrix multiplication

if mymachine, ok := matrixwork.Build_M(n, t); ok == nil ...



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Introduct

Architectures Abstractions

BondMachine

Connecting Processo

Tools

Simulatio

oulding

Builders API Evolutionary BondMachine

TensorFlow to Bondmachine

raroware

rototype

Uses

Pnysics Other uses

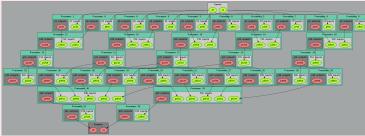
roject Hist

onclusions

-uture work

Neuralbond

3 Layer neural network



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Introduction

Abstraction:

BondMachine

Connecting Processors
Shared Modules

Tools

Simulati

Noulding

Bondgo Builders API

TensorFlow t

lardware

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Ecosyste

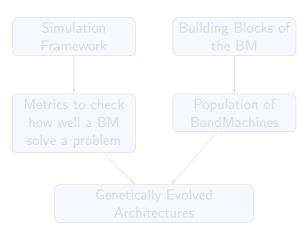
Uses

Physics Other uses

Project Hist

onclusions

Find an architecture that solve a problem



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Introdu

Architectures

BondMachine

Connecting Processo

Tools

Simulation

Noulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

Hardwai

rototype

Ecosyste

Uses

Physics Other user

Project His

onclusions

Find an architecture that solve a problem

Simulation Framework February 23, 2018

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Introdu

Architectures

BondMachine

Connecting Processor

Tools

Simulation

Noulding

Bondgo Builders API

Evolutionary BondMachine TensorFlow to

lardwar

rototype

Ecosyste

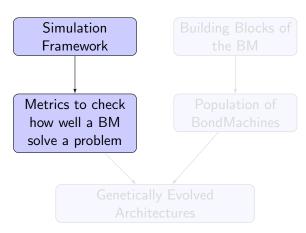
Uses

Physics Other use

Project His

onclusions

Find an architecture that solve a problem



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Introdu

Architectures

BondMachine

Connecting Processor

Tools

Simulation

Noulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to

lardwar

rototype

Ecosyste

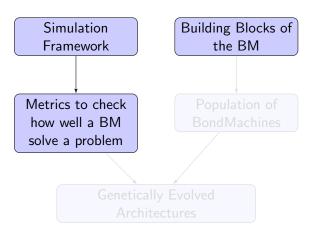
Uses

Physics Other use

Project His

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Find an architecture that solve a problem



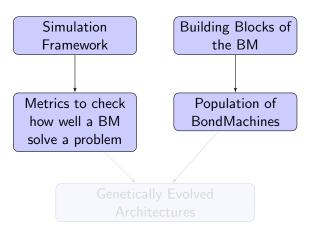
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BondMachine

Evolutionary BondMachine

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Introdu

Architecture

BondMachine

Connecting Processors

Tools

Simulation

loulding

Bondgo Builders API

Evolutionary BondMachine

TensorFlow to Bondmachine

Hardwai

rototype

Ecosyste

Uses

Physics Other use

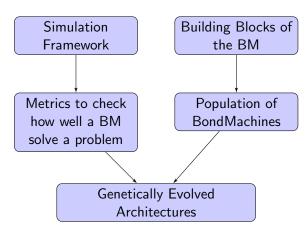
Project His

onclusions

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Find an architecture that solve a problem



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Introduc

Architectures

BondMachine

Connecting Processo

Tools

Simulation

loulding

Builders API Fyolutionary

BondMachine TensorFlow to Bondmachine

Hardwai

rototype

Ecosyst

Uses

Physics Other use

Project His

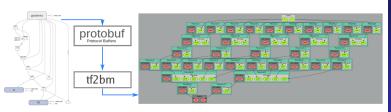
onclusions

Future work

TensorFlowTM to Bondmachine

TensorFlowTM is an open source software library for numerical computation using data flow graphs.

Graphs can be converted to BondMachines with the tf2bm tool.



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Introduction Architectures

Abstractions

BondMachine

Tool

Simulation

oulding

Bondgo Builders API Evolutionary BondMachin

TensorFlow to Bondmachine

Hardwar

rototype

Ecosyst

Uses

Physics Other use

Project His

onclusions

uture work

Hardware implementation

The RTL code for the BondMachine is written in Verilog and System Verilog, and has been tested on these devices/system:

- ▶ Digilent Basys3 Xilinx Artix-7 Vivado.
- Kintex7 Evaluation Board Vivado.
- Digilent Zedboard Xilinx Zynq 7020 Vivado.
- ► Linux Iverilog.

Within the project other firmwares have been written or tested:

- Microchip ENC28J60 Ethernet interface controller.
- Microchip ENC424J600 10/100 Base-T Ethernet interface controller.
- ► ESP8266 Wi-Fi chip.

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Introduction Architectures

Architectures Abstractions

BondMachine

Simulation

loulding Bondgo

Builders API Evolutionary BondMachin

BondMachine TensorFlow to Bondmachine

Hardware

rototype

Uses

Physics Other uses

Project His

nclusions

ure work

50/75

Toolchains

A set of toolchains allow the build and the direct deploy to a target device of BondMachines.

Bondgo Toolchain example

A file local.mk contains references to the source code as well all the build necessities.

make bondmachine creates the JSON representation of the BM and assemble its code.

make show displays a graphical representation of the BM. make simulate start a simulation.

make videosim create a simulation video.

make flash the device into the destination target.

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Introduction Architectures

Abstractions

BondMachine

Connecting Processo

Tools

Simulation

loulding

Bondgo Builders API Evolutionary BondMachine

TensorFlow t Bondmachine

Hardware

^orototype

. . . .

Uses

Physics Other us

Project His

onclusions

ture work

The Prototype

The project has been selected for the participation at MakerFaire 2016 Rome (The Europen Edition) and a prototype has been assembled and presented.



First run:

https://youtube.com/embed/hukTrGxTb7A

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Introduction

Architectures

BondMachine

Connecting Processe

Tool:

Simulation

oulding

Bondgo
Builders API
Evolutionary
BondMachine
TensorFlow t

Hardwar

Prototype

Ecosyst

Uses

Physics Other use

Project His

onclusions

uture wo

So far we saw:

- ► An user friendly approach to create processors (single core).
- Optimizing a single device to support intricate computational work-flows (multi-cores).

Interconnected BondMachines

What if we could extend the same ideas to multiple interconnected devices ?

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Introduction Architectures

BondMachine

Connecting Processor

Tool

Simulation

Moulding
Bondgo
Builders API
Evolutionary
BondMachin

BondMachine FensorFlow to Bondmachine

Hardwar

rototype

Ecosystem

Uses

Physics Other uses

Project His

onclusions

Future wo

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Ecosystem

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Introduction Architectures

Abstractions

BondMachine

Connecting Processor

Tool

Simulation

Moulding

Bondgo Builders API Evolutionary BondMachin

Evolutionary BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosystem

Uses

Physics Other uses

Project His

onclusions

Future work 53/75

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Introduction Architectures

Abstractions

BondMachine

Connecting Processors

Tool

Simulation

Moulding
Bondgo
Builders API
Evolutionary
BondMachine

Evolutionary BondMachine TensorFlow to Bondmachine

ardware

rototype

Ecosystem

Uses

Physics Other uses

Project His

onclusions

uture work

53/75

The same logic existing among CP have been extended among different BondMachines organized in clusters.

Protocols, one ethernet called *etherbond* and one using UDP called *udpbond* have been created for the purpose.

FPGA based BondMachines, standard Linux Workstations, Emulated BondMachines may join a cluster an contribute to a single distributed computational problem. February 23, 2018

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Architectures

Abstractions

RondMachine

Connecting Processors

Tool

Simulation

Moulding Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosystem

Uses

Physics Other uses

Project His

onclusions

uture work 54/75

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Introduction Architectures

BondMachine

Connecting Processors

Tool

Simulation

Moulding
Bondgo
Builders API
Evolutionary
BondMachine

Evolutionary BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosystem

Uses

Physics Other uses

Project His

nclusions

Future work

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Introduction Architectures

RondMachine

Connecting Processors

Tool

Simulation

Moulding Bondgo Builders API Evolutionary BondMachin

Evolutionary BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosystem

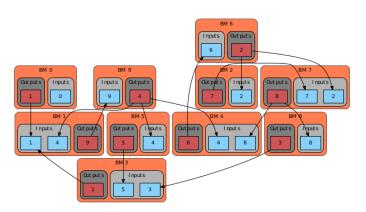
Uses

'hysics)ther uses

Project His

nclusions

uture work 54/75



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BondMachine

Ecosystem

A complete example

distributed counter

```
package main
import (
   "bondgo"
func pong() {
  var inO bondgo.Input
  var out0 bondgo.Output
  in0 = bondgo.Make(bondgo.Input, 3)
  out0 = bondgo.Make(bondgo.Output, 5)
  for {
      bondgo.IOWrite(out0, bondgo.IORead(in0)+1)
  bondgo.Void(in0)
  bondgo.Void(out0)
func main() {
  var inO bondgo.Input
  var out0 bondgo.Output
  in0 = bondgo.Make(bondgo.Input, 5)
  out0 = bondgo.Make(bondgo.Output. 3)
device 0:
   go pong()
  for {
      bondgo.IOWrite(out0, bondgo.IORead(in0))
   bondgo.Void(in0)
  bondgo.Void(out0)
```

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Introduction Architectures

BondMachine

Connecting Processo

Tools

Simulation

oulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

ardware

ototype

Ecosystem

Uses

Physics Other use:

Project His

onclusions

uture work

A complete example

Compiling the code with the bondgo compiler:

bondgo -input-file ds.go -mpm

The toolchain perform the following steps:

- Map the two goroutines to two hardware cores.
- Creates two types of core, each one optimized to execute the assigned goroutine.
- Creates the two binaries.
- Connected the two core as inferred from the source code, using special IO registers.

The result is a multicore BondMachine:

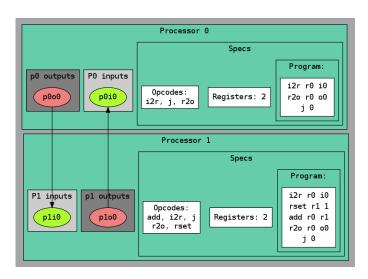
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BondMachine

Ecosystem

A complete example



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Introductio Architecture

Abstractions

BondMachine

- .

Simulation

Noulding

Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

Hardware

Prototype Ecosystem

...

Physics

Project His

onclusions.

uture work

distributed counter

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  var inO bondgo.Input
  var out0 bondgo.Output
  in0 = bondgo.Make(bondgo.Input, 3)
  out0 = bondgo.Make(bondgo.Output, 5)
  for {
      bondgo.IOWrite(out0, bondgo.IORead(in0)+1)
  bondgo.Void(in0)
  bondgo.Void(out0)
func main() {
  var inO bondgo.Input
  var out0 bondgo.Output
  in0 = bondgo.Make(bondgo.Input, 5)
  out0 = bondgo.Make(bondgo.Output. 3)
device 1:
   go pong()
  for {
      bondgo.IOWrite(out0, bondgo.IORead(in0))
   bondgo.Void(in0)
  bondgo.Void(out0)
```

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Introduction Architectures

BondMachine

Connecting Processo

Tools

Simulation

oulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

ardware

ototype

Ecosystem

Uses

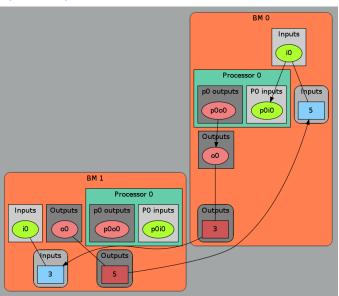
Other use:

Project His

onclusions

uture work

A complete example



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Introducti Architectur

Abstractions

 ${\sf BondMachine}$

Connecting Processor

Tool

Simulatio

Moulding

Bondgo Builders API Evolutionary BondMachine

BondMachine TensorFlow to Bondmachine

Tardware

rototype

Ecosystem

Uses

Other uses

Project His

onclusions

future work 60/75

A complete example

The result is:

https://youtube.com/embed/g9xYHKOzca4

A general result

Parts of the system can be redeployed among different devices without changing the system behavior (only the performances).

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Introductio Architecture

RondMachine

Connecting Processor

Tools

Simulation

loulding

Bondgo Builders API Evolutionary BondMachine

BondMachine TensorFlow to Bondmachine

Hardwa

rototype

Ecosystem

Uses

Physics Other uses

roject Hist

onclusions

Future worl

Results

Results

► User can deploy an entire HW/SW cluster starting from a code written in a High Level language.

 Workstation with emulated BondMachines, workstation with etherbond drivers, standalone BondMachines (FPGA) may join these clusters. February 23, 2018

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Architecture

BondMachine

Connecting Proces
Shared Modules

Tools

Simulation

oulding

Bondgo Builders API Evolutionary BondMachin

BondMachine TensorFlow to Bondmachine

Hardwai

rototype

Ecosystem

Uses

Physics Other uses

Project Hist

onclusions

Future wo

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Ecosystem

Uses in Physics

Two possible use cases in Physics experiments are currently being explored:

- ▶ Real time pulse shape analysis in neutron detectors.
- ► Test beam for space experiments (DAMPE, HERD)

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Introductio Architecture

Abstractions

BondMachine

Connecting Processors

Tool

Simulation

Moulding Bondgo Builders API Evolutionary

Evolutionary BondMachine TensorFlow to Bondmachine

lardwar

ototype

cosysten

Jses

Physics Other uses

Project Hist

onclusions

Future w

Real time pulse shape analysis in neutron detectors

The operation of the new generation of high-intensity neutron sources like SNS, JSNS and European Spallation Source (ESS, Lund, Sweden), now under construction, are introducing a new demand for neutron detection capabilities.

These demands yield to the need for new data collection procedures and new technology based on solid state Si devices.

We are trying to use BondMachines to make the real time shape analysis in this kind of detecting devices.

Courtesy of Prof. F.Sacchetti

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Architectures

Abstractions

BondMachine

- .

Simulation

Moulding

Bondgo Builders API Evolutionary BondMachine

BondMachine TensorFlow t Bondmachine

ardware

totype

cosyste

Uses

Physics Other uses

Project His

onclusions

uture work

Test beam for space experiments (DAMPE, HERD)

Trigger logic for test beams

In test beams, the DAQ system relies on the trigger system for data tacking (sensor signal digitization) during

- Calibration (random trigger or "off-spill" trigger)
- · On spill data taking

Minimum elements used for trigger system:

- Clock, pulser
- Logic gates (AND, OR,...)
- Delays

Trigger system implemented using NIM crates and DAQ machines

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Architectures

Abstraction

BondMachine Connecting Processor

Tools

Simulation

loulding

Builders API Evolutionary BondMachine

BondMachine TensorFlow to Bondmachine

lardwar

totype

cosyste

Uses

Physics Other uses

Project His

nclusions

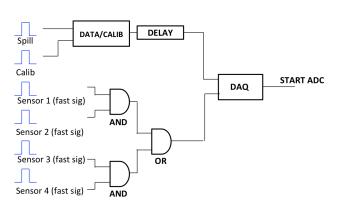
65/75

Future wor

Courtesy of V.Vagelli and M.Duranti

Test beam for space experiments (DAMPE, HERD)

Trigger logic for test beams



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Introductio Architecture

Abstractions

BondMachine

T. ...

Simulation

Moulding

Builders API Evolutionary BondMachine

BondMachine TensorFlow to Bondmachine

iardware

rototype

Ecosyste

Uses

Physics Other uses

Project His

onclusions

iture work

66/75

Courtesy of V.Vagelli and M.Duranti

Test beam for space experiments (DAMPE, HERD)

Trigger logic for test beams

We are trying to explore the possibility of using BondMachine to handle efficiently this kind of operations. February 23, 2018

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Physics

Mirko Mariotti **BondMachine** February 23, 2018 67/75

The BondMachine could be used in several types of real world applications, some of them being:

- Workstation FPGA accelerators for any kind of intensive computation.
- ▶ IoT and CyberPhysical systems.
- Computer Science educational applications.

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Introductio Architecture

Abstractions

BondMachine

Connecting Processor

Tool

Simulation

Noulding

Bondgo Builders API Evolutionary BondMachine

BondMachine TensorFlow to Bondmachine

Hardwai

rototype

Ecosyst

Uses

Other uses

Project His

onclusions

Future wor

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Introductio Architecture

BondMachine

Connecting Processors

Tool

Simulation

loulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow to Bondmachine

lardwar

rototype

Ecosysi

Uses

Physics Other uses

Project Hist

onclusions

Future wor

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Introductio Architecture

BondMachine

Connecting Process
Shared Modules

Тоо

Simulation

loulding

Builders API Evolutionary BondMachin

BondMachine TensorFlow to Bondmachine

Hardwai

rototype

Ecosyst

Uses

Physics Other uses

roject Hist

nclusions

Future wor

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Introductio Architecture

Abstractions

BondMachine
Connecting Processor

Tool

Simulation

loulding

Bondgo Builders API Evolutionary

BondMachine TensorFlow t Bondmachine

Hardwai

rototype

Ecosyst

Uses

Other uses

roject Hist

onclusions

uture work 68/75

Real world applications

Accelerators

A BM may be used as an hardware accelerator so that one can mix all together CPU and BM threads, that is one can off-load a task or a function using the BM (i.e. the FPGA)

The resulting accelerator would the advantage of being better suited to the specific problem than generic accelerators (GPU)

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Introductio Architecture

Abstractions

BondMachine Connecting Processors

Tool

Simulation

oulding

Bondgo Builders API Evolutionary BondMachin

BondMachine TensorFlow t Bondmachine

Hardwai

ototype

Jses Physics

Other uses

roject Hist

nclusions

-uture work

Real world applications

IoT and CyberPhysical systems

Scalability and extensibility of a HW / SW system built as described in the present project is greatly improved.

Indeed a system with interacting agents, of whatever type they are, would be the expression of a single and coherent program written in high level language. February 23, 2018

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Introductio Architecture

Abstractions

BondMachine

Connecting Processor

Tool

Simulation

/loulding

Bondgo Builders API Evolutionary BondMachine

BondMachine TensorFlow to Bondmachine

ardware

rototype

cosyste

Uses

Physics Other uses

Project Hist

onclusions

Future wo

February 23, 2018 Mirko Mariotti

- ▶ May 2016 Poster presented at INFN CCR 2016.
- September 2016 The first prototype is built.
- ► October 2016 It is Selected and the prototype is presented at "Makerfaire 2016 Rome (The European edition)".
- November 2016 Presented at "Umbria Business Match 2016".
- March 2017 First tests for Physics applications.
- November 2017 Presented at "Umbria Business Match 2017".
- December 2107 Submitted at InnovateFPGA 2017
- ► February 2018 Reached the InnovateFPGA 2017 EMEA Semifinal.

Architectures Abstractions

BondMachine

Shared Modules

Tools

Simulation

Moulding

Builders API Evolutionary BondMachine TensorFlow to

ardware

rototype

Uses

Physics Other use

Project History

onclusions

-uture work

Next few months goals

▶ Development of the InnovateFPGA design project.

▶ Inclusion in some physics experiments.

▶ Search for people interested in joining the project.

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Introductio Architecture

Abstractions

BondMachine

Connecting Processo

Too

Simulation

Moulding

Bondgo

Builders API Evolutionary

BondMachine TensorFlow t Bondmachine

lardwar

rototype

Ecosyst

Uses

Physics Other uses

Project History

onclusions

72/75

Future wo

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BondMachine

Project History

72/75

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Introductio Architecture

Abstractions

BondMachine

Connecting Processors

Tool

Simulation

Moulding Bondgo Builders API Evolutionary

Evolutionary BondMachine TensorFlow t Bondmachine

lardwar

rototype

COSYST

Uses

Physics Other uses

Project History

onclusions

72/75

uture wo

Conclusions

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The BondMachine is a new kind of computing device made possible in practice only by the emerging of new re-programmable hardware technologies such as FPGA.

Introduction **BondMachine**

Keeping the register machine abstraction it is possible to borrow well known languages and techniques in programming these devices removing the need of having a general purpose architecture.

The result of this process is the construction of a computer architecture that is not anymore a static constraint where computing occurs but its creation becomes a part of the computing

Conclusions

Over this abstraction is it possible to create a full computing Ecosystem.

process, gaining computing power and flexibility.

Mirko Mariotti **BondMachine** February 23, 2018 73/75

► The project is a prototype.

- Include new processor shared objects and currently unsupported opcodes.
- Extend the compiler to include more data structures.
- Improve the networking including new interconnection firmwares.
- ▶ Work on BondMachine as accelerators.
- ▶ What would an OS for BondMachines look like ?

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Architectures

Abstractions

BondMachine

Connecting Processo

Tool

Simulation

loulding

Bondgo
Builders API
Evolutionary
BondMachine
TensorFlow t

Hardwa

^orototype

Ecosys

Uses

Physics Other uses

roject His

onclusions

74/75

Future work

February 23, 2018

Mirko Mariotti

Introduction Architectures

BondMachine

Connecting Processo

Tool

Simulation

Moulding

Builders API Evolutionary BondMachine TensorFlow to

Bondmacl

Ecosys

Uses

hysics

Project His

onclusions

Future work

74/75

► The project is a prototype.

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Introduction Architectures

BondMachine

Connecting Processor

Too

Simulation

Moulding

Bondgo
Builders API
Evolutionary
BondMachine
TensorFlow to

Hardwai

rototype

Ecosys

Uses

Physics

Project His

onclusions

Future work

74/75

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Introduction Architectures

BondMachine

Connecting Processor Shared Modules

Tools

Simulation

Moulding

Builders API Evolutionary BondMachine

Hardwa

Prototype

Ecosys

Uses

Physics Other uses

Project His

onclusions

Future work

74/75

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BondMachine

Future work

74/75

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Introduction Architectures

Abstractions

BondMachine

Connecting Processo

Tool

Simulation

Moulding

Builders API Evolutionary BondMachine

BondMachin TensorFlow t Bondmachin

Hardwai

rototype

LCOSy:

Uses

Physics Other uses

Project His

onclusions

Future work 74/75

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February 23, 2018

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Introduction Architectures

Architectures Abstractions

BondMachine

Connecting Processo Shared Modules

Tool

Simulation

loulding

ondgo

Builders API Evolutionary BondMachine FensorFlow to

lardware

rototype

Ecosyste

Uses

Physics Other use:

Project His

nclusions

Future work