Intel® FPGA SDK for OpenCL™ Pro Edition

Best Practices Guide

Updated for Intel® Quartus® Prime Design Suite: 19.1
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1. Introduction to Intel® FPGA SDK for OpenCL™ Pro Edition Best Practices Guide

The Intel® FPGA SDK for OpenCL™ Pro Edition Best Practices Guide provides guidance on leveraging the functionalities of the Intel FPGA Software Development Kit (SDK) for OpenCL(1) to optimize your OpenCL(2) applications for Intel FPGA products.

This document assumes that you are familiar with OpenCL concepts and application programming interfaces (APIs), as described in the OpenCL Specification version 1.0 by the Khronos Group. It also assumes that you have experience in creating OpenCL applications.

To achieve the highest performance of your OpenCL application for FPGAs, familiarize yourself with details of the underlying hardware. In addition, understand the compiler optimizations that convert and map your OpenCL application to FPGAs.

For more information on the OpenCL Specification version 1.0, refer to the OpenCL Reference Pages on the Khronos Group website. For detailed information on the OpenCL APIs and programming language, refer to the OpenCL Specification version 1.0.

Related Information
- OpenCL Reference Pages
- OpenCL Specification version 1.0

1.1. FPGA Overview

Field-programmable gate arrays (FPGAs) are integrated circuits that you can configure repeatedly to perform an infinite number of functions.

An FPGA consists of several small computational units. Custom datapaths can be built directly into the fabric by programming the compute units and connecting them as shown in the following figure. Data flow is programmed directly into the architecture.

---

(1) The Intel FPGA SDK for OpenCL is based on a published Khronos Specification, and has passed the Khronos Conformance Testing Process. Current conformance status can be found at www.khronos.org/conformance.

(2) OpenCL and the OpenCL logo are trademarks of Apple Inc. and used by permission of the Khronos Group™.
With FPGAs, low-level operations like bit masking, shifting, and addition are all configurable. Also, you can assemble these operations in any order. To implement computation pipelines, FPGAs integrate combinations of lookup tables (LUTs), registers, on-chip memories, and arithmetic hardware (for example, digital signal processor (DSP) blocks) through a network of reconfigurable connections. As a result, FPGAs achieve a high level of programmability. LUTs are responsible for implementing various logic functions. For example, reprogramming a LUT can change an operation from a bit-wise AND logic function to a bit-wise XOR logic function.

The key benefit of using FPGAs for algorithm acceleration is that they support wide, heterogeneous and unique pipeline implementations. This characteristic is in contrast to many different types of processing units such as symmetric multiprocessors, DSPs, and graphics processing units (GPUs). In these types of devices, parallelism is achieved by replicating the same generic computation hardware multiple times. In FPGAs, however, you can achieve parallelism by duplicating only the logic that your algorithm exercises.
A processor implements an instruction set that limits the amount of work it can perform each clock cycle. For example, most processors do not have a dedicated instruction that can execute the following C code:

\[ E = (((A + B) \ ^\ C) \ & \ D) \ >> \ 2; \]

Without a dedicated instruction for this C code example, a CPU, DSP, or GPU must execute multiple instructions to perform the operation. In contrast, you may think of an FPGA as a hardware platform that can implement any instruction set that your software algorithm requires. You can configure an FPGA to perform a sequence of operations that implements the code example above in a single clock cycle. An FPGA implementation connects specialized addition hardware with a LUT that performs the bit-wise XOR and AND operations. The device then leverages its programmable connections to perform a right shift by two bits without consuming any hardware resources. The result of this operation then becomes a part of subsequent operations to form complex pipelines.

### 1.2. Pipelines

In a pipelined architecture, input data passes through a sequence of stages. Each stage performs an operation that contributes to the final result, such as memory operation or calculation.

The designs of microprocessors, digital signal processors (DSPs), hardware accelerators, and other high performance implementations of digital hardware often contain pipeline architectures.

For example, the diagram below represents the following example code fragment as a multistage pipeline:

```c
for (i = 0; i < 1024; i++)
{
    y[i] = (a[i] + b[i] + c[i] + d[i] + e[i] + f[i] + g[i] + h[i]) >> 3;
}
```

**Figure 2. Example Multistage Pipeline Diagram**

With a pipelined architecture, each arithmetic operation passes into the pipeline one at a time. Therefore, as shown in the diagram above, a saturated pipeline consists of eight stages that calculate the arithmetic operations simultaneously and in parallel. In addition, because of the large number of loop iterations, the pipeline stages continue to perform these arithmetic instructions concurrently for each subsequent loop iteration.
Intel FPGA SDK for OpenCL Pipeline Approach

A new pipeline is constructed based on your design. As a result, it can accommodate the highly configurable nature of FPGAs.

Consider the following OpenCL code fragment:

```c
C = (A >> 5) + B;
F = (D - E) << 3;
G = C + F;
```

You can configure an FPGA to instantiate a complex pipeline structure that executes the entire code simultaneously. In this case, the SDK implements the code as two independent pipelined entities that feed into a pipelined adder, as shown in the figure below.

**Figure 3. Example of the SDK’s Pipeline Approach**

The Intel FPGA SDK for OpenCL Offline Compiler provides a custom pipeline structure that speeds up computation by allowing operations within a large number of work-items to occur concurrently. The offline compiler can create a custom pipeline that calculates the values for variables \( C, F \) and \( G \) every clock cycle, as shown below. After a ramp-up phase, the pipeline sustains a throughput of one work-item per cycle.
Figure 4. An FPGA Pipeline with Three Operations Per Clock Cycle

<table>
<thead>
<tr>
<th></th>
<th>C</th>
<th>F</th>
<th>G</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>((A_0 &gt;&gt; 5) + B_0)</td>
<td>((D_0 - E_0) &lt;&lt; 3)</td>
<td>(C_0 + F_0)</td>
</tr>
<tr>
<td>1</td>
<td>((A_1 &gt;&gt; 5) + B_1)</td>
<td>((D_1 - E_1) &lt;&lt; 3)</td>
<td>(C_1 + F_1)</td>
</tr>
<tr>
<td>2</td>
<td>((A_2 &gt;&gt; 5) + B_2)</td>
<td>((D_2 - E_2) &lt;&lt; 3)</td>
<td>(C_2 + F_2)</td>
</tr>
<tr>
<td>3</td>
<td>((A_3 &gt;&gt; 5) + B_3)</td>
<td>((D_3 - E_3) &lt;&lt; 3)</td>
<td>(C_3 + F_3)</td>
</tr>
<tr>
<td>4</td>
<td>((A_4 &gt;&gt; 5) + B_4)</td>
<td>((D_4 - E_4) &lt;&lt; 3)</td>
<td>(C_4 + F_4)</td>
</tr>
<tr>
<td>5</td>
<td>((A_5 &gt;&gt; 5) + B_5)</td>
<td>((D_5 - E_5) &lt;&lt; 3)</td>
<td>(C_5 + F_5)</td>
</tr>
</tbody>
</table>

Time in Clock Cycles

A traditional processor has a limited set of shared registers. Eventually, a processor must write the stored data out to memory to allow more data to occupy the registers. The offline compiler keeps data "live" by generating enough registers to store the data for all the active work-items within the pipeline. The following code example and figure illustrate a live variable \(C\) in the OpenCL pipeline:

```c
size_t index = get_global_id(0);

C = A[index] + B[index];
E[index] = C - D[index];
```

Figure 5. An FPGA Pipeline with a Live Variable \(C\)

1.3. Single Work-Item Kernel versus NDRange Kernel

Intel recommends that you structure your OpenCL kernel as a single work-item, if possible. However, if your kernel program benefits from explicitly describing multiple concurrent threads, you can structure your application as an NDRange kernel because the kernel can execute multiple work-items concurrently.

When a kernel describes a single work item, the Intel FPGA SDK for OpenCL host can execute the kernel as a single work-item, which is equivalent to launching a kernel with an NDRange size of \((1, 1, 1)\). The compiler tries to accelerate the single work item for best performance.
The OpenCL Specification version 1.0 describes this mode of operation as task parallel programming. A task refers to a kernel executed with one work-group that contains one work-item.

Generally, the host launches multiple work-items in parallel. However, this data parallel programming model is not suitable for situations where fine-grained data must be shared among parallel work-items. In these cases, you can maximize throughput by expressing your kernel as a single work-item. Unlike NDRange kernels, single work-item kernels follow a natural sequential model similar to C programming. Particularly, you do not have to partition the data across work-items.

To ensure high-throughput single work-item-based kernel execution on the FPGA, the Intel FPGA SDK for OpenCL Offline Compiler must process multiple pipeline stages in parallel at any given time. This parallelism is realized by pipelining the iterations of loops.

Consider the following simple example code that shows accumulating with a single-work item:

```c
1 kernel void accum_swg (global int* a,
    global int* c,
    int size,
    int k_size) {
2     int sum[1024];
3     for (int k = 0; k < k_size; ++k) {
4        for (int i = 0; i < size; ++i) {
5            int j = k * size + i;
6            sum[k] += a[j];
7        }
8     }
9     for (int k = 0; k < k_size; ++k) {
10       c[k] = sum[k];
11    }
12 }
```

During each loop iteration, data values from the global memory `a` is accumulated to `sum[k]`. In this example, the inner loop on line 4 has an initiation interval value of 1 with a latency of 11. The outer loop also has an initiation interval value greater than or equal to 1 with a latency of 8.

**Note:** The launch frequency of a new loop iteration is called the initiation interval (II). II refers to the number of hardware clock cycles for which the pipeline must wait before it can process the next loop iteration. An optimally unrolled loop has an II value of 1 because one loop iteration is processed every clock cycle.

**Figure 6. Loop Analysis Report**

<table>
<thead>
<tr>
<th>Loops analysis</th>
<th>Pipelined</th>
<th>II</th>
<th>Bottleneck</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kernel: accum_swg (accum_swg.cl3)</td>
<td>Single work-item execution</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>accum_swga81 (accum_swga.cl5)</td>
<td>Yes</td>
<td>++1</td>
<td>n/a</td>
<td></td>
</tr>
<tr>
<td>accum_swga82 (accum_swga.cl6)</td>
<td>Yes</td>
<td>-1</td>
<td>n/a</td>
<td>II is an approximation.</td>
</tr>
<tr>
<td>accum_swga84 (accum_swga.cl12)</td>
<td>Yes</td>
<td>-1</td>
<td>n/a</td>
<td>II is an approximation.</td>
</tr>
</tbody>
</table>
Figure 7. System View of Single-Work Item Kernel
The following figure illustrates how each iteration of i enters into the block:

Figure 8. **Inner Loop accum_swg.B2 Execution**

When you observe the outer loop, having an II value of 1 also means that each iteration of the thread can enter at every clock cycle. In the example, $k_{size}$ of 20 and $size$ of 4 is considered. This is true for the first eight clock cycles as outer loop iterations 0 to 7 can enter without any downstream stalling it. Once thread 0 enters into the inner loop, it takes four iterations to finish. Threads 1 to 8 cannot enter into the inner loop and they are stalled for four cycles by thread 0. Thread 1 enters into the inner loop after thread 0's iterations are completed. As a result, thread 9 enters into the outer loop on clock cycle 13. Threads 9 to 20 will enter into the loop at every four clock cycles, which is the value of $size$. Through this example, you can observe that the dynamic initiation interval of the outer loop is greater than the statically predicted initiation interval of 1 and it is a function of the trip count of the inner loop.
**Important:**

- Using any of the following functions will cause your kernel to be interpreted as an NDRange:
  - `get_local_id()`
  - `get_global_id()`
  - `get_group_id()`
  - `get_local_linear_id()`
  - `barrier`

- If the `reqd_work_group_size` attribute is specified to be anything other than `(1, 1, 1)`, your kernel is interpreted as an NDRange. Otherwise, your kernel will be interpreted as a single-work-item kernel.

Consider the same accumulate example written in NDRange:

```c
kernel void accum_ndr (global int* a,
   global int* c,
   int size) {
   int k = get_global_id(0);
   int sum[1024];
   for (int i = 0; i < size; ++i) {
      int j = k * size + i;
      sum[k] += a[j];
   }
   c[k] = sum[k];
}
```
Figure 10. Loop Analysis Report

<table>
<thead>
<tr>
<th>Loops analysis</th>
<th>Pipelined</th>
<th>II</th>
<th>Bottleneck</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kernel: accum_ndr (accum_ndr.cl:3)</td>
<td>No</td>
<td>n/a</td>
<td>n/a</td>
<td>ND-Range</td>
</tr>
<tr>
<td>accum_swig B1 (accum_ndr.cl:7)</td>
<td>No</td>
<td>n/a</td>
<td>n/a</td>
<td>Thread capacity ≤ 147</td>
</tr>
</tbody>
</table>

Figure 11. System View of the NDRange Kernel
Limitations

The OpenCL task parallel programming model does not support the notion of a barrier in single-work-item execution. Replace barriers (barrier) with memory fences (mem_fence) in your kernel.

Related Information

- Multiple Work-Item Ordering for Channels
- Loops in a Single Work-Item Kernel on page 75
- Nested Loops on page 66
2. Reviewing Your Kernel's report.html File

The `<your_kernel_filename>/reports/report.html` file provides you with kernel analytical data such as area and memory usages, as well as loop structure and kernel pipeline information.

2.1. High Level Design Report Layout

The High Level Design Report (report.html) is divided into the following four main sections:

- Reports menu
- Analysis pane
- Source code pane
- Details pane
Reports Menu

The Reports menu provides three hierarchical categories of views as shown in the following image. You can select a report to view an analysis of different parts of your kernel design. All reports are interlinked.

- **Throughput Analysis** helps you in optimizing your design based on \( f_{\text{max}} \) and bottleneck summary, result from Intel FPGA Dynamic Profiler for OpenCL, loop analysis, and latency estimator.
- **Area Analysis** helps you in locating the area inefficiency. It provides information about resource utilization of the system, incremental compile, Intel Quartus resource summary, and wasted RAM bits.
- **System Viewers** provide a graphical representation of the generated hardware to supplement the throughput and area analysis. Each viewer shows different information about kernels, channels, global memory, blocks, clusters, and more.
Analysis Pane
The analysis pane displays detailed information of the report you selected from the reports menu.

Source Code Pane
The source code pane displays the code for all the source files in your kernel.

To select between different source files in your kernel, click the pull-down menu at the top of the source code pane. To collapse the source code pane, do one of the following actions:

- Click the X icon beside the source code pane pull-down menu.

- Click the vertical ellipsis icon on the right-hand side of the Reports menu and then select Show/Hide source code.

If you previously collapsed the source code pane and want to expand it, click the vertical ellipsis icon on the right-hand side of the Reports menu and then select Show/Hide source code.

The source code is displayed when you have not specified the -g0 compiler command option when you compiled your code.
Details Pane

For each line that appears in a loop analysis or area report, the Details pane shows additional information, if available, that elaborates on the comment in the Details column report. To collapse the Details pane, do one of the following actions:

- Click the X icon on the right-hand side of the Details pane.

- Click the vertical ellipsis icon on the right-hand side of the Reports menu and then select Show/Hide details.

2.2. Reviewing the Report Summary

The report summary gives you a quick overview of the results of compiling your design including a summary of each kernel in your design and a summary of the estimated resources that each kernel in your design uses.

The report summary is divided into the following sections: Info, Quartus Fit Summary, Kernel Summary, Estimated Resource Usage, and Compile Warnings.
Info

The Info section shows general information about the compile including the following items:

- Name of the project
- Target FPGA family, device, and board
- Intel Quartus® Prime version
- AOC version
- The command that was used to compile the design
- The date and time at which the reports were generated

Kernel Summary

The Kernel Summary lists each kernel in your design, and some information about each of the kernels, including the following items:

<table>
<thead>
<tr>
<th>Kernel Name</th>
<th>Kernel Type</th>
<th>Array</th>
<th>Workgroup Size</th>
<th># Compute Units</th>
</tr>
</thead>
<tbody>
<tr>
<td>lowered_max</td>
<td>Single work-item</td>
<td>No</td>
<td>1,1,1</td>
<td>1</td>
</tr>
</tbody>
</table>

Estimated Resource Usage

<table>
<thead>
<tr>
<th>Kernel Name</th>
<th>ALUs</th>
<th>FFs</th>
<th>RAMs</th>
<th>DSPs</th>
<th>MLAs</th>
</tr>
</thead>
<tbody>
<tr>
<td>lowered_max</td>
<td>325</td>
<td>475</td>
<td>0</td>
<td>0</td>
<td>47</td>
</tr>
<tr>
<td>Global Interconnect</td>
<td>555</td>
<td>2068</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Board Interface</td>
<td>65580</td>
<td>131089</td>
<td>176</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>System description ROM</td>
<td>0</td>
<td>67</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Total</td>
<td>69350 (8%)</td>
<td>138804 (8%)</td>
<td>178 (7%)</td>
<td>0 (0%)</td>
<td>47</td>
</tr>
<tr>
<td>Available</td>
<td>854400</td>
<td>1708800</td>
<td>3713</td>
<td>1518</td>
<td>0</td>
</tr>
</tbody>
</table>
• Whether the kernel is an NDRange or a Single Work-Item kernel
• Whether the autorun attribute is used
• The required workgroup size for the kernel
• The number of compute units

When you select a kernel in the list, the Details pane shows additional information about the kernel:
• The vectorization of the kernel
• The maximum global work dimension
• The maximum workgroup size

**Estimated Resource Usage**

The Estimated Resource Usage section shows a summary of the estimated resources used by each kernel in your design, as well as the estimated resources used for all channels, estimated resources for the global interconnect, constant cache, and board interface.

**Compile Warnings**

The Compile Warnings section shows some of the compiler warnings generated during the compilation.

### 2.3. Analyzing Throughput

The `<your_kernel_filename>/reports/report.html` file contains information that helps you optimize your design based on the throughput knobs.

From the Reports menu's **Throughput Analysis** drop-down menu, you can analyze throughput using the following reports:

- **Loop Analysis Report**: The purpose of this view is to show the bottleneck and loop hardware. For each loop, you can identify if it is pipelined and uses hyper-optimized loop structure, and whether user pragma is applied. You can also find out the loop’s II and loop speculation value. For more information, refer to Reviewing Loop Information on page 21.

  *Note*: It does not report anything about NDRange loops.

- **Fmax II Report**: The purpose of this view is to show how schedule traded off $F_{\text{max}}$ for II. This report provides most of the throughput information. For more information, refer to Reviewing Fmax II Information on page 23.

### 2.3.1. Reviewing Loop Information

The High Level Design Report (`<your_kernel_filename>/reports/report.html`) file contains information about all the loops in your design and their unroll statuses. This loop analysis report helps you examine whether the Intel FPGA SDK for OpenCL Offline Compiler is able to maximize the throughput of your kernel.

You can use the loop analysis report to help determine where to deploy one or more of the following pragmas on your loops:
• #pragma unroll
  For details about #pragma unroll, see "Unrolling a Loop" in Intel FPGA SDK for OpenCL Programming Guide

• #pragma loop_coalesce
  For details about #pragma loop_coalesce, see "Coalescing Nested Loops" in Intel FPGA SDK for OpenCL Programming Guide.

• #pragma ii
  For details about #pragma ii, see "Specifying a loop initiation interval (II)" in Intel FPGA SDK for OpenCL Programming Guide.

• #pragma speculated_iterations
  For details about #pragma speculated_iterations, see "Loop Speculation" in Intel FPGA SDK for OpenCL Programming Guide.

• #pragma max_concurrency
  For details about #pragma max_concurrency, see "Loop Concurrency" in Intel FPGA SDK for OpenCL Programming Guide.

1. Click **Throughput Analysis ➤ Loop Analysis**.

2. In the analysis pane, select **Show fully unrolled loops** to obtain information about the loops in your design.

Following is an OpenCL kernel example that includes four loops:

```c
1  // ND-Range kernel with unrolled loops
2  __attribute__((reqd_work_group_size(1024,1,1)))
3  kernel void t (global int * out, int N) {
4    int i = get_global_id(0);
5    int j = 1;
6    for (int k = 0; k < 4; k++) {
7      #pragma unroll
8      for (int n = 0; n < 4; n++) {
9        j += out[k+n];
10      }
11    }
12    out[i] = j;
13    int m = 0;
14    #pragma unroll 1
15    for (int k = 0; k < N; k++) {
16      m += out[k/3];
17    }
18    #pragma unroll
19    for (int k = 0; k < 6; k++) {
20      m += out[k];
21    }
22    #pragma unroll 2
23    for (int k = 0; k < 6; k++) {
24      m += out[k];
25    }
26    out[2] = m;
27  }
```

The loop analysis report of this design example highlights the unrolling strategy for the different kinds of loops defined in the code.
Figure 12.  **Loop Analysis Report of an OpenCL Design Example with Four Loops**

The Intel FPGA SDK for OpenCL Offline Compiler executes the following loop unrolling strategies based on the source code:

- Fully unrolls the inner loop (line 8) within the first loop because of the `#pragma unroll` specification
- Does not unroll the second outer loop, Block4 (line 16), because of the `#pragma unroll 1` specification
- Fully unrolls the third outer loop (line 20) because of the `#pragma unroll` specification
- Unrolls the fourth outer loop, Block5 (line 24), twice because of the `#pragma unroll 2` specification

### 2.3.2. Reviewing Fmax II Information

The Fmax II report provides key performance metrics on all blocks including scheduled $f_{\text{max}}$, sustainable II, block latency, and maximum interleaving iterations.

Use the Fmax II report to help you with the following tasks:

- Identify $f_{\text{max}}$ bottleneck in your design
- Estimate the execution latency
- Determine where to use loop pragmas

Access the Fmax II report, by selecting **Throughput Analysis ➤ Fmax II Report** on the high-level design reports page (report.html).

Following is an OpenCL design example that includes a loop:

```c
kernel void lowered_fmax (global int *dst, int N) {
    int res = N;
    #pragma unroll 9
    for (int i = 0; i < N; i++) {
        res += i;
        res ^= i;
    }
    dst[0] = res;
}
```
You can observe that block B1 is the $f_{\text{max}}$ limiting block of the design. The scheduler can schedule this block only at 90.5 MHz due to the loop feedback path.

2.4. Reviewing Area Information

The `<your_kernel_filename>/reports/report.html` file contains information about area usage of your OpenCL system. You can view the area usage information of the system.

The area report serves the following purposes:

- Provides detailed area breakdown of the whole OpenCL system. The breakdown is related to the source code.
- Provides architectural details to give insight into the generated hardware and offers actionable suggestions to resolve potential inefficiencies.

As observed in the following figure, the area report is divided into three levels of hierarchy:

- **System area**: It is used by all kernels, channels, interconnects, and board logic.
- **Kernel area**: It is used by a specific kernel, including overheads, for example, dispatch logic.
- **Block area**: It is used by a specific basic block within a kernel. A basic block area represents a branch-free section of your source code, for example, a loop body.
Figure 14. Area Report Hierarchy

Note: The area usage data are estimates that the Intel FPGA SDK for OpenCL Offline Compiler generates. These estimates might differ from the final area utilization results.

In the Reports pane’s Area Analysis drop-down menu, select Area Analysis of System.

In the system view, the kernel is divided into logic blocks. To view the area usage information for the code lines associated with a block, simply expand the report entry for that block.

2.5. Using System Viewers

The `<your_kernel_filename>/reports/report.html` file provides a stall point graph that includes load and store information between kernels and different memories, channels connected between kernels, and loops. To understand the hierarchy within a kernel, refer to Kernels on page 51.

The System Viewers shows an abstracted netlist of your OpenCL system. Reviewing the graphical representation of your OpenCL design in the System Viewers allows you to verify memory replication, identify any load and store instructions that are stallable, inspect the connectivity of clusters, and review stallable and stall-free instructions.
From the Reports menu's **System Viewers** drop-down menu, you can analyze your OpenCL system using the following reports:

- **System Viewer**: It is an interactive graphical report of your OpenCL system that allows you to review information such as the sizes and types of loads and stores, stalls, and latencies.
- **Kernel Memory Viewer**: It shows you how the offline compiler interprets the data connections across the memory system of your kernel.
- **Block Viewer**: It provides a block-level view of the kernel.
- **Cluster Viewer**: It helps in viewing clusters inside a block and all variables inside a cluster that have loop-carried dependency.

### 2.5.1. Features of the System Viewer

The System Viewer is an interactive graphical report of your OpenCL system that allows you to review information such as the sizes and types of loads and stores, stalls, and latencies. You can access this report by selecting System Viewer from the **System Viewers** drop-down menu.

You may interact with the System Viewer in the following ways:

- Use the mouse wheel to zoom in and out within the system viewer.
- Review portions of your design that are associated with red logic blocks. For example, a logic block that has a pipelined loop with a high initiation interval (II) value might be highlighted in red because the high II value might affect design throughput.
Hover over any node within a block to view information on that node in the tooltip and in the Details pane.
Select the type of connections you want to include in the system viewer by unchecking the type of connections you want to hide. By default, both **Control** and **Memory** are checked in the system viewer. **Control** refers to connections between blocks and loops. **Memory** refers to connections to and from global or local memories. If your design includes connections to and from read or write channels, you also have a **Channels** option in the system viewer.
2. Reviewing Your Kernel’s report.html File

Both control and memory connections shown

Only control connections shown
2.5.2. Features of the Kernel Memory Viewer

Data movement is a bottleneck in many algorithms. The Kernel Memory Viewer in the High Level Design Report (report.html) shows you how the Intel FPGA SDK for OpenCL Offline Compiler interprets the data connections and synthesizes memory for your kernel. Use the Kernel Memory Viewer to help you identify data movement bottlenecks in your kernel design.

Some patterns in memory accesses can cause undesired arbitration in the load-store units (LSUs), which can affect the throughput performance of your kernel. Use the Kernel Memory Viewer to identify unwanted arbitration in the LSUs.

Access the Kernel Memory Viewer by clicking System Viewers ➤ Kernel Memory Viewer.
The following image illustrates the layout of the Kernel Memory Viewer:

**Figure 15. Kernel Memory Viewer Layout**

The Kernel Memory Viewer has the following panes:

- **Kernel Memory List**: Lists all memories present in your design. When you select a memory name, you can view its graphical representation in the Kernel Memory Viewer pane.

- **Kernel Memory Viewer**: Shows a graphical representation of the memory system or memory bank selected in the Kernel Memory List pane.

- **Code View**: Shows the source code file for which the reports are generated.

- **Details**: Shows the details of the memory system or memory bank selected in the Kernel Memory List pane.

**Kernel Memory List**

The Kernel Memory List pane displays a hierarchy of kernels with memories synthesized (RAMs, ROMs, and registers) and optimized away in that kernel.
The following table describes each numbered feature highlighted in the above image:

### Table 1. Kernel Memory List Pane Icons and Labels

<table>
<thead>
<tr>
<th>Icon or Label</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td><img src="image" alt="Kernel name icon" /></td>
<td><strong>Kernel name</strong>&lt;br&gt;The list of memories in your kernel can be expanded or collapsed. Memories that do not belong to any kernel are shown under <em>(Other).</em></td>
</tr>
<tr>
<td>2</td>
<td><img src="image" alt="RAM icon" /></td>
<td><strong>RAM</strong>&lt;br&gt;A RAM is a memory that has at least one write to it. The name of the RAM memory is same as its name in your design.&lt;br&gt;When you select a memory name, you can view a logical representation of the RAM in the Kernel Memory Viewer pane. By default, only the first bank of the memory system is displayed.&lt;br&gt;To select banks that you want the Kernel Memory Viewer pane to display:&lt;br&gt;1. Expand the memory name.&lt;br&gt;2. Clear the memory name check box to collapse all memory banks in the view.&lt;br&gt;3. Select the memory name check box to show all memory banks in the view.</td>
</tr>
<tr>
<td>3</td>
<td><img src="image" alt="ROM icon" /></td>
<td><strong>ROM</strong>&lt;br&gt;A ROM is a memory that is read-only. The name of the ROM memory is same as its name in your design.&lt;br&gt;When you select a memory name, you can view a logical representation of the ROM in the Kernel Memory Viewer pane. By default, only the first bank of the memory system is displayed.&lt;br&gt;To select banks that you want the Kernel Memory Viewer pane to display:&lt;br&gt;1. Expand the memory name.&lt;br&gt;2. Clear the memory name check box to collapse all memory banks in the view.&lt;br&gt;3. Select the memory name check box to show all memory banks in the view.</td>
</tr>
</tbody>
</table>
### Bank

A memory bank is always associated with a RAM or a ROM. Each bank is named as Bank #num, where #num is the ID of the memory bank starting from 0.

- Click on the bank name to display the bank view in the Kernel Memory Viewer pane, which displays a graphical representation of the bank with all of its replicates and private copies. This view can help you focus on specific memory banks of a complex memory design.
- Clear the memory bank name check box to collapse the bank in the logical representation of the memory.
- Select the memory bank name check box to display the bank in the logical representation of the memory.

### Register

A register is a kernel variable that is carried through the pipeline in registers (rather than being stored in a RAM or ROM). The name of the register is same as its name in your design.

You can implement a register variable either exclusively in FFs or in a combination of FFs and RAM-based FIFOs.

### Optimized Away

A kernel variable can be optimized away because it is unused in your design, or compiler optimizations have transformed all uses of the variable such that it is unnecessary. The name of the optimized away variable is same as its name in your design.

### Filter

Use the Kernel Memory List filter to selectively view the list of RAMs, ROMs, registers, and optimized away variables in your design.

When you clear the check box associated with an item in the filter, you hide all occurrences of that kind of item in the Kernel Memory List. Filter your Kernel Memory List to help you focus on a specific type of memory in your design.

### Kernel Memory Viewer

In the Kernel Memory Viewer pane, you can view connections between loads and stores to specific logical ports on the banks in a memory system. You can also view the number of replicates and private copies created per bank for your memory system. You can see the following types of nodes in the Kernel Memory Viewer pane, depending on the kernel memory system and what you have selected in the Kernel Memory List pane:

<table>
<thead>
<tr>
<th>Node Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Memory node</td>
<td>The memory system for a given variable in your design.</td>
</tr>
<tr>
<td>Bank node</td>
<td>A bank in the memory system. A memory system contains at least one bank. A memory bank can connect to one or more port nodes. Only banks selected in the Kernel Memory List pane are shown.</td>
</tr>
<tr>
<td>Replication node</td>
<td>A replication node shows memory bank replicates that are created to efficiently support multiple accesses to a local memory. A bank contains at least one replicate. You can view replicate nodes only when you view a memory bank by clicking its name in the Kernel Memory List pane.</td>
</tr>
<tr>
<td>Private-copy node</td>
<td>A private-copy node shows private copies within a replicate that are created to allow simultaneous execution of multiple loop iterations. A replicate contains at least one private copy. You can view private-copy nodes only when you view a memory bank by clicking its name in the Kernel Memory List pane.</td>
</tr>
</tbody>
</table>

---

Table 2. **Node Types Observed in the Kernel Memory Viewer Pane**

---

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<table>
<thead>
<tr>
<th>Node Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Port node</td>
<td>Each read or write access to a local memory is mapped to a port. The logical port for a bank. There are three types of port:</td>
</tr>
<tr>
<td></td>
<td>• <strong>R</strong>: A read-only port</td>
</tr>
<tr>
<td></td>
<td>• <strong>W</strong>: A write-only port</td>
</tr>
<tr>
<td></td>
<td>• <strong>RW</strong>: A read and write port</td>
</tr>
<tr>
<td>LSU node</td>
<td>A store (ST) or load (LD) node connected to the memory through port nodes.</td>
</tr>
<tr>
<td>Arbitration node</td>
<td>An arbitration (ARB) node shows that LSUs compete for access to a shared port node, which can lead to stalls.</td>
</tr>
<tr>
<td>Port-sharing node</td>
<td>A port-sharing node (SHARE) shows that LSUs have mutually exclusive access to a shared port node, so the load-store units are free from stalls.</td>
</tr>
</tbody>
</table>

Within the graphical representation of a memory in the Kernel Memory View pane, you can do the following:

- Hover over any node to view the attributes of that node.
- Hover over an LSU node to highlight the path from the LSU node to all ports that the LSU connects to.
- Hover over a port node to highlight the path from the port node to all LSUs that read or write to the port node.
- Click a node to select it and display the node attributes in the Details pane.

The following images illustrate examples of what you see in the Kernel Memory Viewer:

**Figure 17.** Logical Representation of a Memory in Kernel Memory Viewer Pane

- Port sharing node
- Memory node
- Read-only port
- Bank node
- Write-only port
- Read-write port
2.5.3. Reviewing Block Information

The Block Viewer report can be accessed from the Report pane's System Viewers drop-down menu.

**Code View**

The code view pane displays your source code. When you click on a memory or a bank in the Kernel Memory Viewer pane, the code view pane highlights the line of your code where you declared the memory.

**Details**

The Details pane shows the attributes of the node selected in the Kernel Memory Viewer pane. For example, when you select a memory in a kernel, the Details pane displays information such as:

- width and depths of the memory banks
- memory layout
- address-bit mapping
- memory attributes that you specified in your source code

The content of the Details pane persists until you select a different node in the Kernel Memory Viewer pane.
The Block Viewer provides a more granular graph view of the kernel than the System Viewer. It helps in viewing blocks inside a kernel. This view shows the following:

- Fine grained details within kernels (including instructions and dependencies of the instructions) of the generated datapath of computations. The Intel FPGA SDK for OpenCL Offline Compiler encapsulates maximum instructions in clusters for better QoR. The Block Viewer shows clusters, instructions outside clusters and their connections.
- Linking from the instruction back to source line by clicking the instruction node.
- Various information about the instructions, such as data width, scheduling information and more, if applicable

If your design has loops, the Intel FPGA SDK for OpenCL Offline Compiler encapsulates the loop control logic into loop orchestration nodes and the initial condition of the loops into loop input node and their connection to the datapath.

Inside a block, there are often stallable channel RD/WR or memory LD/ST nodes connecting to computation nodes or clusters. You can click on the computation nodes and view the Details pane (or hover over the nodes) to see specific instructions and the bit width. You can click on the RD/WR nodes to see the width, depth, name, scheduling info, stall-free attributes of a channel from the Details pane.

A cluster has a FIFO in its exit node to store any pipelined data in-flight. You can click on the cluster exit node to find the exit FIFO width and depth attribute. The cluster exit FIFO size is also available in the Cluster Viewer.

Figure 19. RD/WR Connecting to Computation Cluster
2.5.4. Reviewing Cluster Information

The Cluster Viewer provides more granular graph views of the system or kernel. It helps in viewing clusters inside a block and all variables inside a cluster that have loop-carried dependency.

The Cluster Viewer report can be accessed from the Reports pane's **System Viewers** drop-down menu.

A cluster starts with a start node and ends with an exit node. The cluster exit node has a FIFO of depth greater than or equal to the latency of the cluster to store any data in-flight. You can find the size of the cluster exit FIFO by clicking on the exit node. The cluster exit FIFO size information is also available in the Block Viewer when you click on the exit node.
Figure 21. Cluster Viewer Sample Report
Figure 22. **Cluster Exit Node Example**

Besides computation nodes, when your design contains loops, you can see loop orchestration nodes and variable nodes along with their Feedback nodes. The compiler generates the loop orchestration logic for loops in your design. This logic is represented by loop orchestration nodes in the Cluster Viewer. A variable node corresponds to a variable that has loop-carried dependency in your design. A variable node goes through various computation logic and finally feeds to a Feedback node that connects back to the variable node. This back edge means that the variable is passed to the next iteration after the new value is evaluated. Scan for loop-carried variables that have a long latency to the Feedback nodes as they can be the II bottlenecks. You can cross-check by referring to the Loop Analysis report for more information about the II bottleneck. The Feedback node has a FIFO to store any data in-flight for the loop and is sized to $d \times \text{II}$ where $d$ is the dependency distance and II is the initiation interval. You can find the size of the cluster exit FIFO by clicking on the feedback node and looking at the Details pane.

*Note:* The dependency distance is the number of iterations between successive load/store that depends on each other.
2.6. Optimizing an OpenCL Design Example Based on Information in the HTML Report

A guide on how to leverage the information in the HTML report to optimize an OpenCL kernel.

OpenCL design example that performs matrix square $A \times A$:

```c
// performs matrix square $A \times A$
// $A$ is a square $LEN^2$ matrix
// $A = \begin{bmatrix}
\text{r0} & : & \{ c[0], c[1], \ldots, c[LEN-1] \} \\
\text{r1} & : & \{ c[0], \ldots \} \\
\vdots \\
\text{r[LEN-1]} & : & \{ \} \\
\end{bmatrix}
// LEN = 100

kernel void matrix_square (global float* restrict A, global float* restrict out)
{
    for( unsigned oi = 0 ; oi < LEN*LEN ; oi++ )
    {
        float sum = 0.f;
        int row = oi / LEN;
        int col = oi % LEN;

        #pragma unroll
        for ( int stride = 0 ; stride < LEN ; stride++ )
        {
            unsigned i = (row * LEN) + stride;
            unsigned j = (stride * LEN) + col;
            sum += A[i] * A[j];
        }
        out[oi] = sum;
    }
}
```

The area analysis of the kernel `matrix_square` indicates that the estimated usages of flipflops (FF) and RAMs are high.
Further examination of block 2 in the system viewer shows that Block2 also has a high latency value.
The cause for these performance bottlenecks is the system is loading data from global memory from inside a loop. Therefore, the first optimization step you can take is to preload the data into local memory, as shown in the following modified code:

```c
// 1. preload the data into local memory
kernel void matrix_square_v1 (global float* restrict A, global float* restrict out)
{
    local float cache_a[LEN*LEN];
    for( unsigned k = 0 ; k < LEN*LEN ; k++ )
    {
        cache_a[k] = A[k];
    }

    for( unsigned oi = 0 ; oi < LEN*LEN ; oi++ )
    {
        float sum = 0.f;
        int row = oi / LEN;
        int col = oi % LEN;
        #pragma unroll
        for( unsigned stride = 0 ; stride < LEN ; stride++ )
        {
            unsigned i = (row * LEN) + stride;
            unsigned j = (stride * LEN) + col;
            sum += cache_a[i] * cache_a[j];
        }
        out[oi] = sum;
    }
}
```

**Figure 25. Area Report Results for the Modified Kernel matrix_square_v1**

<table>
<thead>
<tr>
<th></th>
<th>ALUTs</th>
<th>FFs</th>
</tr>
</thead>
<tbody>
<tr>
<td>matrix_square_v1.cl:12</td>
<td>9</td>
<td>7</td>
</tr>
<tr>
<td>Computation</td>
<td>13947</td>
<td>10344</td>
</tr>
<tr>
<td>matrix_square_v1.cl:12</td>
<td>52</td>
<td>0</td>
</tr>
<tr>
<td>Urem (x51)</td>
<td>2032</td>
<td>16</td>
</tr>
</tbody>
</table>

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If you remove the modulus computation and replace it with a column counter, as shown in the modified kernel `matrix_square_v2`, you can reduce the amount of adaptive look-up table (ALUT) and FF use.

```c
// 1. preload the data into local memory
// 2. remove the modulus computation

kernel void matrix_square_v2 (global float* restrict A, global float* restrict out)
{
    local float cache_a[LEN*LEN];
    for( unsigned k = 0 ; k < LEN*LEN ; k++ )
    {
        cache_a[k] = A[k];
    }

    unsigned row = 0;
    unsigned col = 0;

    for( unsigned oi = 0 ; oi < LEN*LEN ; oi++ )
    {
        float sum = 0.f;

        // keep a column counter to know when to increment row
        if( col == LEN - 1 )
        {
            col = 0;
            row += 1;
        }
        else
        {
            col += 1;
        }

        #pragma unroll
        for( unsigned stride = 0 ; stride < LEN ; stride++ )
        {
            unsigned i = (row * LEN) + stride;
            unsigned j = (stride * LEN) + col;
            sum += cache_a[i] * cache_a[j];
        }
    }
}
Further examination of the area report of \texttt{matrix\_square\_v2} reveals that the computations for indexes $i$ and $j$ (that is, unsigned $i = (\text{row} \times \text{LEN}) + \text{stride}$ and unsigned $j = (\text{stride} \times \text{LEN}) + \text{col}$, respectively) have very different ALUT usage estimations.

A way to optimize DSP and RAM block usages for index calculation is to remove the multiplication computation and simply keep track of the addition, as shown in the modified kernel \texttt{matrix\_square\_v3} below.

```c
// 1. preload the data into local memory
// 2. remove the modulus computation
// 3. remove DSP and RAM blocks for index calculation helps reduce the latency
kernel void matrix_square_v3 (global float* restrict A, global float* restrict
out)
{
    local float cache_a[LEN*LEN];
    for( unsigned k = 0 ; k < LEN*LEN ; k++ )
    {
        cache_a[k] = A[k];
    }
    unsigned row_i = 0;
    unsigned row_j = 0;
    for( unsigned oi = 0 ; oi < LEN*LEN ; oi++ )
    {
        unsigned i, j;
        // keep a column base counter to know when to increment the row base
        if( row_j == LEN - 1 )
        {
            row_i += LEN;
            row_j = 0;
        } else
        {
            row_j += 1;
        }
        // initialize i and j
        i = row_i;
        j = row_j;
        float sum = 0.f;
        #pragma unroll
        for( unsigned stride = 0 ; stride < LEN ; stride++ )
        {
            i += 1;       // 0, 1, 2, 3, 0,...
            j += LEN;     // 0, 3, 6, 9, 1,...
            sum += cache_a[i] * cache_a[j];
        }
        out[oi] = sum;
    }
}

By removing the multiplication step, you can reduce DSP usage as shown in the area report below. In addition, the modification helps reduce latency.

**Figure 29. Area Report of Kernels matrix_square_v3**

<table>
<thead>
<tr>
<th></th>
<th>5200</th>
<th>8200</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hardened Floating-Point Dot Product of Size...</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Load (x200)</td>
<td>5200</td>
<td>8200</td>
</tr>
</tbody>
</table>
To resolve the loop-carried dependency, unroll the sum-product for complete parallelism and create registers to avoid multiple copies of `cache_a`, as shown in the code below in the modified kernel `matrix_square_v4`.

```c
// 1. preload the data into local memory
// 2. remove the modulus computation
// 3. remove DSP and RAM blocks for index calculation helps reduce the latency
// 4. unroll the sum-product for full parallelism, create registers to avoid many copies of cache_a

kernel void matrix_square_v4 (global float* restrict A, global float* restrict out)
{
    local float cache_a[LEN*LEN];
    for( unsigned k = 0 ; k < LEN*LEN ; k++ )
    {
        cache_a[k] = A[k];
    }

    unsigned row_i = 0;
    unsigned row_j = 0;

    for( unsigned oi = 0 ; oi < LEN*LEN ; oi++ )
    {
        unsigned i, j;
        // keep a column base counter to know when to increment the row base
        if( row_j == LEN - 1 )
        {
            row_i += LEN;
            row_j = 0;
        }
        else
        {
            row_j += 1;
        }

        // initialize i and j
        i = row_i;
        j = row_j;

        float r_buf[LEN];
        float c_buf[LEN];
        for( int stride = 0 ; stride < LEN ; stride++ )
        {
            i += 1;       // 0, 1, 2, 3, 0,...
            j += LEN;     // 0, 3, 6, 9, 1,...
            r_buf[stride] = cache_a[i];
            c_buf[stride] = cache_a[j];
        }
    }
}
```
As shown in the cluster viewer results below, by breaking up the computation steps, you can achieve higher throughput at the expense of increased area usage. The modification also reduces the latency by 50%.

Figure 31. Cluster Viewer Results of the Modified Kernel matrix_square_v4

The following cluster view results provide an alternative with -fp-relaxed to show dot product instead of chain:

Figure 32. Cluster Viewer Results of the Modified Kernel matrix_square_v4
The following table provides the throughput comparison for all five versions of the kernel:

Table 3. Throughput Comparison

<table>
<thead>
<tr>
<th>Kernel</th>
<th>ALUTs</th>
<th>FFs</th>
<th>RAMs</th>
<th>MLABs</th>
<th>DSPs</th>
<th>Dot Product Loop Latency</th>
</tr>
</thead>
<tbody>
<tr>
<td>matrix_square</td>
<td>81806 (10%)</td>
<td>302792 (18%)</td>
<td>1989 (73%)</td>
<td>408 (1%)</td>
<td>100 (7%)</td>
<td>637</td>
</tr>
<tr>
<td>matrix_square_v1</td>
<td>20094 (2%)</td>
<td>38814 (2%)</td>
<td>1619 (60%)</td>
<td>248 (1%)</td>
<td>100 (7%)</td>
<td>380</td>
</tr>
<tr>
<td>matrix_square_v2</td>
<td>15487 (2%)</td>
<td>51813 (3%)</td>
<td>1110 (41%)</td>
<td>298 (1%)</td>
<td>100 (7%)</td>
<td>364</td>
</tr>
<tr>
<td>matrix_square_v3</td>
<td>18279 (2%)</td>
<td>37554 (2%)</td>
<td>1618 (60%)</td>
<td>244 (1%)</td>
<td>100 (7%)</td>
<td>362</td>
</tr>
<tr>
<td>matrix_square_v4 (−fp-relaxed)</td>
<td>9681 (1%)</td>
<td>22409 (1%)</td>
<td>257 (9%)</td>
<td>67 (0%)</td>
<td>103 (7%)</td>
<td>37</td>
</tr>
</tbody>
</table>

2.7. HTML Report: Area Report Messages

After you compile your OpenCL application, review the area report that the Intel FPGA SDK for OpenCL Offline Compiler generates. In addition to summarizing the applications resource usage, the area report offers suggestions on how to modify your design to improve efficiency.

Area Report Message for Board Interface on page 48
Area Report Message for Function Overhead on page 48
Area Report Message for State on page 49
Area Report Message for Feedback on page 49
Area Report Message for Constant Memory on page 49
Area Report Messages for Private Variable Storage on page 49

2.7.1. Area Report Message for Board Interface

The area report identifies the amount of logic that the Intel FPGA SDK for OpenCL Offline Compiler generates for the Custom Platform, or board interface. The board interface is the static region of the device that facilitates communication with external interfaces such as PCIe®. The Custom Platform specifies the size of the board interface.

Table 4. Additional Information on Area Report Message

<table>
<thead>
<tr>
<th>Message</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Platform interface logic.</td>
<td>—</td>
</tr>
</tbody>
</table>

2.7.2. Area Report Message for Function Overhead

The area report identifies the amount of logic that the Intel FPGA SDK for OpenCL Offline Compiler generates for tasks such as dispatching kernels.
Table 5. Additional Information on Area Report Message

<table>
<thead>
<tr>
<th>Message</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kernel dispatch logic.</td>
<td>A kernel that includes the max_global_work_dim(0) kernel attribute contains no overhead. As a result, this row is not present in the corresponding area report.</td>
</tr>
</tbody>
</table>

2.7.3. Area Report Message for State

The area report identifies the amount of resources that your design uses for live values and control logic.

To reduce the reported area consumption under State, modify your design as follows:

- Decrease the size of local variables
- Decrease the scope of local variables by localizing them whenever possible
- Decrease the number of nested loops in the kernel

2.7.4. Area Report Message for Feedback

The area report specifies the resources that your design uses for loop-carried dependencies.

To reduce the reported area consumption under Feedback, decrease the number and size of loop-carried variables in your design.

2.7.5. Area Report Message for Constant Memory

The area report specifies the size of the constant cache memory. It also provides information such as data replication and the number of read operations.

Table 6. Additional Information on Area Report Message

<table>
<thead>
<tr>
<th>Message</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>(&lt;N&gt;) bytes constant cache accessible to all kernels and is persistent across kernel invocations. Data inside the cache is replicated (&lt;X&gt;) times to support (&lt;Y&gt;) reads. Cache optimized for hits, misses incur a large penalty. If amount of data in the cache is small, consider passing it by value as a kernel argument. Use Intel FPGA Dynamic Profiler for OpenCL to check stalls on accesses to the cache to assess the cache's effectiveness. Profiling actual cache hit rate is currently not supported.</td>
<td>—</td>
</tr>
</tbody>
</table>

2.7.6. Area Report Messages for Private Variable Storage

The area report provides information on the implementation of private memory based on your OpenCL design. For single work-item kernels, the Intel FPGA SDK for OpenCL Offline Compiler implements private memory differently, depending on the types of variable. The offline compiler implements scalars and small arrays in registers of various configurations (for example, plain registers, shift registers, and barrel shifter). The offline compiler implements larger arrays in block RAM.
Table 7. Additional Information on Area Report Messages

<table>
<thead>
<tr>
<th>Message</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Implementation of Private Memory Using On-Chip Block RAM</td>
<td>Private memory implemented in on-chip block RAM. The block RAM implementation creates a system that is similar to local memory for NDRange kernels.</td>
</tr>
<tr>
<td>Implementation of Private Memory Using On-Chip Block ROM</td>
<td>For each usage of an on-chip block ROM, the offline compiler creates another instance of the same ROM. There is no explicit annotation for private variables that the offline compiler implements in on-chip block ROM.</td>
</tr>
<tr>
<td>Implementation of Private Memory Using Registers</td>
<td>Implemented using registers of the following size: - (&lt;X&gt;) registers of width (&lt;Y&gt;) and depth (&lt;Z&gt;) ([\text{depth was increased by a factor of } &lt;N&gt; \text{ due to a loop initiation interval of } &lt;M&gt;)]) - ... Reports that the offline compiler implements a private variable in registers. The offline compiler might implement a private variable in many registers. This message provides a list of the registers with their specific widths and depths.</td>
</tr>
<tr>
<td>Implementation of Private Memory Using Shift Registers</td>
<td>Implemented as a shift register with (&lt;N&gt;) or fewer tap points. This is a very efficient storage type. Implemented using registers of the following sizes: - (&lt;X&gt;) register(s) of width (&lt;Y&gt;) and depth (&lt;Z&gt;) - ... Reports that the offline compiler implements a private variable in shift registers. This message provides a list of shift registers with their specific widths and depths. The offline compiler might break a single array into several smaller shift registers depending on its tap points. (\text{Note:}) The offline compiler might overestimate the number of tap points.</td>
</tr>
<tr>
<td>Implementation of Private Memory Using Barrel Shifters with Registers</td>
<td>Implemented as a barrel shifter with registers due to dynamic indexing. This is a high overhead storage type. If possible, change to compile-time known indexing. The area cost of accessing this variable is shown on the lines where the accesses occur. Implemented using registers of the following size: - (&lt;X&gt;) registers of width (&lt;Y&gt;) and depth (&lt;Z&gt;) ([\text{depth was increased by a factor of } &lt;N&gt; \text{ due to a loop initiation interval of } &lt;M&gt;)]) - ... Reports that the offline compiler implements a private variable in a barrel shifter with registers because of dynamic indexing. This row in the report does not specify the full area usage of the private variable. The report shows additional area usage information on the lines where the variable is accessed.</td>
</tr>
</tbody>
</table>

**Note:**
- The area report annotates memory information on the line of code that declares or uses private memory, depending on its implementation.
- When the offline compiler implements private memory in on-chip block RAM, the area report displays relevant local-memory-specific messages to private memory systems.

### 2.8. HTML Report: Kernel Design Concepts

Familiarizing yourself on how the Intel FPGA SDK for OpenCL implements OpenCL design components such as kernels, global memory interconnect, local memory, loops, and channels can help you optimize your OpenCL design.
2.8.1. Kernels

Each kernel in your OpenCL system is represented by a set of blocks. Inside each block is a set of non-branching instructions that implement your algorithm and the offline compiler's loop orchestration logic. The block shows the execution flow of your kernel. When there are loops, there is a back edge to the block or its previous block(s), depending on the loop structure, for example, nested loops. Loops usually impose II bottlenecks and are a main focus for optimization.

A block has three main parts — an input or loop input node, a set of instructions and a branch node. The input and branch nodes may not be present depending on if there is branching in or out of the block. The input or loop input node determines the initial value for variables depending on where the branch into this block originated. The rest of the block contains stallable and non-stallable instructions, and clusters. A well-optimized design should contain a minimal number of stallable instructions, such as stallable I/O or memory accesses.

The non-stallable instructions within in block are grouped into clusters to reduce handshaking overheads with stallable instructions. A cluster has an entry and an exit node. There is only a stall-free cluster. You can find the exit FIFO information in the cluster's exit node. Finally, the branch node informs the next block to go to, under which condition.
In the HLD report, you can find different views of your kernel, under the **System Viewers** drop-down menu. For more information about System Viewers, refer to *Using System Viewers* on page 25. The System Viewer shows the branching. The Block Viewer shows the stallable operations and the clusters, and their connections. The Cluster Viewer shows the content inside clusters.

The Intel FPGA SDK for OpenCL Offline Compiler compiles a kernel that does not use any built-in work-item functions, such as `get_global_id()` and `get_local_id()`, as a single work-item kernel. Otherwise, the offline compiler compiles the kernel as an NDRange kernel. For more information on built-in work-item functions, refer to section 6.11.1: *Work-Item Functions* of the *OpenCL Specification version 1.0*.

For single work-item kernels, the offline compiler attempts to pipeline every loop in the kernel to allow multiple loop iterations to execute concurrently. Kernel performance might degrade if the compiler cannot pipeline some of the loops effectively, or if it cannot pipeline the loops at all.

The offline compiler cannot pipeline loops in NDRange kernels. However, these loops can accept multiple work-items simultaneously. A kernel might have multiple loops, each with nested loops. If you tabulate the total number of iterations of nested loops for each outer loop, kernel throughput is usually reduced by the largest total iterations value that you have tabulated. To execute an NDRange kernel efficiently, there usually needs to be a large number of threads.

### 2.8.2. Global Memory Interconnect

The ability to maximize memory bandwidth for read and write accesses is crucial for high performance computing. Various types of modules for reading from and writing to global memory can exist in an OpenCL system. These modules are called **load-store units (LSUs)**.

Unlike a GPU, an FPGA can build any custom LSU that is best suited for the memory access pattern that the compiler infers for your application. As a result, your ability to write OpenCL code that selects the ideal LSU types for your application might help improve the performance of your design significantly.

When reviewing the HTML area report of your design, the values in the **Global interconnect** entry at the system level represents the size of the global memory interconnect.

#### Figure 34. HTML Area Report Showing the Size of the Global Memory Interconnect in an OpenCL Design

In the HTML report, the memory system viewer depicts global memory interconnects as loads (LD), stores (ST), and connections (gray lines).
The Intel FPGA SDK for OpenCL Offline Compiler selects the appropriate type of LSU for your OpenCL system based on the memory access pattern of your design. Example LSU types include contiguous access (or consecutive access) and burst-interleaved access. Figure 90 on page 148 and Figure 89 on page 147 illustrate the difference in access patterns between contiguous and burst-interleaved memory accesses, respectively.

### 2.8.3. Local Memory

Local memory is a complex system. Unlike the typical GPU architecture where there are different levels of caches, FPGA implements local memory in dedicated memory blocks inside the FPGA.
Local Memory Characteristics

- **Ports**: Each read or write access to a local memory is mapped to a port.
- **Banks**: The contents of a local memory can be partitioned into one or more banks, such that each bank contains a subset of data contained in a local memory.
- **Replicate**: A bank consists of one or more replicates. Each replicate in a bank has the same data as the other replicates. Replicates are created to efficiently support multiple accesses to a local memory. Each replicate has one write port and one read port that your design can access simultaneously. If your local memory is double pumped, each replicate has four physical ports, of which up to three can be read ports. Refer to the Double Pumping on page 60 section for more information.
- **Private copies**: A replicate can contain one or more private copies to allow pipelined execution of multiple workgroups. Refer to the Local Memory Banks and Private Copies on page 56 section for more information.

Figure 36. Implementation of Local Memory in One or Multiple M20K Blocks

In your kernel code, declare local memory as a variable with type `local`:

```c
local int lmem[1024];
```

The Intel FPGA SDK for OpenCL Offline Compiler customizes the local memory properties such as width, depth, banks, replication, number of private copies, and interconnect. The offline compiler analyzes the access pattern based on your code and then optimizes the local memory to minimize access contention.
The following diagrams illustrate these basic local memory properties (size, width, depth, banks, replication, and number of private copies):

**Figure 37. Local Memory Examples Explaining Local Memory Properties**

In the HTML report, the overall state of the local memory is reported as stall-free, stall-free with replication, and potentially inefficient.

The key to designing a highly efficient kernel is to have memory accesses that never stall. For a stall-free memory configuration, all possible concurrent memory access sites in the data path are guaranteed to access memory without contention.

The offline compiler always attempts to find a stall-free configuration for all local memories in your kernel code. However, in a complex kernel, the offline compiler might not have enough information to infer whether a memory access has any conflict. As a result, the offline compiler infers local interconnect arbitration to arbitrate the memory access. However, inferring arbitration might cause degradation in performance. Refer to Load-Store Units on page 85 for more information.
The offline compiler does not always implement local memory with the exact size that you specified. Since FPGA RAM blocks have specific dimensions, the offline compiler implements a local memory size that rounds up to the next supported RAM block dimension. Refer to device-specific information for more details on RAM blocks.

**Local Memory Banks and Private Copies**

Local memory banking works only on the lowest dimension by default. Having multiple banks allow simultaneous writes to take place. In the following code example, each local memory access in a loop has a separate address. The offline compiler can infer the access pattern to create four separate banks for `lmem`. Four separate banks allow four simultaneous accesses to `lmem[]`, which achieves the stall-free configuration. In addition, the offline compiler creates two private copies for `lmem` to allow pipelined execution of two simultaneous workgroups.

```c
#define BANK_SIZE 4
__attribute__((reqd_work_group_size(8, 1, 1)))
kernell void bank_arb_consecutive_multidim (global int* restrict in,
                                           global int* restrict out) {
    local int lmem[1024][BANK_SIZE];
    int gi = get_global_id(0);
    int gs = get_global_size(0);
    int li = get_local_id(0);
    int ls = get_local_size(0);
    int res = in[gi];
    #pragma unroll
    for (int i = 0; i < BANK_SIZE; i++) {
        lmem[((li+i) & 0x7f)][i] = res + i;
        res = res >> 1;
    }
    int rdata = 0;
    barrier(CLK_GLOBAL_MEM_FENCE);
    #pragma unroll
    for (int i = 0; i < BANK_SIZE; i++) {
        rdata ^= lmem[((li+i) & 0x7f)][i];
    }
    out[gi] = rdata;
    return;
}
```

The following figure illustrates the implementation (as shown in the Kernel memory Viewer) of the following local variable:

```c
local int lmem[1024][4];
```
Figure 39. **Implementation of Imem[1024][4]**

Local memory size = 32768 bytes = 2 private copies x (1024 x 4) x 4 bytes. The size of each bank is 8192 bytes.

If the number of private copies increase your design area significantly, consider reducing the number of barriers in the kernel or increasing the max_work_group_size value to reduce the inferred number of private copies.

You can specify the number of banks for your memory system by using __attribute__((numbanks(N))). For more information, refer to Improving Kernel Performance by Banking the Local Memory on page 153.

If you do not want to bank on the lowest dimension, use the bank_bits attribute to specify bits from a memory address to use as bank-select bits. By using the bank_bits attribute, you can separate memory data into multiple banks while specifying which address bits to use to select the bank. In the following example, the banking is done on seventh and eighth bits instead of the lowest two dimensions:

```c
#define BANK_SIZE 4
kernel void bank_arb_consecutive_multidim_origin (global int* restrict in,
                                            global int* restrict out) {
    local int a[BANK_SIZE][128] __attribute__((bank_bits(8,7),bankwidth(4)));
    int gi = get_global_id(0);
    int li = get_local_id(0);
    int res = in[gi];
    #pragma unroll
    for (int i = 0; i < BANK_SIZE; i++) {
        a[i][((li+i) & 0x7f)] = res + i;
        res = res >> 1;
    }
    int rdata = 0;
    barrier(CLK_GLOBAL_MEM_FENCE);
    #pragma unroll
    for (int i = 0; i < BANK_SIZE; i++) {
```
The view of the resulting memory is the same as the initial view from the first example, except that the size of the memory is now 4096 bytes = 2 private copies x (4 x 128) x 4 bytes. The Details pane of the Kernel Memory Viewer shows the address bit information, which also contains the bank_bits information.

The following figure illustrates the address bit information, as shown in the local memory report, for the following local variable declaration:

```
local int a[4][128] __attribute__((bank_bits(8,7),bankwidth(4)));
```

**Figure 40. Address Bit Information for a[4][128] with Requested bank_bits(8,7)**

The choice of bank-bits can alter the structure of the memory. If bank-bits (4,3) are specified in the previous example, it results in an arbitrated memory system. In this banking configuration, the local memory accesses no longer target separate banks. The compiler must build a local memory interconnect to arbitrate these accesses, which degrades performance.

```
local int a[4][128] __attribute__((bank_bits(4,3),bankwidth(4)));
```
Local Memory Replication

To achieve a stall-free configuration, the compiler may decide to replicate a local memory system to increase the number of available read ports. Each store operation to a local memory system is performed simultaneously on every replicate, so each replicate contains identical data. Each replicate can be independently read from. This increases the number of simultaneous read operations the local memory system can support.
Double Pumping

By default, each local memory replicate has two physical ports. The double pumping feature allows each local memory replicate to support up to four physical ports.

The underlying mechanism that enables double pumping is running the underlying M20K at double the frequency of the kernel logic. This enables two read or write operations to take place every clock cycle. From the perspective of kernel logic, a double-pumped memory has four effective physical ports.

![Figure 42. Hardware Architecture of Double Pumping in Local Memory](image)

By enabling the double pumping feature, the offline compiler trades off area versus maximum frequency.

**Advantages of double pumping:**
- Increases the number of available physical ports
- May reduce RAM usage by reducing replication

**Disadvantages of double pumping:**
- Higher logic and latency as compared to single pumped configuration
- Might reduce kernel clock frequency

You can control the pump configuration of your local memory system by using `__attribute__((singlepump))` and `__attribute__((doublepump))`. For more information, refer to Kernel Attributes for Configuring Local and Private Memory Systems.

The following code example illustrates the implementation of local memory with three read ports and three write ports. The offline compiler enables double pumping and replicates the local memory three times to implement a stall-free memory configuration.

```c
#define BANK_SIZE 4
kernel void bank_arb_consecutive_multidim_origin (global int* restrict in, global int* restrict out) {
    local int a[BANK_SIZE][128];
    int gi = get_global_id(0);
    int li = get_local_id(0);
    int res = in[gi];
    #pragma unroll 1
    for (int i = 0; i < BANK_SIZE; i++) {
        a[i][li+i] = res + i;
        a[gi][li+i] = res + i;
        a[gi+i][li] = res + i;
        res = res >> 1;
    }
    out[li] = res;
}
```

2. Reviewing Your Kernel’s report.html File

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```c
int rdata = 0;
barrier(CLK_GLOBAL_MEM_FENCE);
#pragma unroll 1
for (int i = 0; i < BANK_SIZE; i++) {
    rdata ^= a[i][li+i];
    rdata += a[gi+i][li+i];
    rdata += a[gi][li];
}
out[gi] = rdata;
return;
}
```

The following figure illustrates the implementation (as shown in the Kernel Memory Viewer) for the following local variable declaration:

```c
local int a[4][128];
```

**Figure 43. Local Memory System for a[4][128]**

Local memory size = 6144 bytes = 3 replicates x 512 words x 4 bytes. Each replicate has identical memory contents.

---

2.8.3.1. Changing the Memory Access Pattern Example

The following is an example code of a simple OpenCL kernel:

```c
kernel void big_lmem_4r_4w_nosplit (global int* restrict in,
    global int* restrict out) {
    local int lmem[4][1024];
```
int gi = get_global_id(0);
int gs = get_global_size(0);
int li = get_local_id(0);
int ls = get_local_size(0);
int res = in[gi];

#pragma unroll
for (int i = 0; i < 4; i++) {
    lmem[i][(li*i) % ls] = res;
    res >>= 1;
}

// Global memory barrier
barrier(CLK_GLOBAL_MEM_FENCE);

res = 0;
#pragma unroll
for (int i = 0; i < 4; i++) {
    res ^= lmem[i][(ls-li)*i % ls];
}
out[gi] = res;

The system viewer report of this example highlights the stallable loads and stores.
Figure 44. System View of the Example
Double pump uses more logic (ALUTs/FFs) but provides more ports.

Expected to have four banks, but the compiler banked on lowest dimension.

Number of banks: 2 (banked on lowest dimension)

Bank width: 32 bits
Bank depth: 2048 words
Total replication: 2
Replicated 2 times to efficiently support multiple simultaneous workgroups. This replication resulted in 2 times increase in actual block RAM usage. Reducing the number of barriers or increasing max work group size may help reduce this replication factor.

- Running memory at 2x clock to support more concurrent ports.
- For more information, see the Local Memory section of the Best Practices Guide.

Figure 46. Kernel Memory Viewer of the Example

Observe that only two memory banks are created, with high arbitration on the first bank between load and store operations. Now, switch the banking indices to the second dimension, as shown in the following example code:

```c
kernel void big_lmem_4r_4w_nosplit (global int* restrict in,
    global int* restrict out) {
    local int lmem[1024][4];
    int gi = get_global_id(0);
    int gs = get_global_size(0);
    int li = get_local_id(0);
    int ls = get_local_size(0);
    int res = in[gi];
    #pragma unroll
    for (int i = 0; i < 4; i++) {
        lmem[(li*i) % ls][i] = res;
        res >>= 1;
    }
```

2. Reviewing Your Kernel’s report.html File

UG-OCL003 | 2019.05.08
In the kernel memory viewer, you can observe that now four memory banks are created, with separate load store units. All load store instructions are stall-free.

**Figure 47.** Kernel Memory Viewer of the Example After Changing the Banking Indices
2.8.4. Nested Loops

The Intel FPGA SDK for OpenCL Offline Compiler does not infer pipelined execution because of the ordering of loop iterations. As a result, outer loop iterations might be out of order with respect to the ensuing inner loops because the number of iterations of the inner loops might differ for different outer loop iterations.

To solve the problem of out-of-order outer loop iterations, design inner loops with lower and upper bounds that do not change between outer loop iterations.

Single Work-Item Execution

To ensure high-throughput single work-item-based kernel execution on the FPGA, the Intel FPGA SDK for OpenCL Offline Compiler must process multiple pipeline stages in parallel at any given time. This parallelism is realized by pipelining the iterations of loops.

Consider the following simple example code that shows accumulating with a single-work item:

```c
1 kernel void accumSWG (global int* a,
  global int* c,
  int size,
  int k_size) {
2   int sum[1024];
3   for (int k = 0; k < k_size; ++k) {
4     for (int i = 0; i < size; ++i) {
5       int j = k * size + i;
6       sum[k] += a[j];
7     }
8   }
9   for (int k = 0; k < k_size; ++k) {
10      c[k] = sum[k];
11   }
12 }
```

During each loop iteration, data values from the global memory `a` is accumulated to `sum[k]`. In this example, the inner loop on line 4 has an initiation interval value of 1 with a latency of 11. The outer loop also has an initiation interval value greater than or equal to 1 with a latency of 8.

**Note:**
The launch frequency of a new loop iteration is called the initiation interval (II). II refers to the number of hardware clock cycles for which the pipeline must wait before it can process the next loop iteration. An optimally unrolled loop has an II value of 1 because one loop iteration is processed every clock cycle.
2. Reviewing Your Kernel’s report.html File

Figure 49. Loop Analysis Report

<table>
<thead>
<tr>
<th>Loops analysis</th>
<th>Pipelined</th>
<th>II</th>
<th>Bottleneck</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kernel: accum_swg (accum_swg.ct3)</td>
<td></td>
<td></td>
<td></td>
<td>Single work-item execution</td>
</tr>
<tr>
<td>accum_swg.B1  (accum_swg.ct5)</td>
<td>Yes</td>
<td>&gt;=1</td>
<td>n/a</td>
<td></td>
</tr>
<tr>
<td>accum_swg.B2  (accum_swg.ct6)</td>
<td>Yes</td>
<td>-1</td>
<td>n/a</td>
<td>II is an approximation</td>
</tr>
<tr>
<td>accum_swg.B4  (accum_swg.ct12)</td>
<td>Yes</td>
<td>-1</td>
<td>n/a</td>
<td>II is an approximation</td>
</tr>
</tbody>
</table>

Figure 50. System View of Single-Work Item Kernel
The following figure illustrates how each iteration of $i$ enters into the block:

**Figure 51. Inner Loop accum_swg.B2 Execution**

When you observe the outer loop, having an II value of 1 also means that each iteration of the thread can enter at every clock cycle. In the example, $k_{\text{size}}$ of 20 and $\text{size}$ of 4 is considered. This is true for the first eight clock cycles as outer loop iterations 0 to 7 can enter without any downstream stalling it. Once thread 0 enters into the inner loop, it takes four iterations to finish. Threads 1 to 8 cannot enter into the inner loop and they are stalled for four cycles by thread 0. Thread 1 enters into the inner loop after thread 0's iterations are completed. As a result, thread 9 enters into the outer loop on clock cycle 13. Threads 9 to 20 will enter into the loop at every four clock cycles, which is the value of $\text{size}$. Through this example, you can observe that the dynamic initiation interval of the outer loop is greater than the statically predicted initiation interval of 1 and it is a function of the trip count of the inner loop.
Nonlinear Execution

Loop structure does not support linear execution. The following code example shows that the outer loop `i` contains two divergent inner loops. Each iteration of the outer loop may execute one inner loop or the other, which is a nonlinear execution pattern.

```c
__kernel void structure (__global unsigned* restrict output1,
                        __global unsigned* restrict output2,
                        int N) {
    for (unsigned i = 0; i < N; i++) {
        if ((i & 3) == 0) {
            for (unsigned j = 0; j < N; j++) {
                output1[i+j] = i * j;
            }
        } else {
            for (unsigned j = 0; j < N; j++) {
                output2[i+j] = i * j;
            }
        }
    }
}
```

Out-of-Order Loop Iterations

The number of iterations of an inner loop can differ for each iteration of the outer loop. Consider the following code example:

```c
__kernel void outoforder( __global unsigned* restrict input,
                          __global unsigned* restrict output,
                          int N ) {
    unsigned offsets[1024];
    unsigned size[1024];
    unsigned results[4];
    for (unsigned i = 0; i < N; i++) {
```
offsets[i] = input[i];
}
for (unsigned i = 1; i < (N-1); i++) {
    unsigned num = offsets[i];
    unsigned sum = 0;
    // the trip count num is different in every iterations and
    // there's a memory dependency, size, so outer loop cannot be pipelined
    for (unsigned j = 0; j < num; j++) {
        size[j] = offsets[i+j] - offsets[i+j-1];
    }
    #pragma unroll 1
    for (unsigned j = 0; j < 4; j++) {
        results[j] = size[j];
    }
}
// store it back
#pragma unroll 1
for (unsigned i = 0; i < 4; i++) {
    output[i] = results[i];
}

This example shows that for i = 0, inner loop j iterates zero times. For i = 1, j iterates once, and so on. Because the number of iterations changes for the inner loop, the offline compiler cannot infer pipelining.

**Figure 53. Loop Analysis Report of the Kernel outoforder**

<table>
<thead>
<tr>
<th>Loops Analysis</th>
<th>Show fully unrolled loops</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Pipelined</td>
</tr>
<tr>
<td>Kernel outoforder (out_of_order.cl:1)</td>
<td>Single work-item</td>
</tr>
<tr>
<td>outoforderB2 (out_of_order.cl:7)</td>
<td>Yes</td>
</tr>
<tr>
<td>outoforderB4 (out_of_order.cl:11)</td>
<td>No</td>
</tr>
<tr>
<td>outoforderB6 (out_of_order.cl:16)</td>
<td>Yes</td>
</tr>
<tr>
<td>outoforderB8 (out_of_order.cl:20)</td>
<td>Yes</td>
</tr>
<tr>
<td>outoforderB10 (out_of_order.cl:27)</td>
<td>Yes</td>
</tr>
</tbody>
</table>
Serial Regions

Serial region might occur in nested loops when an inner loop access causes an outer loop dependency. The inner loop becomes a serial region in the outer loop iteration due to data or memory dependencies.

At steady state, the II of outer loop = II of inner loop * trip count of inner loop. For inner loops with II greater than 1 and outer loop that has no serially executed regions, it is possible to interleave threads from the outer loop.

Consider the following code example:

```c
kernel void serially_execute (global int * restrict A,
                              global int * restrict B,
                              global int * restrict result,
                              unsigned N) {
    int sum = 0;
    for (unsigned i = 0; i < N; i++) {
        int res;
        for (int j = 0; j < N; j++) {
            sum += A[i*N+j];
        }
        sum += B[i];
    }
    *result = sum;
}
```

In the example, the dependence in the outer loop resulted in the serial execution of the inner loop. The main difference in performance is the steady state II of outer loop = II of inner loop * (trip count of inner loop - 1) + latency. In this example, II of inner loop is 1 with latency of 4 and II of outer loop is 1 with latency of 7. If N is large, such as 400, when compared to latency, then serial execution has little impact from the outer loop II.
Figure 55. System View of the Kernel
2.8.4.1. Reducing the Area Consumed by Nested Loops Using `loop_coalesce`

When loops are nested to a depth greater than three, more area is consumed.

Consider the following example where `orig` and `lc_test` kernels are used to illustrate how to reduce latency in nested loops.
The `orig` kernel has nested loops to a depth of four. The nested loops created extra blocks (Block 2, 3, 4, 6, 7 and 8) that consume area due to the variables being carried, as shown in the following reports:

Figure 57. Area Report and System Viewer Before and After Loop Coalescing

Due to loop coalescing, you can see the reduced latency in the `lc_test`. The Block 5 of `orig` kernel and Block 12 of `lc_test` kernel are the inner most loops.
Related Information

Coalescing Nested Loops

2.8.5. Loops in a Single Work-Item Kernel

The Intel FPGA SDK for OpenCL Offline Compiler implements an algorithm that optimizes kernels to maximize performance for data processing.

The datapath of a loop within a single work-item kernel can contain multiple iterations in flight. This behavior is different from a loop within an NDRange kernel in that an NDRange kernel's loop contains multiple work-items in flight. An optimally unrolled loop is a loop iteration that is launched every clock cycle. Launching one loop iteration per clock cycle maximizes pipeline efficiency and yields the best performance. As shown in the figure below, launching one loop per clock cycle allows a kernel to finish faster.

Figure 59. Comparison of the Launch Frequency of a Loop Iteration Between a Non-Pipelined Loop and a Pipelined Loop
The launch frequency of a new loop iteration is called the initiation interval (II). II refers to the number of hardware clock cycles for which the pipeline must wait before it can process the next loop iteration. An optimally unrolled loop has an II value of 1 because one loop iteration is processed every clock cycle.

In the HTML report, the loop analysis of an optimally unrolled loop will state that the offline compiler has pipelined the loop successfully.

Consider the following example:

```c
kernel void simple_loop (unsigned N,
    global unsigned* restrict b,
    global unsigned* restrict c,
    global unsigned* restrict out)
{
    for (unsigned i = 1; i < N; i++) {
        c[i] = c[i-1] + b[i];
    }
    out[0] = c[N-1];
}
```

The figure depicts how the offline compiler leverages parallel execution and loop pipelining to execute `simple_loop` efficiently. The loop analysis report of this `simple_loop` kernel will show that for loop "for.body", the Pipelined column will indicate Yes, and the II column will indicate 1.

**Trade-Off Between Critical Path and Maximum Frequency**

The offline compiler attempts to achieve an II value of 1 for a given loop whenever possible. In some cases, the offline compiler might strive for an II of 1 at the expense of a reduced target $f_{\text{max}}$.

Consider the following example:

```c
kernel void lowered_fmax (global int *dst, int N) {
    int res = N;
    #pragma unroll 9
    for (int i = 0; i < N; i++) {
        res += 1;
        res ^= i;
    }
    dst[0] = res;
}
```
The following logical diagram is a simplified representation of the actual, more complex hardware implementation of kernel `lowered_fmax`.

**Figure 61. Logical Diagram for the Loop in Kernel `lowered_fmax`**

![Logical Diagram for the Loop in Kernel `lowered_fmax`]

**Figure 62. Actual Hardware Implementation of Kernel `lowered_fmax`**

![Actual Hardware Implementation of Kernel `lowered_fmax`]

The feedback with the addition operation and the XOR gate is the critical path that limits the offline compiler’s ability to achieve the target frequency. The resulting HTML report describes a breakdown, in percentages, of the contributors that make up the critical path.
To view the loop critical feedback path of kernel lowered_fmax, navigate to System Viewers ➤ Pipeline Viewer ➤ lowered_fmax.B1.

Loop-Carried Dependencies that Affect the Initiation Interval of a Loop

There are cases where a loop is pipelined but it does not achieve an II value of 1. These cases are usually caused by data dependencies or memory dependencies within a loop.
Data dependency refers to a situation where a loop iteration uses variables that rely on the previous iteration. In this case, a loop can be pipelined, but its II value will be greater than 1. Consider the following example:

```c
// An example that shows data dependency
// choose(n, k) = n! / (k! * (n-k)!) 
kernel void choose( unsigned n, unsigned k, 
global unsigned* restrict result ) 
{
    unsigned product = 1;
    unsigned j = 1;

    for( unsigned i = k; i <= n; i++ ) {
        product *= i;
        if( j <= n-k ) {
            product /= j;
        }
        j++;
    }
    *result = product;
}
```

For every loop iteration, the value for the `product` variable in the kernel `choose` is calculated by multiplying the current value of index `i` by the value of `product` from the previous iteration. As a result, a new iteration of the loop cannot launch until the current iteration finishes processing. The figure below shows the logical view of the kernel `choose`, as it appears in the system viewer.
The loop analysis report for the kernel `choose` indicates that Block1 has an II value of 13. In addition, the details pane reports that the high II value is caused by a data dependency on `product`, and the largest contributor to the critical path is the integer division operation on line 13.

**Figure 65.** Logical View of the Kernel `choose`

**Figure 66.** Loop Analysis Report of the Kernel `choose`
Memory dependency refers to a situation where memory access in a loop iteration cannot proceed until memory access from the previous loop iteration is completed. Consider the following example:

```c
kernel void mirror_content( unsigned max_i,
                           global int* restrict out)
{
  for (int i = 1; i < max_i; i++) {
    out[max_i*2-i] = out[i];
  }
}
```
In the loop analysis for the kernel `mirror_content`, the details pane identifies the source of the memory dependency and the breakdown, in percentages, of the contributors to the critical path for Block2.

**Figure 69. Details Pane of the Loop Analysis for the Kernel `mirror_content`**
Loop Speculation

Loop speculation is an optimization technique that enables more efficient loop pipelining by allowing future iterations to be initiated before determining whether the loop was exited already. Consider the following simple loop example:

```c
while (m*m*m < N) {
    m += 1;
}
```

Logically, the exit condition \((m*m*m < N)\) for an iteration must be evaluated before determining whether you need to initiate another iteration or not. This means that, in the absence of speculation, the loop II cannot be lower than the number of cycles it takes to compute this exit condition. Speculated iterations are iterations that you initiate before the exit condition has completed, and side effects (such as, writes to memory) of loop instructions have been predicated on the exit condition. This results in reducing II for a loop where the exit condition is the bottleneck for a lower II. For example, for a given iteration \(i\) with exit condition \(E_i\), the number of speculated iterations \(s\) is the number of iterations after \(i\) has been initiated but before \(E_i\) has been evaluated. By default, this number of speculated iterations is determined by the compiler on a per-loop basis, and can be found in the per-loop details of the Loop Analysis report.

The `#pragma speculated_iterations` pragma allows you to directly control the number of speculated iterations for a loop. If the exit condition calculation is the bottleneck to lowering II (as shown in the Loop Analysis report), increasing the number of speculated iterations may improve the II (this is not guaranteed as other bottlenecks may be uncovered). For details about `#pragma speculated_iterations`, refer to Loop Speculation in the Intel FPGA SDK for OpenCL Programming Guide.

Speculated iterations are an overhead, and a new invocation of a loop may not commence until all speculated iterations have completed. In cases where a loop body with low latency is expected to be frequently invoked, (for example, an inner loop with a short trip count), use the `#pragma speculated_iterations` pragma to reduce the number of speculated iterations. You can estimate the amount of this overhead by multiplying the number of speculated iterations with the II of the loop (as shown in the Loop Analysis report). Using the `#pragma speculated_iterations` pragma can reduce this overhead, but be aware that choosing a pragma value that is too low may increase the II (due to not having enough time to evaluate the exit condition).

Consider the following example:

```c
kernel void unopt_int_cube_root (global int *dst, int N) {
    int m = 0;
    // The exit condition that has 2 multiplies and a
    // compare are the most critical in the loop
    // feedback path.
    // The compiler's choice of 4 speculated iterations
    // result in II=2 since the exit condition takes
    // 7 cycles (each multiply takes 3 cycles and the
    // compare takes 1 cycle) and 4 speculated iterations
    // times 2-cycle II gives 8 cycles to cover
    // this evaluation.
    while (m*m*m < N) {
        m += 1;
    }
    dst[0] = m;
}
```
kernel void opt_int_cube_root (global int *dst, int N) {
    int m = 0;
    // Increasing to 7 speculated iterations to cover
    // the 7-cycle exit condition calculation allows
    // us to achieve II=1.
    #pragma speculated_iterations 7
    while (m*m*m < N) {
        m += 1;
    }
    dst[0] = m;
}

kernel void unopt2_int_cube_root (global int *dst, int N) {
    int m = 0;
    // By setting the pragma to 0, you can verify that the
    // II has increased to 7, which matches the exit
    // condition bottleneck.
    #pragma speculated_iterations 0
    while (m*m*m < N) {
        m += 1;
    }
    dst[0] = m;
}

Figure 70. Loop Analysis Report

<table>
<thead>
<tr>
<th>Loops Analysis</th>
<th>Pipelined</th>
<th>II</th>
<th>Speculated Iterations</th>
<th>Details</th>
</tr>
</thead>
<tbody>
<tr>
<td>Kernel: opt_int_cube_root (spec.c11)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>opt_int_cube_root (spec.c7)</td>
<td>Yes</td>
<td>2</td>
<td>4</td>
<td>Data dependency</td>
</tr>
<tr>
<td>Kernel: opt_int_cube_root (spec.c13)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>opt_int_cube_root (spec.c16)</td>
<td>Yes</td>
<td>1</td>
<td>7</td>
<td>Data dependency</td>
</tr>
<tr>
<td>Kernel: opt_int_cube_root (spec.c24)</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>opt_int_cube_root (spec.c28)</td>
<td>Yes</td>
<td>7</td>
<td>0</td>
<td>Data dependency</td>
</tr>
</tbody>
</table>

Details:
- Compiler failed to schedule this loop with smaller II due to data dependency on variable(s): m(spec.c2)
- Most critical loop feedback path during scheduling:
  - 100 clock cycles 32-bit Integer Multiply Operation (spec.c7)
  - 100 clock cycles 32-bit Integer Multiply Operation (spec.c7)
  - 100 clock cycles 32-bit Integer Compare Operation (spec.c7)

Related Information
Single Work-Item Kernel versus NDRange Kernel on page 9

2.8.6. Channels

The Intel FPGA SDK for OpenCL's channel implementation provides a flexible way to pass data from one kernel to another kernel to improve performance.

When declaring a channel in your kernel code, precede the declaration with the keyword channel.

For example: channel long16 myCh __attribute__((depth(16)));

In the HTML report, the area report maps the channel area to the declaration line in the source code. Channels and channel arrays are reported with their width and depth.
Note that the implemented channel depth can differ from the depth that you specify in the channel declaration. The Intel FPGA SDK for OpenCL Offline Compiler can implement the channel in shift registers or RAM blocks. The offline compiler decides on the type of channel implementation based on the channel depth.

### 2.8.7. Load-Store Units

The Intel FPGA SDK for OpenCL Offline Compiler generates a number of different types of load-store units (LSUs). For some types of LSU, the compiler might modify the LSU behavior and properties depending on the memory access pattern and other memory attributes.

While you cannot explicitly choose the load-store unit type or modifier, you can affect the type of LSU the compiler instantiates by changing the memory access pattern in your code, the types of memory available, and whether the memory accesses are to local or global memory.

#### Load-Store Unit Types

The compiler can generate several different types of load-store unit (LSU) based on the inferred memory access pattern, the types of memory available on the target platform, and whether the memory accesses are to local or global memory. The Intel FPGA SDK for OpenCL Offline Compiler can generate the following types of LSU:

- Burst-Coalesced Load-Store Units [85](#)
- Prefetching Load-Store Units [86](#)
- Streaming Load-Store Units [86](#)
- Semi-Streaming Load-Store Units [86](#)
- Local-Pipelined Load-Store Units [86](#)
- Global Infrequent Load-Store Units [87](#)
- Constant-Pipelined Load-Store Units [87](#)
- Atomic-Pipelined Load-Store Units [88](#)

#### Burst-Coalesced Load-Store Units

A burst-coalesced LSU is the default LSU type instantiated by the compiler. It buffers requests until the largest possible burst can be made. The burst-coalesced LSU can provide efficient access to global memory, but it requires a considerable amount of FPGA resources.

```c
kernel void burst_coalesced (global int * restrict in,
                             global int * restrict out) {
    int i = get_global_id(0);
    int value = in[i/2];  // Burst-coalesced LSU
    out[i] = value;
}
```

Depending on the memory access pattern and other attributes, the compiler might modify a burst-coalesced LSU in the following ways:

- Cached [88](#)
- Write-Acknowledge (write-ack) [88](#)
- Nonaligned [88](#)
Prefetching Load-Store Units

A prefetching LSU instantiates a FIFO (sometimes called a named pipe) which burst reads large blocks from memory to keep the FIFO full of valid data based on the previous address and assuming contiguous reads. Non-contiguous reads are supported, but a penalty is incurred to flush and refill the FIFO.

```c
kernel void prefetching (global int * restrict in,
 global int * restrict out,
 int N) {
    int res = 1;
    for (int i = 0; i < N; i++) {
        int v = in[i];             // Prefetching LSU
        res ^= v;
    }
    out[0] = res;
}
```

Streaming Load-Store Units

A streaming LSU instantiates a FIFO which burst reads large blocks from memory to keep the FIFO full of valid data. This block of data can be used only if memory accesses are in-order, and addresses can be calculated as a simple offset from the base address.

```c
kernel void streaming (global int * restrict in,
 global int * restrict out) {
    int i = get_global_id(0);
    int idx = out[i];           // Streaming LSU
    int cached_value = in[idx];
    out[i] = cached_value;      // Streaming LSU
}
```

Semi-Streaming Load-Store Units

A semi-streaming LSU instantiates a read-only cache. The cache will have an area overhead, but will provide improved performance in cases where you make repeated accesses to the same data location in the global memory. You must ensure that your data is not overwritten by a store within the kernel, as that would break the coherency of the cache. The LSU cache is flushed each time the associated kernels are started.

```c
#define N 16
kernel void semi_streaming (global int * restrict in,
 global int * restrict out) {
    #pragma unroll 1
    for (int i = 0; i < N; i++) {
        int value = in[i]; // Semi-streaming LSU
        out[i] = value;
    }
}
```

Local-Pipelined Load-Store Units

A local-pipelined LSU is a pipelined LSU that is used for accessing local memory. Requests are submitted as soon as they are received. Memory accesses are pipelined, so multiple requests can be in flight at a time. If there is no arbitration between the LSU and the local memory, a local-pipelined never-stall LSU is created.

```c
__attribute__((reqd_work_group_size(1024,1,1)))
kernkell void local_pipelined (global int* restrict in,
 global int* restrict out) {
    local int lmem[1024];
    int gi = get_global_id(0);
```
```cpp
int li = get_local_id(0);
int res = in[gi];
for (int i = 0; i < 4; i++) {
    lmem[li - i] = res; // Local-pipelined LSU
    res >>= 1;
}
barrier(CLK_GLOBAL_MEM_FENCE);
res = 0;
for (int i = 0; i < 4; i++) {
    res ^= lmem[li - i]; // Local-pipelined LSU
}
out[gi] = res;
```

The compiler might modify a local-pipelined LSU in the following way:

- **Never-stall** on page 89

### Global Infrequent Load-Store Units

A global infrequent LSU is a pipelined LSU that is used for global memory accesses that can be proven to be infrequent. The global infrequent LSU is instantiated only for memory operations that are not contained in a loop, and are active only for a single thread in an NDRange kernel.

The compiler implements a global infrequent LSU as pipelined LSU because a pipelined LSU is smaller than other LSU types. While a pipelined LSU might have lower throughput, this throughput tradeoff is acceptable because the memory accesses are infrequent.

```cpp
kernel void global_infrequent (global int * restrict in,
                               global int * restrict out,
                               int N) {
    int a = 0;
    if (get_global_id(0) == 0)
        a = in[0]; // Global Infrequent LSU
    for (int i = 0; i < N; i++) {
        out[i] = in[i] + a;
    }
}
```

### Constant-Pipelined Load-Store Units

A constant pipelined LSU is a pipelined LSU that is used mainly to read from the constant cache. The constant pipelined LSU consumes less area than a burst-coalesced LSU. The throughput of a constant-pipelined LSU depends greatly on whether the reads hit in the constant cache. Cache misses are expensive.

```cpp
kernel void constant_pipelined (constant int *src,
                                global int *dst) {
    int i = get_global_id(0);
    dst[i] = src[i]; // Constant pipelined LSU
}
```

For information about the constant cache, see [Constant Cache Memory](#) on page 150.
Atomic-Pipelined Load-Store Units

An atomic-pipelined LSU is used for all atomic operations. Using atomic operations can significantly reduce kernel performance.

```c
kernel void atomic_pipelined (global int* restrict out) {
    atomic_add(&out[0], 1);  // Atomic LSU
}
```

Load-Store Unit Modifiers

Depending on the memory access pattern in your kernel, the compiler modifies some LSUs.

Cached

Burst-coalesced LSUs might sometimes include a cache. A cache is created when the memory access pattern is data-dependent or appears to be repetitive. The cache cannot be shared with other loads even if the loads want the same data. The cache is flushed on kernel start and consumes more hardware resources than an equivalent LSU without a cache. The cache can be disabled by simplifying the access pattern or marking the pointer as `volatile`.

```c
kernel void cached (global int * restrict in,
    global int * restrict out) {
    int i = get_global_id(0);
    int idx = out[i];
    int cached_value = in[idx];  // Burst-coalesced cached LSU
    out[i] = cached_value;
}
```

Write-Acknowledge (write-ack)

Burst-coalesced store LSUs sometimes require a write-acknowledgment signal when data dependencies exist. LSUs with a write-acknowledge signal require additional hardware resources. Throughput might be reduced if multiple write-acknowledge LSUs access the same memory.

```c
kernel void write_ack (global int * restrict in,
    global int * restrict out,
    int N) {
    for (int i = 0; i < N; i++) {
        if (i < 2)
            out[i] = 0;            // Burst-coalesced write-ack LSU
        else
            out[i] = in[i];
    }
}
```

Nonaligned

When a burst-coalesced LSU can access memory that is not aligned to the external memory word size, a nonaligned LSU is created. Additional hardware resources are required to implement a nonaligned LSU. The throughput of a nonaligned LSU might be reduced if it receives many unaligned requests.

```c
kernel void non_aligned (global int * restrict in,
    global int * restrict out) {
    int i = get_global_id(0);
    // three loads are statically coalesced into one, creating a Burst-coalesced non-aligned LSU
```
int a1 = in[3*i+0];
int a2 = in[3*i+1];
int a3 = in[3*i+2];

// three stores statically coalesced into one
out[3*i+0] = a3;
out[3*i+1] = a2;
out[3*i+2] = a1;
}

### Never-stall

If a local-pipelined LSU is connected to a local memory without arbitration, a never-stall LSU is created because all accesses to the memory take a fixed number of cycles that are known to the compiler.

In the following example, some of the 96-bit wide memory access span two memory words, which requires two full lines of data to be read from memory.

```c
__attribute__((reqd_work_group_size(1024,1,1)))
kernell void never_stall (global int* restrict in,
global int* restrict out,
int N)
{
    local int lmem[1024];
in g = get_global_id(0);
int li = get_local_id(0);

    lmem[li] = in[g];       // Local-pipelined never-stall LSU
    barrier(CLK_GLOBAL_MEM_FENCE);
    out[g] = lmem[li] ^ lmem[li + 1];
}
```

### 2.9. Accessing HLD FPGA Reports in JSON Format

In addition to the `report.html` file, the Intel FPGA SDK for OpenCL also provides the HLD FPGA Report data in JSON files.

The JSON files containing the HLD FPGA Report data are available in the `<your_kernel_filename>/reports/lib/json` directory. The directory provides the following .json files:

<table>
<thead>
<tr>
<th>File</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>area.json</td>
<td>Area analysis of system</td>
</tr>
<tr>
<td>area_src.json</td>
<td>Area analysis of source</td>
</tr>
<tr>
<td>info.json</td>
<td>Summary</td>
</tr>
<tr>
<td>new_lmv.json</td>
<td>Kernel Memory Viewer</td>
</tr>
<tr>
<td>loops.json</td>
<td>Loop analysis</td>
</tr>
<tr>
<td>mav.json</td>
<td>System Viewer</td>
</tr>
<tr>
<td>quartus.json</td>
<td>Summary</td>
</tr>
<tr>
<td>summary.json</td>
<td>Summary</td>
</tr>
</tbody>
</table>

Table 8. JSON Files in the `<your_kernel_filename>/reports/lib/json` Directory

Continued...
You can read the following `.json` files without a special parser:

- `area.json`
- `area_src.json`
- `loops.json`
- `quartus.json`
- `summary.json`

For example, if you want to identify all of the values and bottlenecks for the initiation interval (II) of a loop, you can find the information in the `children` section in the `loops.json` file, as shown below:

```json
"name": "<block name|Kernel: kernel name> # Find the loops which does not begin
with "Kernel:
"data": [<Yes|No>, <#|n/a>, <II|n/a>] # The data field corresponds to
"Pipelined", "II", "Bottleneck"
```
3. OpenCL Kernel Design Best Practices

With the Intel FPGA SDK for OpenCL Offline Compiler technology, you do not need to change your kernel to fit it optimally into a fixed hardware architecture. Instead, the offline compiler customizes the hardware architecture automatically to accommodate your kernel requirements.

In general, you should optimize a kernel that targets a single compute unit first. After you optimize this compute unit, increase the performance by scaling the hardware to fill the remainder of the FPGA. The hardware footprint of the kernel correlates with the time it takes for hardware compilation. Therefore, the more optimizations you can perform with a smaller footprint (that is, a single compute unit), the more hardware compilations you can perform in a given amount of time.

In addition to data processing and memory access optimizations, consider implementing the following design practices, if applicable, when you create your kernels.

- Transferring Data Via Intel FPGA SDK for OpenCL Channels or OpenCL Pipes on page 91
- Unrolling Loops on page 96
- Optimizing Floating-Point Operations on page 98
- Allocating Aligned Memory on page 101
- Aligning a Struct with or without Padding on page 102
- Maintaining Similar Structures for Vector Type Elements on page 104
- Avoiding Pointer Aliasing on page 104
- Avoid Expensive Functions on page 105
- Avoiding Work-Item ID-Dependent Backward Branching on page 106

3.1. Transferring Data Via Intel FPGA SDK for OpenCL Channels or OpenCL Pipes

To increase data transfer efficiency between kernels, implement the Intel FPGA SDK for OpenCL channels extension in your kernel programs. If you want to leverage the capabilities of channels but have the ability to run your kernel program using other SDKs, implement OpenCL pipes.

Sometimes, FPGA-to-global memory bandwidth constrains the data transfer efficiency between kernels. The theoretical maximum FPGA-to-global memory bandwidth varies depending on the number of global memory banks available in the targeted Custom Platform and board. To determine the theoretical maximum bandwidth for your board, refer to your board vendor’s documentation.
In practice, a kernel does not achieve 100% utilization of the maximum global memory bandwidth available. The level of utilization depends on the access pattern of the algorithm.

If global memory bandwidth is a performance constraint for your OpenCL kernel, first try to break down the algorithm into multiple smaller kernels. Secondly, as shown in the figure below, eliminate some of the global memory accesses by implementing the SDK's channels or OpenCL pipes for data transfer between kernels.

**Figure 71. Difference in Global Memory Access Pattern as a Result of Channels or Pipes Implementation**

For more information on the usage of channels, refer to the *Implementing Intel FPGA SDK for OpenCL Channels Extension* section of the *Intel FPGA SDK for OpenCL Programming Guide*.

For more information on the usage of pipes, refer to the *Implementing OpenCL Pipes* section of the *Intel FPGA SDK for OpenCL Programming Guide*.

**Related Information**
- Implementing Intel FPGA SDK for OpenCL Channels Extension
- Implementing OpenCL Pipes

### 3.1.1. Characteristics of Channels and Pipes

To implement channels or pipes in your OpenCL kernel program, keep in mind their respective characteristics that are specific to the Intel FPGA SDK for OpenCL.

**Default Behavior**

The default behavior of channels is blocking. The default behavior of pipes is nonblocking.
Concurrent Execution of Multiple OpenCL Kernels

You can execute multiple OpenCL kernels concurrently. To enable concurrent execution, modify the host code to instantiate multiple command queues. Each concurrently executing kernel is associated with a separate command queue.

Important: Pipe-specific considerations:

The OpenCL pipe modifications outlined in Ensuring Compatibility with Other OpenCL SDKs in the Intel FPGA SDK for OpenCL Programming Guide allow you to run your kernel on the SDK. However, they do not maximize the kernel throughput. The OpenCL Specification version 2.0 requires that pipe writes occur before pipe reads so that the kernel is not reading from an empty pipe. As a result, the kernels cannot execute concurrently. Because the Intel FPGA SDK for OpenCL supports concurrent execution, you can modify your host application and kernel program to take advantage of this capability. The modifications increase the throughput of your application; however, you can no longer port your kernel to another SDK. Despite this limitation, the modifications are minimal, and it does not require much effort to maintain both types of code.

To enable concurrent execution of kernels containing pipes, replace the depth attribute in your kernel code with the blocking attribute (that is, __attribute__((blocking))). The blocking attribute introduces a blocking behavior in the read_pipe and write_pipe function calls. The call site blocks kernel execution until the other end of the pipe is ready.

If you add both the blocking attribute and the depth attribute to your kernel, the read_pipe calls will only block when the pipe is empty, and the write_pipe calls will only block when the pipe is full. Blocking behavior causes an implicit synchronization between the kernels, which forces the kernels to run in lock step with each other.

Implicit Kernel Synchronization

Synchronize the kernels implicitly via blocking channel calls or blocking pipe calls. Consider the following examples:

<table>
<thead>
<tr>
<th>Table 9. Blocking Channel and Pipe Calls for Kernel Synchronization</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Kernel with Blocking Channel Call</strong></td>
</tr>
<tr>
<td>channel int c0;</td>
</tr>
<tr>
<td>__kernel</td>
</tr>
<tr>
<td>void producer (__global int * in_buf)</td>
</tr>
<tr>
<td>{</td>
</tr>
<tr>
<td>write_channel_intel (c0, in_buf[i]);</td>
</tr>
<tr>
<td>}</td>
</tr>
<tr>
<td>__kernel</td>
</tr>
<tr>
<td>void consumer (__global int * ret_buf)</td>
</tr>
<tr>
<td>{</td>
</tr>
<tr>
<td>for (int i = 0; i &lt; 10; i++)</td>
</tr>
<tr>
<td>ret_buf[i] = read_channel_intel (c0);</td>
</tr>
<tr>
<td>}</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td></td>
</tr>
</tbody>
</table>
You can synchronize the kernels such that a producer kernel writes data and a consumer kernel reads the data during each loop iteration. If the write_channel_intel or write_pipe call in producer does not write any data, consumer blocks and waits at the read_channel_intel or read_pipe call until producer sends valid data, and vice versa.

**Data Persistence Across Invocations**

After the write_channel_intel call writes data to a channel or the write_pipe call writes data to a pipe, the data is persistent across work-groups and NDRange invocations. Data that a work-item writes to a channel or a pipe remains in that channel or pipe until another work-item reads from it. In addition, the order of data in a channel or a pipe is equivalent to the sequence of write operations to that channel or pipe, and the order is independent of the work-item that performs the write operation.

For example, if multiple work-items try to access a channel or a pipe simultaneously, only one work-item can access it. The write_channel_intel call or write_pipe call writes the particular work-item data, called DATAX, to the channel or pipe, respectively. Similarly, the first work-item to access the channel or pipe reads DATAX from it. This sequential order of read and write operations makes channels and pipes an effective way to share data between kernels.

**Imposed Work-Item Order**

The SDK imposes a work-item order to maintain the consistency of the read and write operations for a channel or a pipe.

**Related Information**

Ensuring Compatibility with Other OpenCL SDKs

### 3.1.2. Execution Order for Channels and Pipes

Each channel or pipe call in a kernel program translates into an instruction executed in the FPGA pipeline. The execution of a channel call or a pipe call occurs if a valid work-item executes through the pipeline. However, even if there is no control or data dependence between channel or pipe calls, their execution might not achieve perfect instruction-level parallelism in the kernel pipeline.

Consider the following code examples:

#### Table 10. Kernel with Two Read Channel or Pipe Calls

<table>
<thead>
<tr>
<th>Kernel with Two Read Channel Calls</th>
<th>Kernel with Two Read Pipe Calls</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>__kernel void consumer (__global uint*restrict dst) { for (int i = 0; i &lt; 5; i++) { dst[2*i] = read_channel_intel[c0]; dst[2*i+2] = read_channel_intel[c1]; } }</code></td>
<td><code>__kernel void consumer (__global uint*restrict dst, read_only pipe uint _attribute__((blocking)) c0, read_only pipe uint _attribute__((blocking)) c1) { for (int i = 0; i &lt; 5; i++) { read_pipe (c0, &amp;dst[2*i]); read_pipe (c1, &amp;dst[2*i+2]); } }</code></td>
</tr>
</tbody>
</table>
The code example on the left makes two read channel calls. The code example on the right makes two read pipe calls. In most cases, the kernel executes these channel or pipe calls in parallel; however, channel and pipe call executions might occur out of sequence. Out-of-sequence execution means that the read operation from \( c_1 \) can occur and complete before the read operation from \( c_0 \).

### 3.1.3. Optimizing Buffer Inference for Channels or Pipes

In addition to the manual addition of buffered channels or pipes, the Intel FPGA SDK for OpenCL Offline Compiler improves kernel throughput by adjusting buffer sizes whenever possible.

During compilation, the offline compiler computes scheduling mismatches between interacting channels or pipes. These mismatches might cause imbalances between read and write operations. The offline compiler performs buffer inference optimization automatically to correct the imbalance.

Consider the following examples:

#### Table 11. Buffer Inference Optimization for Channels and Pipes

<table>
<thead>
<tr>
<th>Kernel with Channels</th>
<th>Kernel with Pipes</th>
</tr>
</thead>
<tbody>
<tr>
<td>__kernel void producer {</td>
<td>__kernel void producer {</td>
</tr>
<tr>
<td>__global const uint * restrict src,</td>
<td>__global const uint * restrict src,</td>
</tr>
<tr>
<td>const uint iterations}</td>
<td>const uint iterations,</td>
</tr>
<tr>
<td>}</td>
<td>write_only pipe uint</td>
</tr>
<tr>
<td>for(int i = 0; i &lt; iteration; i++)</td>
<td><strong>attribute</strong>((blocking)) c0,</td>
</tr>
<tr>
<td>write_channel_intel(c0,src[2*i]);</td>
<td>write_only pipe uint</td>
</tr>
<tr>
<td>write_channel_intel(c1,src[2*i+1]);</td>
<td><strong>attribute</strong>((blocking)) c1)</td>
</tr>
<tr>
<td>}</td>
<td>}</td>
</tr>
<tr>
<td>__kernel void consumer {</td>
<td>__kernel void consumer {</td>
</tr>
<tr>
<td>__global uint * restrict dst,</td>
<td>__global uint * restrict dst,</td>
</tr>
<tr>
<td>const uint iterations}</td>
<td>const uint iterations,</td>
</tr>
<tr>
<td>}</td>
<td>read_only pipe uint</td>
</tr>
<tr>
<td>for(int i = 0; i &lt; iterations; i++)</td>
<td><strong>attribute</strong>((blocking)) c0,</td>
</tr>
<tr>
<td>dst[2*i] = read_channel_intel(c0);</td>
<td>read_only pipe uint</td>
</tr>
<tr>
<td>dst[2*i+1] = read_channel_intel(c1);</td>
<td><strong>attribute</strong>((blocking)) c1)</td>
</tr>
<tr>
<td>}</td>
<td>}</td>
</tr>
</tbody>
</table>

The offline compiler performs buffer inference optimization if channels or pipes between kernels cannot form a cycle. A cycle between kernels is a path that originates from a kernel, through a write channel or a write pipe call, and returns to the original kernel. For the example, assume that the write channel or write pipe calls in the kernel producer are scheduled 10 cycles apart and the read channel or read pipe calls are scheduled 15 cycles apart. There exists a temporary mismatch in the read and write operations to \( c_1 \) because five extra write operations might occur before a read operation to \( c_1 \) occurs. To correct this imbalance, the offline compiler assigns a buffer size of five cycles to \( c_1 \) to avoid stalls. The extra buffer capacity decouples the \( c_1 \) write operations in the producer kernel and the \( c_1 \) read operations in the consumer kernel.
3.1.4. Best Practices for Channels and Pipes

Consider the following best practices when designing channels and pipes:

- Use single-threaded kernels over multi-threaded kernels.
- Consider how the design model can be represented with a feed forward datapath, for example, back-to-back loops or discrete processing steps. Determine whether you should split the design into multiple kernels connected by channels.
- Aggregate data on channels only when the entire data is used at the same point of kernel.
- Attempt to keep the number of channels per kernel reasonable.
- Do not use non-blocking channels or pipes if you are using a looping structure waiting for the data. Non-blocking channels consume more resources than the blocking channels.

3.2. Unrolling Loops

You can control the way the Intel FPGA SDK for OpenCL Offline Compiler translates OpenCL kernel descriptions to hardware resources. If your OpenCL kernel contains loop iterations, increase performance by unrolling the loop. Loop unrolling decreases the number of iterations that the offline compiler executes at the expense of increased hardware resource consumption.

Consider the OpenCL code for a parallel application in which each work-item is responsible for computing the accumulation of four elements in an array:

```opencl
__kernel void example ( __global const int * restrict x,
                        __global int * restrict sum ) {
    int accum = 0;
    for (size_t i = 0; i < 4; i++) {
        accum += x[i + get_global_id(0) * 4];
    }
    sum[get_global_id(0)] = accum;
}
```

Notice the following three main operations that occur in this kernel:

- Load operations from input x
- Accumulation
- Store operations to output sum

The offline compiler arranges these operations in a pipeline according to the data flow semantics of the OpenCL kernel code. For example, the offline compiler implements loops by forwarding the results from the end of the pipeline to the top of the pipeline, depending on the loop exit condition.

The OpenCL kernel performs one loop iteration of each work-item per clock cycle. With sufficient hardware resources, you can increase kernel performance by unrolling the loop, which decreases the number of iterations that the kernel executes. To unroll a
loop, add a #pragma unroll directive to the main loop, as shown in the code example below. Keep in mind loop unrolling significantly changes the structure of the compute unit that the offline compiler creates.

```c
__kernel void example ( __global const int * restrict x,
                        __global int * restrict sum ) {
    int accum = 0;
    #pragma unroll
    for (size_t i = 0; i < 4; i++) {
        accum += x[i + get_global_id(0) * 4];
    }
    sum[get_global_id(0)] = accum;
}
```

In this example, the #pragma unroll directive causes the offline compiler to unroll the four iterations of the loop completely. To accomplish the unrolling, the offline compiler expands the pipeline by tripling the number of addition operations and loading four times more data. With the removal of the loop, the compute unit assumes a feed-forward structure. As a result, the compute unit can store the sum elements every clock cycle after the completion of the initial load operations and additions. The offline compiler further optimizes this kernel by coalescing the four load operations so that the compute unit can load all the necessary input data to calculate a result in one load operation.

**Caution:** Avoid nested looping structures. Instead, implement a large single loop or unroll inner loops by adding the #pragma unroll directive whenever possible.

For example, if you compile a kernel that has a heavily-nested loop structure, wherein each loop includes a #pragma unroll directive, you might experience a long compilation time. The Intel FPGA SDK for OpenCL Offline Compiler might fail to meet scheduling because it cannot unroll this nested loop structure easily, resulting in a high II. In this case, the offline compiler will issue the following error message along with the line number of the outermost loop:

```bash
Kernel <function> exceeded the Max II. The Kernel's resource usage is estimated to be much larger than FPGA capacity. It will perform poorly even if it fits. Reduce resource utilization of the kernel by reducing loop unroll factors within it (if any) or otherwise reduce amount of computation within the kernel.
```

Unrolling the loop and coalescing the load operations from global memory allow the hardware implementation of the kernel to perform more operations per clock cycle. In general, the methods you use to improve the performance of your OpenCL kernels should achieve the following results:

- Increase the number of parallel operations
- Increase the memory bandwidth of the implementation
- Increase the number of operations per clock cycle that the kernels can perform in hardware
The offline compiler might not be able to unroll a loop completely under the following circumstances:

- You specify complete unrolling of a data-dependent loop with a very large number of iterations. Consequently, the hardware implementation of your kernel might not fit into the FPGA.
- You specify complete unrolling and the loop bounds are not constants.
- The loop consists of complex control flows (for example, a loop containing complex array indexes or exit conditions that are unknown at compilation time).

For the last two cases listed above, the offline compiler issues the following warning:

**Full unrolling of the loop is requested but the loop bounds cannot be determined. The loop is not unrolled.**

To enable loop unrolling in these situations, specify the `#pragma unroll <N>` directive, where `<N>` is the unroll factor. The unroll factor limits the number of iterations that the offline compiler unrolls. For example, to prevent a loop in your kernel from unrolling, add the directive `#pragma unroll 1` to that loop.

Refer to [Good Design Practices for Single Work-Item Kernel](#) for tips on constructing well-structured loops.

**Related Information**

Good Design Practices for Single Work-Item Kernel on page 133

### 3.3. Optimizing Floating-Point Operations

For floating-point operations, you can manually direct the Intel FPGA SDK for OpenCL Offline Compiler to perform optimizations that create more efficient pipeline structures in hardware and reduce the overall hardware usage. These optimizations can cause small differences in floating-point results.

**Tree Balancing**

Order of operation rules apply in the OpenCL language. In the following example, the offline compiler performs multiplications and additions in a strict order, beginning with operations within the innermost parentheses:

```c
result = (((A * B) + C) + (D * E)) + (F * G);
```
By default, the offline compiler creates an implementation that resembles a long vine for such computations:

**Figure 72. Default Floating-Point Implementation**

Long, unbalanced operations lead to more expensive hardware. A more efficient hardware implementation is a *balanced tree*, as shown below:

**Figure 73. Balanced Tree Floating-Point Implementation**
In a balanced tree implementation, the offline compiler converts the long vine of floating-point adders into a tree pipeline structure. The offline compiler does not perform tree balancing of floating-point operations automatically because the outcomes of the floating-point operations might differ. As a result, this optimization is inconsistent with the IEEE Standard 754-2008.

If you want the offline compiler to optimize floating-point operations using balanced trees and your program can tolerate small differences in floating-point results, include the `-fp-relaxed` option in the `aoc` command, as shown below:

```bash
aoc -fp-relaxed <your_kernel_filename>.cl
```

### Rounding Operations

The balanced tree implementation of a floating-point operation includes multiple rounding operations. These rounding operations can require a significant amount of hardware resources in some applications. The offline compiler does not reduce the number of rounding operations automatically because doing so violates the results required by IEEE Standard 754-2008.

You can reduce the amount of hardware necessary to implement floating-point operations with the `-fpc` option of the `aoc` command. If your program can tolerate small differences in floating-point results, invoke the following command:

```bash
aoc -fpc <your_kernel_filename>.cl
```

The `-fpc` option directs the offline compiler to perform the following tasks:

- Remove floating-point rounding operations and conversions whenever possible.
  
  If possible, the `-fpc` argument directs the offline compiler to round a floating-point operation only once—at the end of the tree of the floating-point operations.

- Carry additional mantissa bits to maintain precision.
  
  The offline compiler carries additional precision bits through the floating-point calculations, and removes these precision bits at the end of the tree of floating-point operations.

This type of optimization results in hardware that performs a fused floating-point operation, and it is a feature of many new hardware processing systems. Fusing multiple floating-point operations minimizes the number of rounding steps, which leads to more accurate results. An example of this optimization is a fused multiply-accumulate (FMAC) instruction available in new processor architectures. The offline compiler can provide fused floating-point mathematical capabilities for many combinations of floating-point operators in your kernel.

### 3.3.1. Floating-Point versus Fixed-Point Representations

An FPGA contains a substantial amount of logic for implementing floating-point operations. However, you can increase the amount of hardware resources available by using a fixed-point representation of the data whenever possible. The hardware necessary to implement a fixed-point operation is typically smaller than the equivalent floating-point operation. As a result, you can fit more fixed-point operations into an FPGA than the floating-point equivalent.
The OpenCL standard does not support fixed-point representation; you must implement fixed-point representations using integer data types. Hardware developers commonly achieve hardware savings by using fixed-point data representations and only retain a data resolution required for performing calculations. You must use an 8, 16, 32, or 64-bit scalar data type because the OpenCL standard supports only these data resolutions. However, you can incorporate the appropriate masking operations in your source code so that the hardware compilation tools can perform optimizations to conserve hardware resources.

For example, if an algorithm uses a fixed-point representation of 17-bit data, you must use a 32-bit data type to store the value. If you then direct the Intel FPGA SDK for OpenCL Offline Compiler to add two 17-bit fixed-point values together, the offline compiler must create extra hardware to handle the addition of the excess upper 15 bits. To avoid having this additional hardware, you can use static bit masks to direct the hardware compilation tools to disregard the unnecessary bits during hardware compilation. The code below implements this masking operation:

```c
__kernel fixed_point_add (__global const unsigned int * restrict a,
  __global const unsigned int * restrict b,
  __global unsigned int * restrict result)
{
  size_t gid = get_global_id(0);
  unsigned int temp;
  temp = 0x3_FFFF & ((0x1_FFFF & a[gid]) + ((0x1_FFFF & b[gid])));
  result[gid] = temp & 0x3_FFFF;
}
```

In this code example, the upper 15 bits of inputs \( a \) and \( b \) are masked away and added together. Because the result of adding two 17-bit values cannot exceed an 18-bit resolution, the offline compiler applies an additional mask to mask away the upper 14 bits of the result. The final hardware implementation is a 17-bit addition as opposed to a full 32-bit addition. The logic savings in this example are relatively minor compared to the sheer number of hardware resources available in the FPGA. However, these small savings, if applied often, can accumulate into a larger hardware saving across the entire FPGA.

### 3.4. Allocating Aligned Memory

When allocating host-side memories that will be used to transfer data to and from the FPGA, the memory must be at least 64-byte aligned.

Aligning the host-side memories allows direct memory access (DMA) transfers to occur to and from the FPGA and improves buffer transfer efficiency.

**Attention:** Depending on how the host-side memory is used, Intel recommends to allocate more strict alignment. For example, if the allocated memory is used to create a buffer using the `CL_MEM_USE_HOST_PTR` flag, the memory should also be properly aligned to the data types used to access the buffer in kernel(s). For more information on the alignment requirements of host-side memory, refer to section C.3 of the *OpenCL Specification version 1.2*. 
To set up aligned memory allocations, add the following source code to your host program:

- For Windows:

  ```c
  #define AOCL_ALIGNMENT 64
  #include <malloc.h>
  void *ptr = _aligned_malloc (size, AOCL_ALIGNMENT);
  ```

  To free up an aligned memory block, include the function call
  `_aligned_free(ptr);`

- For Linux:

  ```c
  #define AOCL_ALIGNMENT 64
  #include <stdlib.h>
  void *ptr = NULL;
  posix_memalign (&ptr, AOCL_ALIGNMENT, size);
  ```

  To free up an aligned memory block, include the function call `free(ptr);`

**Related Information**

OpenCL Specification version 1.2

### 3.5. Aligning a Struct with or without Padding

A properly aligned struct helps the Intel FPGA SDK for OpenCL Offline Compiler generate the most efficient hardware. A proper struct alignment means that the alignment can be evenly divided by the struct size.

**Important:** Ensure a 4-byte alignment for the data structures. struct alignments smaller than four bytes result in larger and slower hardware. Hardware efficiency increases with the increasing alignment. In the following example, the Pixel_s structure is only one-byte aligned but the Pixel structure is four-byte aligned due to the presence of a four-byte not_used integer:

```c
typedef struct {
    char r,g,b,alpha;
} Pixel_s;

typedef union {
    Pixel_s p;
    int not_used;
} Pixel;
```

You can also use the aligned attribute to force a 4-byte alignment, as shown in the following example code:

```c
typedef struct {
    char r,g,b,alpha;
} __attribute__((aligned(4))) Pixel;
```

The offline compiler conforms with the ISO C standard that requires the alignment of a struct to satisfy all of the following criteria:

- The alignment must be an integer multiple of the lowest common multiple between the alignments of all struct members.
- The alignment must be a power of two.
You may set the `struct` alignment by including the `aligned(N)` attribute in your kernel code. Without an aligned attribute, the offline compiler determines the alignment of each `struct` in an array of `struct` based on the size of the `struct`. Consider the following example:

```c
__kernel void test (struct mystruct* A,
                    struct mystruct* B)
{
    A[get_global_id(0)] = B[get_global_id(0)];
}
```

If the size of `mystruct` is 101 bytes, each load or store access will be 1-byte aligned. If the size of `mystruct` is 128 bytes, each load or store access will be 128-byte aligned, which generates the most efficient hardware.

When the struct fields are not aligned within the `struct`, the offline compiler inserts padding to align them. Inserting padding between `struct` fields affects hardware efficiency in the following manner:

- Increases the size of the struct
- Might affect the alignment

To prevent the offline compiler from inserting padding, include the `packed` attribute in your kernel code. The aforementioned ISO C standard applies when determining the alignment of a packed or unpacked `struct`. Consider the following example:

```c
struct mystruct1
{
    char a;
    int b;
};
```

The size of `mystruct1` is 8 bytes. Therefore, the `struct` is 8-byte aligned, resulting in efficient accesses in the kernel. Now consider another example:

```c
struct mystruct2
{
    char a;
    int b;
    int c;
};
```

The size of `mystruct2` is 12 bytes and the `struct` is 4-byte aligned. Because the struct fields are padded and the struct is unaligned, accesses in the kernel are inefficient.

Following is an example of a `struct` that includes the `packed` attribute:

```c
struct __attribute__((packed)) mystruct3
{
    char a;
    int b;
    int c;
};
```

The size of `mystruct4` is 16 bytes. Because `mystruct4` is aligned and there is no padding between `struct` fields, accesses in this kernel are more efficient than accesses in `mystruct3`. 
To include both the aligned($N$) and packed attributes in a struct, consider the following example:

```c
struct __attribute__((packed)) __attribute__((aligned(16))) mystruct5 {
    char a;
    int b;
    int c;
};
```

The size of `mystruct5` is 9 bytes. Because of the `aligned(16)` attribute, the struct is stored at 16-byte aligned addresses in an array. Because `mystruct5` is 16-byte aligned and has no padding, accesses in this kernel will be efficient.

For more information on struct alignment and the aligned($N$) and packed attributes, refer to the following documents:

- Section 6.11.1 of the OpenCL Specification version 1.2
- Disabling Insertion of Data Structure Padding section of the Intel FPGA SDK for OpenCL Programming Guide
- Specifying the Alignment of a Struct section of the Intel FPGA SDK for OpenCL Programming Guide

**Related Information**

- OpenCL Specification version 1.2
- Disabling Insertion of Data Structure Padding
- Specifying the Alignment of a Struct

### 3.6. Maintaining Similar Structures for Vector Type Elements

If you update one element of a vector type, update all elements of the vector.

The following code example illustrates a scenario where you should update a vector element:

```c
__kernel void update (__global const float4 * restrict in,
                      __global const float4 * restrict out) {
    size_t gid = get_global_id(0);
    out[gid].x = process(in[gid].x);
    out[gid].y = process(in[gid].y);
    out[gid].z = process(in[gid].z);
    out[gid].w = 0; //Update w even if that variable is not required.
}
```

### 3.7. Avoiding Pointer Aliasing

Insert the restrict keyword in pointer arguments whenever possible. Including the restrict keyword in pointer arguments prevents the Intel FPGA SDK for OpenCL Offline Compiler from creating unnecessary memory dependencies between non-conflicting load and store operations.
The `restrict` keyword informs the offline compiler that the pointer does not alias other pointers. For example, if your kernel has two pointers to global memory, `A` and `B`, that never overlap each other, declare the kernel in the following manner:

```c
__kernel void myKernel (__global int * restrict A,
                        __global int * restrict B)
```

**Warning:** Inserting the `restrict` keyword on a pointer that aliases other pointers might result in incorrect results.

### 3.8. Avoid Expensive Functions

Some functions are expensive to implement in FPGAs. Expensive functions might decrease kernel performance or require a large amount of hardware to implement.

The following functions are expensive:

- Integer division and modulo (remainder) operators
- Most floating-point operators except addition, multiplication, absolute value, and comparison
  
  *Note:* For more information on optimizing floating-point operations, refer to the *Optimize Floating-Point Operations* section.

- Atomic functions

In contrast, inexpensive functions have minimal effects on kernel performance, and their implementation consumes minimal hardware.

The following functions are inexpensive:

- Binary logic operations such as AND, NAND, OR, NOR, XOR, and XNOR
- Logical operations with one constant argument
- Shift by constant
- Integer multiplication and division by a constant that is a power of two

If an expensive function produces a new piece of data for every work-item in a work-group, it is beneficial to code it in a kernel. On the contrary, the code example below shows a case of an expensive floating-point operation (division) executed by every work-item in the NDRange:

```c
__kernel void myKernel (__global const float * restrict a,
                        __global float * restrict b,
                        const float c, const float d)
{
    size_t gid = get_global_id(0);

    //inefficient since each work-item must calculate c divided by d
    b[gid] = a[gid] * (c / d);
}
```

The result of this calculation is always the same. To avoid this redundant and hardware resource-intensive operation, perform the calculation in the host application and then pass the result to the kernel as an argument for all work-items in the NDRange to use. The modified code is shown below:

```c
__kernel void myKernel (__global const float * restrict a,
                        __global float * restrict b,
                        const float c_divided_by_d)
```
The Intel FPGA SDK for OpenCL Offline Compiler consolidates operations that are not work-item-dependent across the entire NDRange into a single operation. It then shares the result across all work-items. In the first code example, the offline compiler creates a single divider block shared by all work-items because division of $c$ by $d$ remains constant across all work-items. This optimization helps minimize the amount of redundant hardware. However, the implementation of an integer division requires a significant amount of hardware resources. Therefore, it is beneficial to off-load the division operation to the host processor and then pass the result as an argument to the kernel to conserve hardware resources.

**Related Information**

Optimizing Floating-Point Operations on page 98

### 3.9. Avoiding Work-Item ID-Dependent Backward Branching

The Intel FPGA SDK for OpenCL Offline Compiler collapses conditional statements into single bits that indicate when a particular functional unit becomes active. The offline compiler completely eliminates simple control flows that do not involve looping structures, resulting in a flat control structure and more efficient hardware usage. The offline compiler compiles kernels that include forward branches, such as conditional statements, efficiently.

Avoid including any work-item ID-dependent backward branching (that is, branching that occurs in a loop) in your kernel because it degrades performance.

For example, the following code fragment illustrates branching that involves work-item ID such as `get_global_id` or `get_local_id`:

```c
for (size_t i = 0; i < get_global_id(0); i++)
{
    // statements
}
```
4. Profiling Your Kernel to Identify Performance Bottlenecks

The Intel FPGA Dynamic Profiler for OpenCL generates data that helps you assess OpenCL kernel performance. The Intel FPGA Dynamic Profiler for OpenCL instruments the kernel pipeline with performance counters. These counters collect kernel performance data, which you can review via the profiler GUI.

Consider the following OpenCL kernel program:

```opencl
__kernel void add (__global int * a,
                 __global int * b,
                 __global int * c)
{
  int gid = get_global_id(0);
  c[gid] = a[gid] + b[gid];
}
```

As shown in the figure below, the Profiler instruments and connects performance counters in a daisy chain throughout the pipeline generated for the kernel program. The host then reads the data collected by these counters. For example, in PCI Express® (PCIe)-based systems, the host reads the data via the PCIe control register access (CRA) or control and status register (CSR) port.

![Figure 74. Intel FPGA Dynamic Profiler for OpenCL: Performance Counters Instrumentation](image)

Work-item execution stalls might occur at various stages of an Intel FPGA SDK for OpenCL pipeline. Applications with large amounts of memory accesses or load and store operations might stall frequently to enable the completion of memory transfers. The Profiler helps identify the load and store operations or channel accesses that cause the majority of stalls within a kernel pipeline.
For usage information on the Intel FPGA Dynamic Profiler for OpenCL, refer to the Profiling Your OpenCL Kernel section of the Intel FPGA SDK for OpenCL Programming Guide.

Related Information
Profiling Your OpenCL Kernel

4.1. Intel FPGA Dynamic Profiler for OpenCL Best Practices

Intel recommends that you follow the Intel FPGA Dynamic Profiler for OpenCL best practices when profiling your OpenCL kernel.

- Include the `-profile` Intel FPGA SDK for OpenCL Offline Compiler command option in your `aoc` command during development to insert performance counters into your kernel.
- Periodically check kernel $f_{\text{max}}$ and performance without using the Profiler.
- Run the host application from a local folder to reduce profiler overhead. Avoid running your host from a remote or NAS folder.
- Ensure that kernel runtime is longer than 20 ms; otherwise, the Profiler's overhead takes over.
- Understand how all the load and store operations and channels are connected in the data flow.

4.2. Intel FPGA Dynamic Profiler for OpenCL GUI

The Intel FPGA Dynamic Profiler for OpenCL GUI displays statistical information collected from memory and channel or pipe accesses.

Table 12. Summary Heading in the Intel FPGA Dynamic Profiler for OpenCL GUI

<table>
<thead>
<tr>
<th>Heading</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Board</td>
<td>Name of the accelerator board that the Intel FPGA SDK for OpenCL</td>
</tr>
<tr>
<td></td>
<td>Offline Compiler uses during kernel emulation and execution.</td>
</tr>
<tr>
<td>Global Memory BW (DDR)</td>
<td>Maximum theoretical global memory bandwidth available for each memory type</td>
</tr>
<tr>
<td></td>
<td>(for example, DDR).</td>
</tr>
</tbody>
</table>

Directly below the summary heading, you can view detailed profile information by clicking on the available tabs.

Important: In the following sections, information that relates to the SDK’s channel extension also applies to OpenCL pipes.

Source Code Tab on page 108
Kernel Execution Tab on page 110
Autorun Captures Tab on page 111

4.2.1. Source Code Tab

The Source Code tab in the Intel FPGA Dynamic Profiler for OpenCL GUI contains source code information and detailed statistics about memory and channel accesses.
The **Source Code** tab in the Intel FPGA Dynamic Profiler for OpenCL GUI provides detailed information on specific lines of kernel code.

<table>
<thead>
<tr>
<th>Column</th>
<th>Description</th>
<th>Access Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attributes</td>
<td>Memory or channel attributes information such as memory type (local or global), corresponding memory system (DDR or quad data rate (QDR)), and read or write access.</td>
<td>All memory and channel accesses</td>
</tr>
<tr>
<td>Stall%</td>
<td>Percentage of time the memory or channel access is causing pipeline stalls. It is a measure of the ability of the memory or channel access to fulfill an access request.</td>
<td>All memory and channel accesses</td>
</tr>
<tr>
<td>Occupancy%</td>
<td>Percentage of the overall profiled time frame when a valid work-item executes the memory or channel instruction.</td>
<td>All memory and channel accesses</td>
</tr>
<tr>
<td>Bandwidth</td>
<td>Average memory bandwidth that the memory access uses and its overall efficiency. For each global memory access, FPGA resources are assigned to acquire data from the global memory system. However, the amount of data a kernel program uses might be less than the acquired data. The overall efficiency is the percentage of total bytes, acquired from the global memory system, that the kernel program uses.</td>
<td>Global memory accesses</td>
</tr>
</tbody>
</table>

If a line of source code instructs more than one memory or channel operations, the profile statistics appear in a drop-down list box and you may select to view the relevant information.
4.2.1.1. Tool Tip Options

To obtain additional information about the kernel source code, hover your mouse over channel accesses in the code to activate the tool tip.

**Figure 77. The Intel FPGA Dynamic Profiler for OpenCL GUI: Source Code Tab Tool Tip**

### Attention:
If your kernel undergoes memory optimization that consolidates hardware resources that implement multiple memory operations, statistical data might not be available for each memory operation. One set of statistical data will map to the point of consolidation in hardware.

#### Table 14. Types of Information that a Source Code Tab Tool Tip Might Provide

<table>
<thead>
<tr>
<th>Column</th>
<th>Tool Tip</th>
<th>Description</th>
<th>Example Message</th>
<th>Access Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>Attributes</td>
<td>Cache Hits</td>
<td>The number of memory accesses using the cache.</td>
<td>Cache Hit%=30%</td>
<td>Global memory</td>
</tr>
<tr>
<td></td>
<td></td>
<td>A high cache hit rate reduces memory bandwidth utilization.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Unaligned Access</td>
<td>The percentage of unaligned memory accesses.</td>
<td>Unaligned Access %=20%</td>
<td>Global memory</td>
</tr>
<tr>
<td></td>
<td></td>
<td>A high unaligned access percentage signifies inefficient memory accesses.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Consider modifying the access patterns in the kernel code to improve</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>efficiency.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Statically</td>
<td>Indication of whether the load or store memory operation is statically coalesced.</td>
<td>Coalesced</td>
<td>Global or local</td>
</tr>
<tr>
<td></td>
<td>Coalesced</td>
<td>Generally, static memory coalescing merges multiple memory accesses that</td>
<td></td>
<td>memory</td>
</tr>
<tr>
<td></td>
<td></td>
<td>access consecutive memory addresses into a single wide access.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Occupancy%</td>
<td>Activity</td>
<td>Activity=20%</td>
<td>Global or local</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The percentage of time a predicated channel or memory instruction is enabled</td>
<td></td>
<td>memory, and</td>
</tr>
<tr>
<td></td>
<td></td>
<td>(that is, when conditional execution is true).</td>
<td></td>
<td>channels</td>
</tr>
<tr>
<td></td>
<td></td>
<td>*Note: The activity percentage might be less than the occupancy of the</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>instruction.*</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Bandwidth</td>
<td>Burst Size</td>
<td>Average Burst Size=7.6</td>
<td>Global memory</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The average burst size of the memory operation.</td>
<td>(Max Burst=16)</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>If the memory system does not support burst mode (for example, on-chip RAM),</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>no burst information will be available.</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

4.2.2. Kernel Execution Tab

The **Kernel Execution** tab in the Intel FPGA Dynamic Profiler for OpenCL GUI provides a graphical representation of the overall kernel program execution process. It illustrates the execution time of each kernel and provides insight into the interactions between different kernel executions.
For example, if you run the host application from a networked directory with slow
network disk accesses, the GUI can display the resulting delays between kernel
launches while the runtime stores profile output data to disk.

**Attention:** To avoid potential delays between kernel executions and increases in the overall
execution time of the host application, run your host application from a local disk.

**Figure 78. The Kernel Execution Tab in the Intel FPGA Dynamic Profiler for OpenCL GUI**

The horizontal bar graph represents kernel execution through time. The combination
of the two bars shown in the first entry (fft1d) represents the total time. The second
and last entries show kernel executions that occupy the time span. These bars
represent the concurrent execution of output_kernel and input_kernel, and
indicate that the kernels share common resources such as memory bandwidth.

**Tip:** You can examine profile data for specific execution times. In the example above, when
you double-click the bar on the left for fft1d, another window opens to display profile
data for that specific kernel execution event.

The **Kernel Execution** tab also displays information on memory transfers between
the host and your devices, shown below:

**Figure 79. Kernel Execution Tab: Host-Device Memory Transfer Information**

**Attention:** Adjusting the magnification by zooming in or out might cause subtle changes to the
granularity of the time scale.

To enable the display of memory transfer information, set the environment variable
ACL_PROFILE_TIMER to a value of 1 and then run your host application. Setting the
ACL_PROFILE_TIMER environment variable enables the recording of memory
transfers. The information is stored in the profile.mon file and is then parsed by the
Intel FPGA Dynamic Profiler for OpenCL GUI.

**4.2.3. Autorun Captures Tab**

To view the autorun statistical data, use the Intel FPGA Dynamic Profiler for OpenCL
similar to how you view an enqueued kernel's data. Both autorun and enqueued kernel
statistical data are stored in a single profile.mon file.
The autorun profile data is displayed similar to the enqueued profile data. However, autorun kernels does not have a runtime representation in the Execution Tab since autorun kernels run continuously.

**Attention:** If you profile autorun kernels multiple times, data displayed in the Intel FPGA Dynamic Profiler for OpenCL is an average total of all the profile instances.

If you profile autorun kernels at least once, the Autorun Captures tab appears in the Intel FPGA Dynamic Profiler for OpenCL GUI. This tab displays a table of all autorun profile captures organized by device and kernel. To view the profile data of an autorun kernel for a specific capture, select the associated button and a new profiler window opens to display data only from that autorun capture (instead of the overall average).

In the following figure, there are four autorun capture instances. If you want to view the autorun profile data from the capture done at 0.03ms for the streamer autorun kernel on device 0, then select the **0.03ms** button in the Device 0 streamer row.

**Figure 80. Autorun Captures Tab**

The Profiler Captures buttons are labeled with time during which the capture was started. This time is relative to the start of the host program.

**Attention:** Capture time does not correlate with the timeline found in the Kernel Execution tab, as this timeline is relative to the start of the first enqueued kernel and not the host program.

### 4.3. Interpreting the Profiling Information

Profiling information helps you identify poor memory or channel behaviors that lead to unsatisfactory kernel performance.

Following are explanations on Intel FPGA Dynamic Profiler for OpenCL metrics that are recorded in the Profiler reports.

**Important:** Profiling information that relates to the Intel FPGA SDK for OpenCL channels also applies to OpenCL pipes.

- **Stall, Occupancy, Bandwidth** on page 113
- **Activity** on page 115
- **Cache Hit** on page 115
- **Profiler Analyses of Example OpenCL Design Scenarios** on page 116
- **Autorun Profiler Data** on page 120
4.3.1. Stall, Occupancy, Bandwidth

For specific lines of kernel code, the Source Code tab in the Intel FPGA Dynamic Profiler for OpenCL GUI shows stall percentage, occupancy percentage, and average memory bandwidth.

For definitions of stall, occupancy, and bandwidth, refer to Table 13 on page 109.

The Intel FPGA SDK for OpenCL generates a pipeline architecture where work-items traverse through the pipeline stages sequentially (that is, in a pipeline-parallel manner). As soon as a pipeline stage becomes empty, a work-item enters and occupies the stage. Pipeline parallelism also applies to iterations of pipelined loops, where iterations enter a pipelined loop sequentially.

Figure 81. Simplified Representation of a Kernel Pipeline Instrumented with Performance Counters

The following are simplified equations that describe the Profiler calculates stall, occupancy, and bandwidth:

\[
\text{Stall} = \frac{\text{ostall\_count}}{\text{total\_count}} \times 100\%
\]

\[
\text{Occupancy} = \frac{\text{ivalid\_count}}{\text{total\_count}} \times 100\%
\]

\[
\text{Bandwidth} = \frac{\text{data\_width} \times \text{ivalid\_count}}{\text{kernel\_time}} \times 100\%
\]
Note: invalid_count in the bandwidth equation also includes the predicate=true input to the load-store unit.

Ideal kernel pipeline conditions:
- Stall percentage equals 0%
- Occupancy percentage equals 100%
- Bandwidth equals the board’s bandwidth

For a given location in the kernel pipeline if the sum of the stall percentage and the occupancy percentage approximately equals 100%, the Profiler identifies the location as the stall source. If the stall percentage is low, the Profiler identifies the location as the victim of the stall.

The Profiler reports a high occupancy percentage if the offline compiler generates a highly efficient pipeline from your kernel, where work-items or iterations are moving through the pipeline stages without stalling.

If all LSUs are accessed the same number of times, they will have the same occupancy value.
- If work-items cannot enter the pipeline consecutively, they insert bubbles into the pipeline.
- In loop pipelining, loop-carried dependencies also form bubbles in the pipeline because of bubbles that exist between iterations.
- If an LSU is accessed less frequently than other LSUs, such as the case when an LSU is outside a loop that contains other LSUs, this LSU will have a lower occupancy value than the other LSUs.

The same rule regarding occupancy value applies to channels.

**Related Information**
Source Code Tab on page 108

4.3.1.1. Stalling Channels

Channels provide a point-to-point communication link between either two kernels, or between a kernel and an I/O channel. If an I/O channel stalls, it implies that the I/O channel cannot keep up with the kernel.

For example, if a kernel has a read channel call to an Ethernet I/O and the Profiler identifies a stall, it implies that the write channel is not writing data to the Ethernet I/O at the same rate as the read rate of the kernel.

For kernel-to-kernel channels, stalls occur if there is an imbalance between the read and write sides of the channel, or if the read and write kernels are not running concurrently.

For example, if the kernel that reads is not launched concurrently with the kernel that writes, or if the read operations occur much slower than the write operations, the Profiler identifies a stall for the write_channel_intel call in the write kernel.

**Related Information**
Transferring Data Via Intel FPGA SDK for OpenCL Channels or OpenCL Pipes on page 91
4.3.2. Activity

*Activity* measures the percentage of time that a predicated instruction is enabled, that is, the percentage of time an LSU receives data that it acts on.

In the **Source Code** tab of the Intel FPGA Dynamic Profiler for OpenCL GUI, the tool tip on the **Occupancy%** column might specify an Activity percentage. Activity differs from occupancy in that activity relates to predication, as explained below.

Each LSU has a predicate signal besides the ivalid signal. The ivalid signal indicates that upstream logic is providing valid data to the LSU. The predicate signal indicates that the LSU should act on the data that it receives. A work-item or loop iteration can occupy a memory instruction even if it is predicated. If the branch statements do not contain loops, the offline compiler converts the branches to minimize control flow, which leads to more efficient hardware. As part of the conversion, memory and channel instructions must be predicated and the output results much be selected through multiplexer logic.

Consider the following code example:

```c
int addr = compute_address();
int x = 0;
if (some_rare_condition)
  x = src[addr];
```

The offline compiler will modify the code as follows:

```c
int addr = compute_address();
int x = 0;
x = src[addr] if some_rare_condition;
```

In this case, `src[]` receives a valid address every clock cycle. Assuming `src[]` itself does not generate stalls into the pipeline, the ivalid signal for `src[]` will be high most of the time. In actuality, `src[]` only performs loading if the predicate signal `some_rare_condition` is true. Therefore, for this load operation, occupancy will be high but activity will be low.

Because activity percentages available in the tool tips do not account for predicated accesses, you can identify predicated instructions based on low activity percentages. Despite having low activity percentages, these instructions might have high occupancies.

**Related Information**

[Tool Tip Options on page 110](#)

4.3.3. Cache Hit

Cache hit rate measures the effectiveness of a private cache.

In the **Source Code** tab of the Intel FPGA Dynamic Profiler for OpenCL GUI, the tool tip on the **Attributes** column might specify a Cache Hit rate. For some global load units, the Intel FPGA SDK for OpenCL Offline Compiler might instantiate a private cache. In this case, the offline compiler creates an additional hardware counter to measure the effectiveness of this cache. Note that details of this private cache is available in the HTML area report.
4.3.4. Profiler Analyses of Example OpenCL Design Scenarios

Understanding the problems and solutions presented in example OpenCL design scenarios might help you leverage the Profiler metrics of your design to optimize its performance.

4.3.4.1. High Stall Percentage

A high stall percentage implies that the memory or channel instruction is unable to fulfill the access request because of contention for memory bandwidth or channel buffer space.

Memory instructions stall often whenever bandwidth usage is inefficient or if a large amount of data transfer is necessary during the execution of your application. Inefficient memory accesses lead to suboptimal bandwidth utilization. In such cases, analyze your kernel memory accesses for possible improvements.

Channel instructions stall whenever there is a strong imbalance between read and write accesses to the channel. Imbalances might be caused by channel reads or writes operating at different rates.

For example, if you find that the stall percentage of a write channel call is high, check to see if the occupancy and activity of the read channel call are low. If they are, the performing speed of the kernel controlling the read channel call is too slow for the kernel controlling the write channel call, leading to a performance bottleneck.

If a memory or channel access is causing high percentage pipeline stalls, the line in the source code that instructs the memory or channel is highlighted in red. A stall percentage of 20% or higher results in a high stall identification. The higher the stall percentage, the darker the red highlight will be. To easily traverse through high stall percentage values, right and left arrows can be found at the bottom right corner of the Source Code tab.
4. Profiling Your Kernel to Identify Performance Bottlenecks

**Figure 82.** High Stall Percentage Identification

A low occupancy percentage implies that a work-item is accessing the load and store operations or the channel infrequently. This behavior is expected for load and store operations or channels that are in non-critical loops. However, if the memory or channel instruction is in critical portions of the kernel code and the occupancy or activity percentage is low, it implies that a performance bottleneck exists because work-items or loop iterations are not being issued in the hardware.

Consider the following code example:

```c
//kernel void proc __global int * a, ...) {
    for (int i = 0; i < N; i++) {
        for (int j = 0; j < 1000; j++) {
            write_channel_intel (c0, data0);
        }
    }
}
```

### Related Information

- **Transferring Data Via Intel FPGA SDK for OpenCL Channels or OpenCL Pipes** on page 91
- **Source Code Tab** on page 108
Assuming all the loops are pipelined, the first inner loop with a trip count of 1000 is the critical loop. The second inner loop with a trip count of three will be executed infrequently. As a result, you can expect that the occupancy and activity percentages for channel \textit{c0} are high and for channel \textit{c1} are low.

Also, occupancy percentage might be low if you define a small work-group size, the kernel might not receive sufficient work-items. This is problematic because the pipeline is empty generally for the duration of kernel execution, which leads to poor performance.

### 4.3.4.3. Low Bandwidth Efficiency

Low bandwidth efficiency occurs when excessive amount of bandwidth is necessary to obtain useful data. Excessive bandwidth usage generally occurs when memory accesses are poor (for example, random accesses), leading to unsatisfactory coalescing opportunities.

Review your memory accesses to see if you can rewrite them such that accesses to memory sites address consecutive memory regions.

**Related Information**
- Strategies for Improving Memory Access Efficiency on page 145
- Source Code Tab on page 108

### 4.3.4.4. High Stall and High Occupancy Percentages

A load and store operation or channel with a high stall percentage is the cause of the kernel pipeline stall.

**Remember:** An ideal kernel pipeline condition has a stall percentage of 0% and an occupancy percentage of 100%.

Usually, the sum of the stall and occupancy percentages approximately equals 100%. If a load and store operation or channel has a high stall percentage, it means that the load and store operation or channel has the ability to execute every cycle but is generating stalls.

Solutions for stalling global load and store operations:
- Use local memory to cache data.
- Reduce the number of times you read the data.
- Improve global memory accesses.
  - Change the access pattern for more global-memory-friendly addressing (for example, change from stride accessing to sequential accessing).
  - Compile your kernel with the \texttt{-no-interleaving=default} Intel FPGA SDK for OpenCL Offline Compiler command option, and separate the read and write buffers into different DDR banks.
  - Have fewer but wider global memory accesses.
- Acquire an accelerator board that has more bandwidth (for example, a board with three DDRs instead of 2 DDRs).
Solution for stalling local load and store operations:
- Review the HTML area report to verify the local memory configuration and modify the configuration to make it stall-free.

Solutions for stalling channels:
- Fix stalls on the other side of the channel. For example, if channel read stalls, it means that the writer to the channel is not writing data into the channel fast enough and needs to be adjusted.
- If there are channel loops in your design, specify the channel depth.

4.3.4.5. No Stalls, Low Occupancy Percentage, and Low Bandwidth Efficiency

Loop-carried dependencies might create a bottleneck in your design that causes an LSU or channel to have a low occupancy percentage and a low bandwidth.

Remember: An ideal kernel pipeline condition has a stall percentage of 0%, an occupancy percentage of 100%, and a bandwidth that equals the board’s available bandwidth.

Figure 83. Example OpenCL Kernel and Profiler Analysis

<table>
<thead>
<tr>
<th>Line</th>
<th>Source: src/main.cl</th>
<th>Attributes</th>
<th>Stalls</th>
<th>Occupancy%</th>
<th>Bandwidth</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>cl kernel void write() {</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>int i = 0, j = 0;</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>int x = 0, y, z;</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>while (i &lt; 1000) {</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>if (j &lt; 100) {</td>
<td>UNROLL_X=5</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>for (int k = 0; k &lt; 10, x++;</td>
<td></td>
<td>Has 4 iterations</td>
<td></td>
<td></td>
</tr>
<tr>
<td>7</td>
<td>x = i;</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>10</td>
<td>}</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>11</td>
<td>}</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>12</td>
<td>}</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>13</td>
<td>}</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>14</td>
<td>}</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>15</td>
<td>}</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>16</td>
<td>}</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>17</td>
<td>}</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>18</td>
<td>}</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

In this example, dst[] is executed once every 20 iterations of the FACTOR2 loop and once every four iterations of the FACTOR1 loop. Therefore, FACTOR2 loop is the source of the bottleneck.

Solutions for resolving loop bottlenecks:
- Unroll the FACTOR1 and FACTOR2 loops evenly. Simply unrolling FACTOR1 loop further will not resolve the bottleneck
- Vectorize your kernel to allow multiple work-items to execute during each loop iteration

Related Information
Kernel Vectorization on page 139

4.3.4.6. No Stalls, High Occupancy Percentage, and Low Bandwidth Efficiency

The structure of a kernel design might prevent it from leveraging all the available bandwidth that the accelerator board can offer.

Remember: An ideal kernel pipeline condition has a stall percentage of 0%, an occupancy percentage of 100%, and a bandwidth that equals the board’s available bandwidth.
In this example, the accelerator board can provide a bandwidth of 25600 megabytes per second (MB/s). However, the `vector_add` kernel is requesting \((2 \text{ reads } + 1 \text{ write}) \times 4 \text{ bytes} \times 294 \text{ MHz} = 12 \text{ bytes/cycle} \times 294 \text{ MHz} = 3528 \text{ MB/s}\), which is 14% of the available bandwidth. To increase the bandwidth, increase the number of tasks performed in each clock cycle.

Solutions for low bandwidth:
- Automatically or manually vectorize the kernel to make wider requests
- Unroll the innermost loop to make more requests per clock cycle
- Delegate some of the tasks to another kernel

### 4.3.4.7. High Stall and Low Occupancy Percentages

There might be situations where a global store operation might have a high stall percentage (for example, 30%) and a very low occupancy percentage (for example, 0.01%). If such a store operation happens once every 10000 cycles of computation, the efficiency of this store is not a cause for concern.

### 4.3.5. Autorun Profiler Data

Similar to enqueued kernels, you can view the autorun profiler statistical data by launching the Intel FPGA Dynamic Profiler for OpenCL GUI using the following `aocl` command:

```
aocl report <filename>.aocx profile.mon <filename>.source
```

**Related Information**

Autorun Captures Tab on page 111

### 4.4. Intel FPGA Dynamic Profiler for OpenCL Limitations

The Intel FPGA Dynamic Profiler for OpenCL has some limitations.
The Profiler can only extract one set of profile data from a kernel while it is running.

If the Profiler collects the profile data after kernel execution completes, you can call the host API to generate the `profile.mon` file multiple times.

For more information on how to collect profile data during kernel execution, refer to the Collecting Profile Data During Kernel Execution section of the Intel FPGA SDK for OpenCL Programming Guide.

Profile data is not persistent across OpenCL programs or multiple devices. You can request profile data from a single OpenCL program and on a single device only. If your host swaps a new kernel program in and out of the FPGA, the Profiler will not save the profile data.

Instrumenting the Verilog code with performance counters increases hardware resource utilization (that is, FPGA area usage) and typically decreases performance.

For information on instrumenting the Verilog code with performance counters, refer to the Instrumenting the Kernel Pipeline with Performance Counters section of the Intel FPGA SDK for OpenCL Programming Guide.

Related Information

- Collecting Profile Data During Kernel Execution
- Instrumenting the Kernel Pipeline with Performance Counters (`-profile`)
5. Strategies for Improving Single Work-Item Kernel Performance

Addressing Single Work-Item Kernel Dependencies Based on Optimization Report Feedback on page 122

Removing Loop-Carried Dependencies Caused by Accesses to Memory Arrays on page 131

Good Design Practices for Single Work-Item Kernel on page 133

5.1. Addressing Single Work-Item Kernel Dependencies Based on Optimization Report Feedback

In many cases, designing your OpenCL application as a single work-item kernel is sufficient to maximize performance without performing additional optimization steps. To further improve the performance of your single work-item kernel, you can optimize it by addressing dependencies that the optimization report identifies.

The following flowchart outlines the approach you can take to iterate on your design and optimize your single work-item kernel. For usage information on the Intel FPGA SDK for OpenCL Emulator and the Profiler, refer to the Emulating and Debugging Your OpenCL Kernel and Profiling Your OpenCL Kernel sections of the Intel FPGA SDK for OpenCL Programming Guide, respectively. For information on the Intel FPGA Dynamic Profiler for OpenCL GUI and profiling information, refer to the Profile Your Kernel to Identify Performance Bottlenecks section.

Intel recommends the following optimization options to address single work-item kernel loop-carried dependencies, in order of applicability: removal, relaxation, simplification, and transfer to local memory.
1. **Removing Loop-Carried Dependency** on page 123
2. **Relaxing Loop-Carried Dependency** on page 126
3. **Transferring Loop-Carried Dependency to Local Memory** on page 128
4. **Relaxing Loop-Carried Dependency by Inferring Shift Registers** on page 129

**Related Information**
- Emulating and Debugging Your OpenCL Kernel
- Profiling Your OpenCL Kernel
- Profiling Your Kernel to Identify Performance Bottlenecks on page 107

### 5.1.1. Removing Loop-Carried Dependency

Based on the feedback from the optimization report, you can remove a loop-carried dependency by implementing a simpler memory access pattern.

Consider the following kernel:

```c
#define N 128

__kernel void unoptimized (__global int * restrict A,
__global int * restrict B,
```
The optimization report for kernel `unoptimized` resembles the following:

- The first row of the report indicates that the Intel FPGA SDK for OpenCL Offline Compiler successfully infers pipelined execution for the outer loop, and a new loop iteration will launch every other cycle.
- The message due to Pipeline structure indicates that the offline compiler creates a pipeline structure that causes an outer loop iteration to launch every two cycles. The behavior is not a result of how you structure your kernel code. **Note:** For recommendations on how to structure your single work-item kernel, refer to the Good Design Practices for Single Work-Item Kernel section.
- The remaining messages in the first row of report indicate that the loop executes a single iteration at a time across the subloop because of data dependency on the variable `sum`. This data dependency exists because each outer loop iteration requires the value of `sum` from the previous iteration to return before the inner loop can start executing.
- The second row of the report notifies you that the inner loop executes in a pipelined fashion with no performance-limiting loop-carried dependencies.
To optimize the performance of this kernel, remove the data dependency on variable \textit{sum} so that the outer loop iterations do not execute serially across the subloop. Perform the following tasks to decouple the computations involving \textit{sum} in the two loops:

1. Define a local variable (for example, \textit{sum2}) for use in the inner loop only.
2. Use the local variable from Step 1 to store the cumulative values of \(A[i*N + j]\) as the inner loop iterates.
3. In the outer loop, store the variable \textit{sum} to store the cumulative values of \(B[i]\) and the value stored in the local variable.

Below is the restructured kernel \textit{optimized}:

```c
#define N 128

__kernel void optimized (__global int * restrict A,
                          __global int * restrict B,
                          __global int * restrict result)
{
  int sum = 0;

  for (unsigned i = 0; i < N; i++) {
    // Step 1: Definition
    int sum2 = 0;

    // Step 2: Accumulation of array A values for one outer loop iteration
    for (unsigned j = 0; j < N; j++) {
      sum2 += A[i*N+j];
    }

    // Step 3: Addition of array B value for an outer loop iteration
    sum += sum2;
    sum += B[i];
  }
  *result = sum;
}
```
An optimization report similar to the one below indicates the successful removal of the loop-carried dependency on the variable `sum`:

You have addressed all the loop-carried dependence issues successfully when you see only the following messages in the optimization report:

- Pipelined execution inferred for innermost loops.
- Pipelined execution inferred. Successive iterations launched every 2 cycles due to: Pipeline structure for all other loops.

**Related Information**

*Good Design Practices for Single Work-Item Kernel* on page 133

### 5.1.2. Relaxing Loop-Carried Dependency

Based on the feedback from the optimization report, you can relax a loop-carried dependency by increasing the dependence distance. Increase the dependence distance by increasing the number of loop iterations that occurs between the generation of a loop-carried value and its usage.

Consider the following code example:

```c
#define N 128
__kernel void unoptimized (__global float * restrict A,
__global float * restrict result)
{ 
    float mul = 1.0f;
    for (unsigned i = 0; i < N; i++)
        mul *= A[i];
    result = mul;
}
```
The optimization report above shows that the Intel FPGA SDK for OpenCL Offline Compiler infers pipelined execution for the loop successfully. However, the loop-carried dependency on the variable $mul$ causes loop iterations to launch every six cycles. In this case, the floating-point multiplication operation on line 9 (that is, $mul *= A[i]$) contributes the largest delay to the computation of the variable $mul$.

To relax the loop-carried data dependency, instead of using a single variable to store the multiplication results, operate on $M$ copies of the variable and use one copy every $M$ iterations:

1. Declare multiple copies of the variable $mul$ (for example, in an array called $mul_copies$).
2. Initialize all the copies of $mul_copies$.
3. Use the last copy in the array in the multiplication operation.
4. Perform a shift operation to pass the last value of the array back to the beginning of the shift register.
5. Reduce all the copies to $mul$ and write the final value to $result$.

Below is the restructured kernel:

```c
// Define constants
#define N 128
#define M 8

__kernel void optimized (__global float * restrict A,
                          __global float * restrict result)
{
    float mul = 1.0f;

    // Step 1: Declare multiple copies of variable mul
    float mul_copies[M];

    // Step 2: Initialize all copies
    for (unsigned i = 0; i < M; i++)
        mul_copies[i] = 1.0f;

    // Step 3: Perform multiplication on the last copy
    float cur = mul_copies[M-1] * A[i];

    // Step 4a: Shift copies
    #pragma unroll
    for (unsigned j = M-1; j > 0; j--)
        mul_copies[j] = mul_copies[j-1];

    // Step 4b: Write the final value
    result[i] = mul;
}
```
25     // Step 4b: Insert updated copy at the beginning
26     mul_copies[0] = cur;
27   }
28
29   // Step 5: Perform reduction on copies
30   #pragma unroll
31   for (unsigned i = 0; i < M; i++)
32     mul *= mul_copies[i];
33
34   *result = mul;
35 }

An optimization report similar to the one below indicates the successful relaxation of the loop-carried dependency on the variable `mul`:

5.1.3. Transferring Loop-Carried Dependency to Local Memory

For a loop-carried dependency that you cannot remove, improve the II by moving the array with the loop-carried dependency from global memory to local memory.

Consider the following kernel example:

1 #define N 128
2
3 __kernel void unoptimized( __global int* restrict A )
4 {
5   for (unsigned i = 0; i < N; i++)
6     A[N-i] = A[i];
7 }

5. Strategies for Improving Single Work-Item Kernel Performance

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Global memory accesses have long latencies. In this example, the loop-carried dependency on the array \( A[i] \) causes the long latency. This latency is reflected by an II of 324 in the optimization report. To reduce the II value by transferring the loop-carried dependency from global memory to local memory, perform the following tasks:

1. Copy the array with the loop-carried dependency to local memory. In this example, array \( A[i] \) becomes array \( B[i] \) in local memory.
2. Execute the loop with the loop-carried dependence on array \( B[i] \).
3. Copy the array back to global memory.

When you transfer array \( A[i] \) to local memory and it becomes array \( B[i] \), the loop-carried dependency is now on \( B[i] \). Because local memory has a much lower latency than global memory, the II value improves.

Below is the restructured kernel optimized:

```c
#define N 128
__kernel void optimized(__global int* restrict A)
{
    int B[N];
    for (unsigned i = 0; i < N; i++)
        B[i] = A[i];
    for (unsigned i = 0; i < N; i++)
        B[N-i] = B[i];
    for (unsigned i = 0; i < N; i++)
        A[i] = B[i];
}
```

An optimization report similar to the one below indicates the successful reduction of II from 324 to 2:

5.1.4. Relaxing Loop-Carried Dependency by Inferring Shift Registers

To enable the Intel FPGA SDK for OpenCL Offline Compiler to handle single work-item kernels that carry out double precision floating-point operations efficiently, remove loop-carried dependencies by inferring a shift register.
Consider the following kernel:

```
1 __kernel void double_add_1 (__global double *arr,
2     int N,
3     __global double *result)
4 {
5   double temp_sum = 0;
6   for (int i = 0; i < N; ++i)
7     temp_sum += arr[i];
8   *result = temp_sum;
9 }
```

The optimization report for kernel `unoptimized` resembles the following:

The kernel `unoptimized` is an accumulator that sums the elements of a double precision floating-point array `arr[i]`. For each loop iteration, the offline compiler takes 11 cycles to compute the result of the addition and then stores it in the variable `temp_sum`. Each loop iteration requires the value of `temp_sum` from the previous loop iteration, which creates a data dependency on `temp_sum`.

- To relax the data dependency, infer the array `arr[i]` as a shift register.

Below is the restructured kernel `optimized`:

```
1 //Shift register size must be statically determinable
2 #define II_CYCLES 12
3
4 __kernel void double_add_2 (__global double *arr,
5     int N,
6     __global double *result)
7 {
8   //Create shift register with II_CYCLES+1 elements
9   double shift_reg[II_CYCLES+1];
10  //Initialize all elements of the register to 0
11  for (int i = 0; i < II_CYCLES + 1; i++)
12    shift_reg[i] = 0;
13  //Iterate through every element of input array
14  for(int i = 0; i < N; ++i)
15    //Load ith element into end of shift register
```
21         //if N > II_CYCLE, add to shift_reg[0] to preserve values
22         shift_reg[II_CYCLES] = shift_reg[0] + arr[i];
23
24         #pragma unroll
25         //Shift every element of shift register
26         for(int j = 0; j < II_CYCLES; ++j)
27         {
28             shift_reg[j] = shift_reg[j + 1];
29         }
30
31         //Sum every element of shift register
32         double temp_sum = 0;
33
34         #pragma unroll
35         for(int i = 0; i < II_CYCLES; ++i)
36         {
37             temp_sum += shift_reg[i];
38         }
39
40     *result = temp_sum;

The following optimization report indicates that the inference of the shift register
shift_reg[II_CYCLES] successfully removes the data dependency on the variable temp_sum:

5.2. Removing Loop-Carried Dependencies Caused by Accesses to Memory Arrays

Include the ivdep pragma in your single work-item kernel to assert that accesses to memory arrays will not cause loop-carried dependencies.

During compilation, the Intel FPGA SDK for OpenCL Offline Compiler creates hardware that ensures load and store instructions operate within dependency constraints. An example of a dependency constraint is that dependent load and store instructions must execute in order. The presence of the ivdep pragma instructs the offline compiler to remove this extra hardware between load and store instructions in the loop that immediately follows the pragma declaration in the kernel code. Removing the extra hardware might reduce logic utilization and lower the II value in single work-item kernels.
You can provide more information about loop dependencies by adding the `safelen(N)` clause to the `ivdep` pragma. The `safelen(N)` clause specifies the maximum number of consecutive loop iterations without loop-carried dependencies. For example, `#pragma ivdep safelen(32)` indicates to the compiler that there are a maximum of 32 iterations of the loop before loop-carried dependencies might be introduced. That is, while `#pragma ivdep` promises that there are no implicit memory dependency between any iteration of this loop, `#pragma safelen(32)` promises that the iteration that is 32 iterations away is the closest iteration that could be dependent on this iteration.

- If all accesses to memory arrays that are inside a loop will not cause loop-carried dependencies, add the line `#pragma ivdep` before the loop in your kernel code.

Example kernel code:

```c
#pragma ivdep
for (int i = 0; i < N; i++) {
    A[i] = A[i - X[i]];  
    B[i] = B[i - Y[i]];  
}
```

- To specify that accesses to a particular memory array inside a loop will not cause loop-carried dependencies, add the line `#pragma ivdep array (array_name)` before the loop in your kernel code.

The array specified by the `ivdep` pragma must be a local or private memory array, or a pointer variable that points to a global, local, or private memory storage. If the specified array is a pointer, the `ivdep` pragma also applies to all arrays that may alias with specified pointer.

The array specified by the `ivdep` pragma can also be an array or a pointer member of a struct.

Example kernel code:

```c
#pragma ivdep array(A)
for (int i = 0; i < N; i++) {
    A[i] = A[i - X[i]];  
    B[i] = B[i - Y[i]];  
}
```

```c
#pragma ivdep array(S.A)
for (int i = 0; i < N; i++) {
}
```

```c
#pragma ivdep array(S->X[2][3].A)
for (int i = 0; i < N; i++) {
}
```

```c
#pragma ivdep array(ptr)
for (int i = 0; i < N; i++) {
    A[i] = A[i - X[i]];  
    B[i] = B[i - Y[i]];  
}
```
5.3. Good Design Practices for Single Work-Item Kernel

If your OpenCL kernels contain loop structures, follow the Intel-recommended guidelines to construct the kernels in a way that allows the Intel FPGA SDK for OpenCL Offline Compiler to analyze them effectively. Well-structured loops are particularly important when you direct the offline compiler to perform pipeline parallelism execution in loops.

Avoid Pointer Aliasing

Insert the restrict keyword in pointer arguments whenever possible. Including the restrict keyword in pointer arguments prevents the offline compiler from creating unnecessary memory dependencies between non-conflicting read and write operations. Consider a loop where each iteration reads data from one array, and then it writes data to another array in the same physical memory. Without including the restrict keyword in these pointer arguments, the offline compiler might assume dependence between the two arrays, and extracts less pipeline parallelism as a result.

Construct "Well-Formed" Loops

A "well-formed" loop has an exit condition that compares against an integer bound, and has a simple induction increment of one per iteration. Including "well-formed" loops in your kernel improves performance because the offline compiler can analyze these loops efficiently.

The following example is a "well-formed" loop:

```c
for (i = 0; i < N; i++) {
    //statements
}
```

Important: "Well-formed" nested loops also contribute to maximizing kernel performance.

The following example is a "well-formed" nested loop structure:

```c
for (i = 0; i < N; i++) {
    //statements
    for (j = 0; j < M; j++) {
        //statements
    }
}
```
Minimize Loop-Carried Dependencies

The loop structure below creates a loop-carried dependence because each loop iteration reads data written by the previous iteration. As a result, each read operation cannot proceed until the write operation from the previous iteration completes. The presence of loop-carried dependencies decreases the extent of pipeline parallelism that the offline compiler can achieve, which reduces kernel performance.

```c
for (int i = 0; i < N; i++) {
}
```

The offline compiler performs a static memory dependence analysis on loops to determine the extent of parallelism that it can achieve. In some cases, the offline compiler might assume dependence between two array accesses, and extracts less pipeline parallelism as a result. The offline compiler assumes loop-carried dependence if it cannot resolve the dependencies at compilation time because of unknown variables, or if the array accesses involve complex addressing.

To minimize loop-carried dependencies, following the guidelines below whenever possible:

- **Avoid pointer arithmetic.**
  Compiler output is suboptimal when the kernel accesses arrays by dereferencing pointer values derived from arithmetic operations. For example, avoid accessing an array in the following manner:

  ```c
  for (int i = 0; i < N; i++) {
      int t = *(A++);
      *A = t;
  }
  ```

- **Introduce simple array indexes.**
  Avoid the following types of complex array indexes because the offline compiler cannot analyze them effectively, which might lead to suboptimal compiler output:
  - Nonconstants in array indexes.
    For example, `A[K + i]`, where `i` is the loop index variable and `K` is an unknown variable.
  - Multiple index variables in the same subscript location.
    For example, `A[i + 2 * j]`, where `i` and `j` are loop index variables for a double nested loop.
    **Note:** The offline compiler can analyze the array index `A[i][j]` effectively because the index variables are in different subscripts.
  - Nonlinear indexing.
    For example, `A[i & C]`, where `i` is a loop index variable and `C` is a constant or a nonconstant variable.

- **Use loops with constant bounds in your kernel whenever possible.**
  Loops with constant bounds allow the offline compiler to perform range analysis effectively.
Avoid Complex Loop Exit Conditions

The offline compiler evaluates exit conditions to determine if subsequent loop iterations can enter the loop pipeline. There are times when the offline compiler requires memory accesses or complex operations to evaluate the exit condition. In these cases, subsequent iterations cannot launch until the evaluation completes, decreasing overall loop performance.

Convert Nested Loops into a Single Loop

To maximize performance, combine nested loops into a single form whenever possible. Restructuring nested loops into a single loop reduces hardware footprint and computational overhead between loop iterations.

The following code examples illustrate the conversion of a nested loop into a single loop:

<table>
<thead>
<tr>
<th>Nested Loop</th>
<th>Converted Single Loop</th>
</tr>
</thead>
</table>
| for (i = 0; i < N; i++) {  
  //statements  
  for (j = 0; j < M; j++) {  
    //statements  
  }  
  //statements  |
| for (i = 0; i < N*M; i++) {  
  //statements  |

Avoid Conditional Loops

To maximize performance, avoid declaring conditional loops. Conditional loops are tuples of loops that are declared within conditional statements such that one and only one of the loops is expected to be reached. These loops cannot be efficiently parallelized and result in a serialized implementation.

The following code examples illustrate the conversion of conditional loops to the a more optimal implementation:

<table>
<thead>
<tr>
<th>Conditional Loops</th>
<th>Converted Loop</th>
</tr>
</thead>
</table>
| if (condition) {  
  for (int i = 0; i < m; i++) {  
    // statements  
  }  
}  
else {  
  for (int i = 0; i < m; i++) {  
    // statements  
  }  
}  |
| for (int i = 0; i < m; i++) {  
  if (condition) {  
    // statements  
  }  
  else {  
    // statements  
  }  |

Declare Variables in the Deepest Scope Possible

To reduce the hardware resources necessary for implementing a variable, declare the variable prior to its use in a loop. Declaring variables in the deepest scope possible minimizes data dependencies and hardware usage because the offline compiler does not need to preserve the variable data across loops that do not use the variables.

Consider the following example:

```c
int a[N];
for (int i = 0; i < m; ++i) {  
  int b[N];  
  for (int j = 0; j < n; ++j) {  
```
The array \( a \) requires more resources to implement than the array \( b \). To reduce hardware usage, declare array \( a \) outside the inner loop unless it is necessary to maintain the data through iterations of the outer loop.

*Tip:* Overwriting all values of a variable in the deepest scope possible also reduces the resources necessary to present the variable.
6. Strategies for Improving NDRange Kernel Data Processing Efficiency

Consider the following kernel code:

```c
__kernel void sum (__global const float * restrict a,
__global const float * restrict b,
__global float * restrict answer)
{
    size_t gid = get_global_id(0);
    answer[gid] = a[gid] + b[gid];
}
```

This kernel adds arrays `a` and `b`, one element at a time. Each work-item is responsible for adding two elements, one from each array, and storing the sum into the array `answer`. Without optimization, the kernel performs one addition per work-item. To maximize the performance of your OpenCL kernel, consider implementing the applicable optimization techniques to improve data processing efficiency.

1. **Specifying a Maximum Work-Group Size or a Required Work-Group Size** on page 137
2. **Kernel Vectorization** on page 139
3. **Multiple Compute Units** on page 140
4. **Combination of Compute Unit Replication and Kernel SIMD Vectorization** on page 143
5. **Reviewing Kernel Properties and Loop Unroll Status in the HTML Report** on page 144

### 6.1. Specifying a Maximum Work-Group Size or a Required Work-Group Size

Specify the `max_work_group_size` or `reqd_work_group_size` attribute for your kernels whenever possible. These attributes allow the Intel FPGA SDK for OpenCL Offline Compiler to perform aggressive optimizations to match the kernel to hardware resources without any excess logic.

The offline compiler assumes a default work-group size for your kernel depending on certain constraints imposed during compilation time and runtime.
The offline compiler imposes the following constraints at compilation time:

- If you specify a value for the `reqd_work_group_size` attribute, the work-group size must match this value.
- If you specify a value for the `max_work_group_size` attribute, the work-group size must not exceed this value.
- If you do not specify values for `reqd_work_group_size` and `max_work_group_size`, and the kernel contains a barrier, the offline compiler defaults to a maximum work-group size of 256 work-items.
- If you do not specify values for both attributes and the kernel does not contain any barrier, the offline compiler does not impose any constraint on the work-group size at compilation time.

**Tip:** Use the `CL_KERNEL_WORK_GROUP_SIZE` and `CL_KERNEL_COMPILE_WORK_GROUP_SIZE` queries to the `clGetKernelWorkGroupInfo` API call to determine the work-group size constraints that the offline compiler imposes on a particular kernel at compilation time.

The OpenCL standard imposes the following constraints at runtime:

- The work-group size in each dimension must divide evenly into the requested NDRange size in each dimension.
- The work-group size must not exceed the device constraints specified by the `CL_DEVICE_MAX_WORK_GROUP_SIZE` and `CL_DEVICE_MAX_WORK_ITEM_SIZES` queries to the `clGetDeviceInfo` API call.

**Caution:** If the work-group size you specify for a requested NDRange kernel execution does not satisfy all of the constraints listed above, the `clEnqueueNDRangeKernel` API call fails with the error `CL_INVALID_WORK_GROUP_SIZE`.

If you do not specify values for both the `reqd_work_group_size` and `max_work_group_size` attributes, the runtime determines a default work-group size as follows:

- If the kernel contains a barrier or refers to the local work-item ID, or if you use the `clGetKernelWorkGroupInfo` and `clGetDeviceInfo` API calls in your host code to query the work-group size, the runtime defaults the work-group size to one work-item.
- If the kernel does not contain a barrier or refer to the local work-item ID, or if your host code does not query the work-group size, the default work-group size is the global NDRange size.

When queuing an NDRange kernel (that is, not a single work-item kernel), specify an explicit work-group size under the following conditions:

- If your kernel uses memory barriers, local memory, or local work-item IDs.
- If your host program queries the work-group size.

If your kernel uses memory barriers, perform one of the following tasks to minimize hardware resources:

- Specify a value for the `reqd_work_group_size` attribute.
- Assign to the `max_work_group_size` attribute the smallest work-group size that accommodates all your runtime work-group size requests.
Caution: Including a memory barrier at the end of your NDRange kernel causes compilation to fail.

Specifying a smaller work-group size than the default at runtime might lead to excessive hardware consumption. Therefore, if you require a work-group size other than the default, specify the `max_work_group_size` attribute to set a maximum work-group size. If the work-group size remains constant through all kernel invocations, specify a required work-group size by including the `reqd_work_group_size` attribute. The `reqd_work_group_size` attribute instructs the offline compiler to allocate exactly the correct amount of hardware to manage the number of work-items per work-group you specify. This allocation results in hardware resource savings and improved efficiency in the implementation of kernel compute units. By specifying the `reqd_work_group_size` attribute, you also prevent the offline compiler from implementing additional hardware to support work-groups of unknown sizes.

For example, the code fragment below assigns a fixed work-group size of 64 work-items to a kernel:

```c
__attribute__((reqd_work_group_size(64,1,1)))
__kernel void sum (__global const float * restrict a,
                    __global const float * restrict b,
                    __global float * restrict answer)
{
    size_t gid = get_global_id(0);
    answer[gid] = a[gid] + b[gid];
}
```

6.2. Kernel Vectorization

To achieve higher throughput, you can vectorize your kernel. Kernel vectorization allows multiple work-items to execute in a single instruction multiple data (SIMD) fashion. You can direct the Intel FPGA SDK for OpenCL Offline Compiler to translate each scalar operation in the kernel, such as addition or multiplication, to an SIMD operation.

Include the `num_simd_work_items` attribute in your kernel code to direct the offline compiler to perform more additions per work-item without modifying the body of the kernel. The following code fragment applies a vectorization factor of four to the original kernel code:

```c
__attribute__((num_simd_work_items(4)))
__attribute__((reqd_work_group_size(64,1,1)))
__kernel void sum (__global const float * restrict a,
                    __global const float * restrict b,
                    __global float * restrict answer)
{
    size_t gid = get_global_id(0);
    answer[gid] = a[gid] + b[gid];
}
```

To use the `num_simd_work_items` attribute, you must also specify a required work-group size of the kernel using the `reqd_work_group_size` attribute. The work-group size you specify for `reqd_work_group_size` must be divisible by the value you assign to `num_simd_work_items`. In the code example above, the kernel has a fixed work-group size of 64 work-items. Within each work-group, the work-items are...
distributed evenly among the four SIMD vector lanes. After the offline compiler implements the four SIMD vector lanes, each work-item now performs four times more work.

The offline compiler vectorizes the code and might coalesce memory accesses. You do not need to change any kernel code or host code because the offline compiler applies these optimizations automatically.

You can vectorize your kernel code manually, but you must adjust the NDRange in your host application to reflect the amount of vectorization you implement. The following example shows the changes in the code when you duplicate operations in the kernel manually:

```c
__kernel void sum (__global const float * restrict a,
                 __global const float * restrict b,
                 __global float * restrict answer)
{
    size_t gid = get_global_id(0);
    answer[gid * 4 + 0] = a[gid * 4 + 0] + b[gid * 4 + 0];
    answer[gid * 4 + 1] = a[gid * 4 + 1] + b[gid * 4 + 1];
    answer[gid * 4 + 2] = a[gid * 4 + 2] + b[gid * 4 + 2];
    answer[gid * 4 + 3] = a[gid * 4 + 3] + b[gid * 4 + 3];
}
```

In this form, the kernel loads four elements from arrays `a` and `b`, calculates the sums, and stores the results into the array `answer`. Because the FPGA pipeline loads and stores data to neighboring locations in memory, you can manually direct the offline compiler to coalesce each group of four load and store operations.

**Attention:** Each work-item handles four times as much work after you implement the manual optimizations. As a result, the host application must use an NDRange that is four times smaller than in the original example. On the contrary, you do not need to adjust the NDRange size when you exploit the automatic vectorization capabilities of the offline compiler. You can adjust the vector width with minimal code changes by using the `num_simd_work_items` attribute.

### 6.3. Multiple Compute Units

To achieve higher throughput, the Intel FPGA SDK for OpenCL Offline Compiler can generate multiple compute units for each kernel. The offline compiler implements each compute unit as a unique pipeline. Generally, each kernel compute unit can execute multiple work-groups simultaneously.

To increase overall kernel throughput, the hardware scheduler in the FPGA dispatches work-groups to additional available compute units. A compute unit is available for work-group assignments as long as it has not reached its full capacity.

Assume each work-group takes the same amount of time to complete its execution. If the offline compiler implements two compute units, each compute unit executes half of the work-groups. Because the hardware scheduler dispatches the work-groups, you do not need to manage this process in your own code.
The offline compiler does not automatically determine the optimal number of compute units for a kernel. To increase the number of compute units for your kernel implementation, you must specify the number of compute units that the offline compiler should create using the `num_compute_units` attribute, as shown in the code sample below.

```c
__attribute__((num_compute_units(2)))
__kernel void sum (__global const float * restrict a,
                   __global const float * restrict b,
                   __global float * restrict answer)
{
    size_t gid = get_global_id(0);
    answer[gid] = a[gid] + b[gid];
}
```

Increasing the number of compute units achieves higher throughput. However, as shown in the figure below, you do so at the expense of increasing global memory bandwidth among the compute units. You also increase hardware resource utilization.

**Figure 86. Data Flow with Multiple Compute Units**

6.3.1. Compute Unit Replication versus Kernel SIMD Vectorization

In most cases, you should implement the `num_simd_work_items` attribute to increase data processing efficiency before using the `num_compute_units` attribute.

Both the `num_compute_units` and `num_simd_work_items` attributes increase throughput by increasing the amount of hardware that the Intel FPGA SDK for OpenCL Offline Compiler uses to implement your kernel. The `num_compute_units` attribute modifies the number of compute units to which work-groups can be scheduled, which also modifies the number of times a kernel accesses global memory. In contrast, the `num_simd_work_items` attribute modifies the amount of work a compute unit can perform in parallel on a single work-group. The `num_simd_work_items` attribute duplicates only the datapath of the compute unit by sharing the control logic across each SIMD vector lane.

Generally, using the `num_simd_work_items` attribute leads to more efficient hardware than using the `num_compute_units` attribute to achieve the same goal. The `num_simd_work_items` attribute also allows the offline compiler to coalesce your memory accesses.
Multiple compute units competing for global memory might lead to undesired memory access patterns. You can alter the undesired memory access pattern by introducing the `num_simd_work_items` attribute instead of the `num_compute_units` attribute. In addition, the `num_simd_work_items` attribute potentially offers the same computational throughput as the equivalent kernel compute unit duplication that the `num_compute_units` attribute offers.

You cannot implement the `num_simd_work_items` attribute in your kernel under the following circumstances:

- The value you specify for `num_simd_work_items` is not 2, 4, 8 or 16.
- The value of `reqd_work_group_size` is not divisible by `num_simd_work_items`.

For example, the following declaration is incorrect because 50 is not divisible by 4:

```c
__attribute__((num_simd_work_items(4)))
__attribute__((reqd_work_group_size(50,0,0)))
```

- Kernels with complex control flows. You cannot vectorize lines of code within a kernel in which different work-items follow different control paths (for example, the control paths depend on `get_global_ID` or `get_local_ID`).

During kernel compilation, the offline compiler issues messages informing you whether the implementation of vectorization optimizations is successful. Kernel vectorization is successful if the reported vectorization factor matches the value you specify for the `num_simd_work_items` attribute.
6.4. Combination of Compute Unit Replication and Kernel SIMD Vectorization

If your replicated or vectorized OpenCL kernel does not fit in the FPGA, you can modify the kernel by both replicating the compute unit and vectorizing the kernel. Include the `num_compute_units` attribute to modify the number of compute units for the kernel, and include the `num_simd_work_items` attribute to take advantage of kernel vectorization.

Consider a case where a kernel with a `num_simd_work_items` attribute set to 16 does not fit in the FPGA. The kernel might fit if you modify it by duplicating a narrower SIMD kernel compute unit. Determining the optimal balance between the number of compute units and the SIMD width might require some experimentation. For example, duplicating a four lane-wide SIMD kernel compute unit three times might achieve better throughput than duplicating an eight lane-wide SIMD kernel compute unit twice.

The following example code shows how you can combine the `num_compute_units` and `num_simd_work_items` attributes in your OpenCL code:

```c
__attribute__((num_simd_work_items(4)))
__attribute__((num_compute_units(3)))
__attribute__((reqd_work_group_size(8,8,1)))
__kernel void matrixMult(__global float * restrict C, 
                        __global float * restrict A, 
                        ...)
```

The figure below illustrates the data flow of the kernel described above. The `num_compute_units` implements three replicated compute units. The `num_simd_work_items` implements four SIMD vector lanes.

**Figure 88.** Optimizing Throughput by Combining Compute Unit Replication and Kernel SIMD Vectorization
Attention: You can also enable the resource-driven optimizer to determine automatically the best combination of num_compute_units and num_simd_work_items.

Important: It is more time-consuming to compile a hardware design that fills the entire FPGA than smaller designs. When you adjust your kernel optimizations, remove the increased number of SIMD vector lanes and compute units prior to recompiling the kernel.

6.5. Reviewing Kernel Properties and Loop Unroll Status in the HTML Report

When you compile an NDRange kernel, the Intel FPGA SDK for OpenCL Offline Compiler generates a <your_kernel_filename>/reports/report.html file that provides information on select kernel properties and loop unroll status.

Related Information
Reviewing Your Kernel's report.html File on page 16
7. Strategies for Improving Memory Access Efficiency

Memory access efficiency often dictates the overall performance of your OpenCL kernel. When developing your OpenCL code, it is advantageous to minimize the number of global memory accesses. The OpenCL Specification version 1.0 describes four memory types: global, constant, local, and private memories.

An interconnect topology connects shared global, constant, and local memory systems to their underlying memory. Interconnect includes access arbitration to memory ports.

Memory accesses compete for shared memory resources (that is, global, local, and constant memories). If your OpenCL kernel performs a large number of memory accesses, the Intel FPGA SDK for OpenCL Offline Compiler must generate complex arbitration logic to handle the memory access requests. The complex arbitration logic might cause a drop in the maximum operating frequency ($f_{\text{max}}$), which degrades kernel performance.

The following sections discuss memory access optimizations in detail. In summary, minimizing global memory accesses is beneficial for the following reasons:

- Typically, increases in OpenCL kernel performance lead to increases in global memory bandwidth requirements.
- The maximum global memory bandwidth is much smaller than the maximum local memory bandwidth.
- The maximum computational bandwidth of the FPGA is much larger than the global memory bandwidth.

**Attention:** Use local, private or constant memory whenever possible to increase the memory bandwidth of the kernel.

1. General Guidelines on Optimizing Memory Accesses on page 145
2. Optimize Global Memory Accesses on page 146
3. Performing Kernel Computations Using Constant, Local or Private Memory on page 150
4. Improving Kernel Performance by Banking the Local Memory on page 153
5. Optimizing Accesses to Local Memory by Controlling the Memory Replication Factor on page 157
6. Minimizing the Memory Dependencies for Loop Pipelining on page 158
7. Static Memory Coalescing on page 159

7.1. General Guidelines on Optimizing Memory Accesses

Optimizing the memory accesses in your OpenCL kernels can improve overall kernel performance.
Consider implementing the following techniques for optimizing memory accesses, whenever possible:

- If your OpenCL program has a pair of kernels—one produces data and the other one consumes that data—convert them into a single kernel that performs both functions. Also, implement helper functions to logically separate the functions of the two original kernels.

  FPGA implementations favor one large kernel over separate smaller kernels. Kernel unification removes the need to write the results from one kernel into global memory temporarily before fetching the same data in the other kernel.

- The Intel FPGA SDK for OpenCL Offline Compiler implements local memory in FPGAs very differently than in GPUs. If your OpenCL kernel contains code to avoid GPU-specific local memory bank conflicts, remove that code because the offline compiler generates hardware that avoids local memory bank conflicts automatically whenever possible.

### 7.2. Optimize Global Memory Accesses

The Intel FPGA SDK for OpenCL Offline Compiler uses SDRAM as global memory. By default, the offline compiler configures global memory in a burst-interleaved configuration. The offline compiler interleaves global memory across each of the external memory banks.

In most circumstances, the default burst-interleaved configuration leads to the best load balancing between the memory banks. However, in some cases, you might want to partition the banks manually as two non-interleaved (and contiguous) memory regions to achieve better load balancing.

The figure below illustrates the differences in memory mapping patterns between burst-interleaved and non-interleaved memory partitions.
7. Strategies for Improving Memory Access Efficiency

7.2.1. Contiguous Memory Accesses

Contiguous memory access optimizations analyze statically the access patterns of global load and store operations in a kernel. For sequential load or store operations that occur for the entire kernel invocation, the Intel FPGA SDK for OpenCL Offline Compiler directs the kernel to access consecutive locations in global memory.

Consider the following code example:

```c
__kernel void sum ( __global const float * restrict a,
                   __global const float * restrict b,
                   __global float * restrict c )
{
    size_t gid = get_global_id(0);
    c[gid] = a[gid] + b[gid];
}
```

The load operation from array `a` uses an index that is a direct function of the work-item global ID. By basing the array index on the work-item global ID, the offline compiler can direct contiguous load operations. These load operations retrieve the data sequentially from the input array, and sends the read data to the pipeline as required. Contiguous store operations then store elements of the result that exits the computation pipeline in sequential locations within global memory.
Tip: Use the `const` qualifier for any read-only global buffer so that the offline compiler can perform more aggressive optimizations on the load operation.

The following figure illustrates an example of the contiguous memory access optimization:

Figure 90. Contiguous Memory Access

Contiguous load and store operations improve memory access efficiency because they lead to increased access speeds and reduced hardware resource needs. The data travels in and out of the computational portion of the pipeline concurrently, allowing overlaps between computation and memory accesses. If possible, use work-item IDs that index consecutive memory locations for load and store operations that access global memory. Sequential accesses to global memory increase memory efficiency because they provide an ideal access pattern.

7.2.2. Manual Partitioning of Global Memory

You can partition the memory manually so that each buffer occupies a different memory bank.

The default burst-interleaved configuration of the global memory prevents load imbalance by ensuring that memory accesses do not favor one external memory bank over another. However, you have the option to control the memory bandwidth across a group of buffers by partitioning your data manually.
• The Intel FPGA SDK for OpenCL Offline Compiler cannot burst-interleave across different memory types. To manually partition a specific type of global memory, compile your OpenCL kernels with the `--no-interleaving=<global_memory_type>` flag to configure each bank of a certain memory type as non-interleaved banks.

If your kernel accesses two buffers of equal size in memory, you can distribute your data to both memory banks simultaneously regardless of dynamic scheduling between the loads. This optimization step might increase your apparent memory bandwidth.

If your kernel accesses heterogeneous global memory types, include the `--no-interleaving=<global_memory_type>` option in the `aoc` command for each memory type that you want to partition manually.

For more information on the usage of the `--no-interleaving=<global_memory_type>` option, refer to the Disabling Burst-Interleaving of Global Memory (`--no-interleaving=<global_memory_type>`) section of the Intel FPGA SDK for OpenCL Programming Guide.

**Related Information**

Disabling Burst-Interleaving of Global Memory (`--no-interleaving=<global_memory_type>`)  

### 7.2.2.1. Heterogeneous Memory Buffers

You can execute your kernel on an FPGA board that includes multiple global memory types, such as DDR, QDR, and on-chip RAMs.

If your FPGA board offers heterogeneous global memory types, keep in mind that they handle different memory accesses with varying efficiencies.

For example:
• Use DDR SDRAM for long sequential accesses.
• Use QDR SDRAM for random accesses.
• Use on-chip RAM for random low latency accesses.

For more information on how to allocate buffers in global memory and how to modify your host application to leverage heterogeneous buffers, refer to the Specifying Buffer Location in Global Memory and Allocating OpenCL Buffer for Manual Partitioning of Global Memory sections of the Intel FPGA SDK for OpenCL Programming Guide.

**Related Information**

• Partitioning Buffers Across Different Memory Types (Heterogeneous Memory)  
• Allocating OpenCL Buffer for Manual Partitioning of Global Memory  

### 7.2.3. Optimizing for Four or More Banks of Global Memory

You can use one or more of the following options in your `aoc` command to optimize global memory:
7. Strategies for Improving Memory Access Efficiency

To improve kernel f_{max} on board support packages with four or more banks of global memory, use the -global-ring option in your aoc command. For more information about the -global-ring option, refer to Forcing Ring Interconnect for Global Memory (-global-ring).

In conjunction with the -global-ring option, you can improve the write throughput to global memory by using the -duplicate-ring option in your aoc command. For more information about the -duplicate-ring option, refer to Duplicating the Store Ring to Improve the Write Throughput to Global Memory (-duplicate-ring).

If global memory throughput is still insufficient, to maximize throughput for both reads and writes, Intel recommends using the -no-interleaving option in conjunction with -global-ring and -duplicate-ring options. For more information about the -no-interleaving option, refer to Disabling Burst-Interleaving of Global Memory (-no-interleaving=<global_memory_type>).

7.3. Performing Kernel Computations Using Constant, Local or Private Memory

To optimize memory access efficiency, minimize the number for global memory accesses by performing your OpenCL kernel computations in constant, local, or private memory.

To minimize global memory accesses, you must first preload data from a group of computations from global memory to constant, local, or private memory. You perform the kernel computations on the preloaded data, and then write the results back to global memory.

7.3.1. Constant Cache Memory

Constant memory resides in global memory, but the kernel loads it into an on-chip cache shared by all work-groups at runtime. For example, if you have read-only data that all work-groups use, and the data size of the constant buffer fits into the constant cache, allocate the data to the constant memory. The constant cache is most appropriate for high-bandwidth table lookups that are constant across several invocations of a kernel. The constant cache is optimized for high cache hit performance.

By default, the constant cache size is 16 kB. You can specify the constant cache size by including the -const-cache-bytes=<N> option in your aoc command, where <N> is the constant cache size in bytes.

Unlike global memory accesses that have extra hardware for tolerating long memory latencies, the constant cache suffers large performance penalties for cache misses. If the __constant arguments in your OpenCL kernel code cannot fit in the cache, you might achieve better performance with __global const arguments instead. If the host application writes to constant memory that is already loaded into the constant cache, the cached data is discarded (that is, invalidated) from the constant cache.

For more information on the -const-cache-bytes=<N> option, refer to the Configuring Constant Memory Cache Size (-const-cache-bytes=<N>) section of the Intel FPGA SDK for OpenCL Programming Guide.
7. Strategies for Improving Memory Access Efficiency

Related Information
Configuring Constant Memory Cache Size (-const-cache-bytes=<N>)

7.3.2. Preloading Data to Local Memory

Local memory is considerably smaller than global memory, but it has significantly higher throughput and much lower latency. Unlike global memory accesses, the kernel can access local memory randomly without any performance penalty. When you structure your kernel code, attempt to access the global memory sequentially, and buffer that data in on-chip local memory before your kernel uses the data for calculation purposes.

The Intel FPGA SDK for OpenCL Offline Compiler implements OpenCL local memory in on-chip memory blocks in the FPGA. On-chip memory blocks have two read and write ports, and they can be clocked at an operating frequency that is double the operating frequency of the OpenCL kernels. This doubling of the clock frequency allows the memory to be “double pumped,” resulting in twice the bandwidth from the same memory. As a result, each on-chip memory block supports up to four simultaneous accesses.

Ideally, the accesses to each bank are distributed uniformly across the on-chip memory blocks of the bank. Because only four simultaneous accesses to an on-chip memory block are possible in a single clock cycle, distributing the accesses helps avoid bank contention.

This banking configuration is usually effective; however, the offline compiler must create a complex memory system to accommodate a large number of banks. A large number of banks might complicate the arbitration network and can reduce the overall system performance.

Because the offline compiler implements local memory that resides in on-chip memory blocks in the FPGA, the offline compiler must choose the size of local memory systems at compilation time. The method the offline compiler uses to determine the size of a local memory system depends on the local data types used in your OpenCL code.

Optimizing Local Memory Accesses

To optimize local memory access efficiency, consider the following guidelines:

• Implementing certain optimizations techniques, such as loop unrolling, might lead to more concurrent memory accesses.

  **Caution:** Increasing the number of memory accesses can complicate the memory systems and degrade performance.

• Simplify the local memory subsystem by limiting the number of unique local memory accesses in your kernel to four or less, whenever possible.

  You achieve maximum local memory performance when there are four or less memory accesses to a local memory system. If the number of accesses to a particular memory system is greater than four, the offline compiler arranges the on-chip memory blocks of the memory system into a banked configuration.

• If you have function scope local data, the offline compiler statically sizes the local data that you define within a function body at compilation time. You should define local memories by directing the offline compiler to set the memory to the required size, rounded up to the closest value that is a power of two.
• For pointers to __local kernel arguments, the host assigns their memory sizes dynamically at runtime through clSetKernelArg calls. However, the offline compiler must set these physical memory sizes at compilation time. By default, pointers to __local kernel arguments are 16 kB in size. You can specify an allocation size by including the local_mem_size attribute in your pointer declaration.

For usage information on the local_mem_size attribute, refer to the Specifying Pointer Size in Local Memory section of the Intel FPGA SDK for OpenCL Pro Edition Programming Guide.

Note: clSetKernelArg calls can request a smaller data size than has been physically allocated at compilation time, but never a larger size.

• When accessing local memory, use the simplest address calculations possible and avoid pointer math operations that are not mandatory. Intel recommends this coding style to reduce FPGA resource utilization and increase local memory efficiency by allowing the offline compiler to make better guarantees about access patterns through static code analysis. Complex address calculations and pointer math operations can prevent the offline compiler from creating independent memory systems representing different portions of your data, leading to increased area usage and decreased runtime performance.

• Avoid storing pointers to memory whenever possible. Stored pointers often prevent static compiler analysis from determining the data sets accessed, when the pointers are subsequently retrieved from memory. Storing pointers to memory almost always leads to suboptimal area and performance results.

• Create local array elements that are a power of 2 bytes to allow the offline compiler to provide an efficient memory configuration. Whenever possible, the offline compiler automatically pads the elements of the local memory to be a power of 2 to provide a more efficient memory configuration. For example, if you have a struct containing 3 chars, the offline compiler will pad it to 4 bytes, instead of creating a narrower and deeper memory with multiple accesses (that is, a 1-byte wide memory configuration). However, there are cases where the offline compiler might not pad the memory, such as when the kernel accesses local memory indirectly through pointer arithmetic.

To determine if the offline compiler has padded the local memory, review the memory dimensions in the Kernel Memory Viewer. If the offline compiler fails to pad the local memory, it will print the following message in the area report:

Memory system contains arrays whose element size is not a power of two. This may result in extra loads and stores, leading to stalls. Try padding structs to a power of two, or break them into multiple arrays of smaller elements.

Related Information

Programming Strategies for Optimizing Pointer-to-Local Memory Size

7.3.3. Storing Variables and Arrays in Private Memory

The Intel FPGA SDK for OpenCL Offline Compiler implements private memory using FPGA registers or block RAMs. The offline compiler analyzes the private memory accesses and promotes them to register accesses. Scalar variables, for example float,
int and char, will mostly be promoted. Aggregate data types will be promoted, if accesses are compile-time constants. Typically, private memory is useful for storing single variables or small arrays. Registers are plentiful hardware resources in FPGAs, and it is almost always better to use private memory instead of other memory types whenever possible. The kernel can access private memories in parallel, allowing them to provide more bandwidth than any other memory type (that is, global, local, and constant memories).

For more information on the implementation of private memory using registers, refer to the Inferring a Register section of the Intel FPGA SDK for OpenCL Programming Guide.

Related Information
Inferring a Register

7.4. Improving Kernel Performance by Banking the Local Memory

Specifying the numbanks\((N)\) and bankwidth\((M)\) advanced kernel attributes allows you to configure the local memory banks for parallel memory accesses. The banking geometry described by these advanced kernel attributes determines which elements of the local memory system your kernel can access in parallel.

The following code example depicts an 8 x 4 local memory system that is implemented in a single bank. As a result, no two elements in the system can be accessed in parallel.

```
local int lmem[8][4];
#pragma unroll
for(int i = 0; i<4; i+=2) {
    lmem[i][x] = ...;
}
```

Figure 91. Serial Accesses to an 8 x 4 Local Memory System
To improve performance, you can add `numbnks(N)` and `bankwidth(M)` in your code to define the number of memory banks and the bank widths in bytes. The following code implements eight memory banks, each 16-bytes wide. This memory bank configuration enables parallel memory accesses down the 8 x 4 array.

```c
local int __attribute__((numbanks(8),
    bankwidth(16)))
    lmem[8][4];
#pragma unroll
for (int i = 0; i < 4; i+=2) {
    lmem[i][x & 0x3] = ...;
}
```

**Attention:** To enable parallel access, you must mask the dynamic access on the lower array index. Masking the dynamic access on the lower array index informs the Intel FPGA SDK for OpenCL Offline Compiler that `x` will not exceed the lower index bounds.

**Figure 92.** Parallel Access to an 8 x 4 Local Memory System with Eight 16-Byte-Wide Memory Banks

By specifying different values for the `numbnks(N)` and `bankwidth(M)` kernel attributes, you can change the parallel access pattern. The following code implements four memory banks, each 4-bytes wide. This memory bank configuration enables parallel memory accesses across the 8 x 4 array.

```c
local int __attribute__((numbanks(4),
    bankwidth(4)))
    lmem[8][4];
#pragma unroll
for (int i = 0; i < 4; i+=2) {
    lmem[x][i] = ...;
}
```
7.4.1. Optimizing the Geometric Configuration of Local Memory Banks Based on Array Index

By default, the Intel FPGA SDK for OpenCL Offline Compiler might attempt to improve performance by automatically banking a local memory system. The Intel FPGA SDK for OpenCL includes advanced features that allow you to customize the banking geometry of your local memory system. To configure the geometry of local memory banks, include the `numbanks(N)` and `bankwidth(M)` kernel attributes in your OpenCL kernel.

The following code examples illustrate how the bank geometry changes based on the values you assign to `numbanks` and `bankwidth`.
Table 15. Effects of numbanks and bankwidth on the Bank Geometry of 2 x 4 Local Memory System

The first and last rows of this table illustrate how to bank memory on the upper and lower indexes of a 2D array, respectively.

<table>
<thead>
<tr>
<th>Code Example</th>
<th>Bank Geometry</th>
</tr>
</thead>
<tbody>
<tr>
<td>local int <strong>attribute</strong>((numbanks(2), bankwidth(16))) lmem[2][4];</td>
<td>![Bank Geometry Diagram]</td>
</tr>
<tr>
<td>local int <strong>attribute</strong>((numbanks(2), bankwidth(8))) lmem[2][4];</td>
<td>![Bank Geometry Diagram]</td>
</tr>
<tr>
<td>local int <strong>attribute</strong>((numbanks(2), bankwidth(4))) lmem[2][4];</td>
<td>![Bank Geometry Diagram]</td>
</tr>
<tr>
<td>local int <strong>attribute</strong>((numbanks(4), bankwidth(8))) lmem[2][4];</td>
<td>![Bank Geometry Diagram]</td>
</tr>
<tr>
<td>local int <strong>attribute</strong>((numbanks(4), bankwidth(4))) lmem[2][4];</td>
<td>![Bank Geometry Diagram]</td>
</tr>
</tbody>
</table>

Related Information

Kernel Attributes for Configuring Local and Private Memory Systems
7.5. Optimizing Accesses to Local Memory by Controlling the Memory Replication Factor

The memory replication factor is the number of M20K memory blocks that your design uses to implement the local memory system. To control the memory replication factor, include the `singlepump` or `doublepump` kernel attribute in your OpenCL kernel. The `singlepump` and `doublepump` kernel attributes are part Intel FPGA SDK for OpenCL’s advanced features.

Intel’s M20K memory blocks have two physical ports. The number of logical ports that are available in each M20K block depends on the degree of pumping. Pumping is a measure of the clock frequency of the M20K blocks relative to the rest of the design.

Consider an example design where the kernel specifies three read ports and one write port for the local memory system, `lmem`. As shown in the code example below, including the `singlepump` kernel attribute in the local variable declaration indicates that the M20K blocks will run at the same frequency as the rest of the design.

```c
int __attribute__((memory,
    numbanks(1),
    bankwidth(64),
    singlepump,
    numreadports(3),
    numwriteports(1)))
    lmem[16];
```

Figure 94. Accesses to Single-Pumped M20K Memory Blocks

Each single-pumped M20K block will have two logical ports available. Each write port in the local memory system must be connected to all the M20K blocks that your design uses to implement the memory system. Each read port in the local memory system must be connected to one M20K block. Because of these connection constraints, there needs to be three M20K blocks to implement the specified number of ports in `lmem`.

![Accesses to Single-Pumped M20K Memory Blocks](image-url)
If you include the `doublepump` kernel attribute in your local variable declaration, you specify that the M20K memory blocks will run at double the frequency as the rest of the design.

```c
int __attribute__((memory,
    numbanks(1),
    bankwidth(64),
    doublepump,
    numreadports(3),
    numwriteports(1)))
    lmem[16];
```

**Figure 95.** Accesses to Double-Pumped M20K Memory Blocks

Each double-pumped M20K block will have four logical ports available. As such, there only needs to be one M20K block to implement all three read ports and one write port in `lmem`.

**Attention:**
- Double pumping the memory increases resource overhead. Use the `doublepump` kernel attribute only if it results in actual M20K savings or improves performance, or both.
- Stores must be connected to every replicate and must not suffer contention. Hence, if there are more than three stores, the memory is not replicated. Local memory replication works well with single store.
- Because the entire memory system is replicated, you might observe potentially large M20K memory blocks.

**Related Information**
Kernel Attributes for Configuring Local and Private Memory Systems

### 7.6. Minimizing the Memory Dependencies for Loop Pipelining

Intel FPGA SDK for OpenCL Offline Compiler ensures that the memory accesses from the same thread respects the program order. When you compile an NDRange kernel, use barriers to synchronize memory accesses across threads in the same work-group.

Loop dependencies might introduce bottlenecks for single work-item kernels due to latency associated with the memory accesses. The offline compiler defers a memory operation until a dependent memory operation completes. This could impact the loop initiation interval (II). The offline compiler indicates the memory dependencies in the optimization report.

To minimize the impact of memory dependencies for loop pipelining:
• Ensure that the offline compiler does not assume false dependencies.
  When the static memory dependence analysis fails to prove that dependency does not exist, the offline compiler assumes that a dependency exists and modifies the kernel execution to enforce the dependency. Impact of the dependency enforcement is lower if the memory system is stall-free.
  — Write after read operations with data dependency on a load-store unit can take just two clock cycles (II=2). Other stall-free scenarios can take up to seven clock cycles.
  — Read after write (control dependency) operation can be fully resolved by the offline compiler.

• Override the static memory dependence analysis by adding the line 
  #pragma ivdep before the loop in your kernel code if you are sure that it carries no dependences.

7.7. Static Memory Coalescing

Static memory coalescing is an Intel FPGA SDK for OpenCL Offline Compiler optimization step that attempts to reduce the number of times a kernel accesses non-private memory.

The figure below shows a common case where kernel performance might benefit from static memory coalescing:

**Figure 96. Static Memory Coalescing**

Consider the following vectorized kernel:

```c
__attribute__((num_simd_work_items(4)))
__attribute__((reqd_work_group_size(64,1,1)))
__kernel void sum (__global const float * restrict a,
  __global const float * restrict b,
  __global float * restrict answer)
{
  size_t gid = get_global_id(0);
  answer[gid * 4 + 0] = a[gid * 4 + 0] + b[gid * 4 + 0];
  answer[gid * 4 + 1] = a[gid * 4 + 1] + b[gid * 4 + 1];
  answer[gid * 4 + 2] = a[gid * 4 + 2] + b[gid * 4 + 2];
  answer[gid * 4 + 3] = a[gid * 4 + 3] + b[gid * 4 + 3];
}
```
The OpenCL kernel performs four load operations that access consecutive locations in memory. Instead of performing four memory accesses to competing locations, the offline compiler coalesces the four loads into a single wider vector load. This optimization reduces the number of accesses to a memory system and potentially leads to better memory access patterns.

Although the offline compiler performs static memory coalescing automatically when it vectorizes the kernel, you should use wide vector loads and stores in your OpenCL code whenever possible to ensure efficient memory accesses. To implement static memory coalescing manually, you must write your code in such a way that a sequential access pattern can be identified at compilation time. The original kernel code shown in the figure above can benefit from static memory coalescing because all the indexes into buffers \( a \) and \( b \) increment with offsets that are known at compilation time. In contrast, the following code does not allow static memory coalescing to occur:

```c
__kernel void test (__global float * restrict a,
                   __global float * restrict b,
                   __global float * restrict answer;
                   __global int * restrict offsets)
{
    size_t gid = get_global_id(0);
    answer[gid*4 + 0] = a[gid*4 + 0 + offsets[gid]] + b[gid*4 + 0];
    answer[gid*4 + 1] = a[gid*4 + 1 + offsets[gid]] + b[gid*4 + 1];
    answer[gid*4 + 2] = a[gid*4 + 2 + offsets[gid]] + b[gid*4 + 2];
    answer[gid*4 + 3] = a[gid*4 + 3 + offsets[gid]] + b[gid*4 + 3];
}
```

The value \( \text{offsets}[\text{gid}] \) is unknown at compilation time. As a result, the offline compiler cannot statically coalesce the read accesses to buffer \( a \).
8. Strategies for Optimizing FPGA Area Usage

Area usage is an important design consideration if your OpenCL kernels are executable on FPGAs of different sizes. When you design your OpenCL application, Intel recommends that you follow certain design strategies for optimizing hardware area usage.

Optimizing kernel performance generally requires additional FPGA resources. In contrast, area optimization often results in performance decreases. During kernel optimization, Intel recommends that you run multiple versions of the kernel on the FPGA board to determine the kernel programming strategy that generates the best size versus performance trade-off.

8.1. Compilation Considerations

You can direct the Intel FPGA SDK for OpenCL Offline Compiler to perform area usage analysis during kernel compilation.

1. To review the estimated resource usage summary on-screen, compile your kernel by including the -report flag in your aoc command. To review kernel-specific area usage information, refer to the <your_kernel_filename>/reports/report.html file.

2. If possible, perform floating-point computations by compiling your OpenCL kernel with the -fpc or -fp-relaxed option of the aoc command.

For more usage information on the -report, -fp-relaxed and -fpc options, refer to the Displaying Estimated Resource Usage Summary (-report), Relaxing Order of Floating-Point Operations (-fp-relaxed), and Reducing Floating-Point Operations (-fpc) sections of the Intel FPGA SDK for OpenCL Programming Guide.

For more information on floating-point operations, refer to Optimize Floating-Point Operations.

Related Information
- HTML Report: Area Report Messages on page 48
- Displaying the Estimated Resource Usage Summary On-Screen (-report)
- Relaxing the Order of Floating-Point Operations (-fp-relaxed)
- Reducing Floating-Point Rounding Operations (-fpc)
- Optimizing Floating-Point Operations on page 98

8.2. Board Variant Selection Considerations

Target a board variant in your Custom Platform that provides only the external connectivity resources you require.
For example, if your kernel requires one external memory bank, target a board variant that only supports a single external memory bank. Targeting a board with multiple external memory banks increases the area usage of your kernel unnecessarily.

If your Custom Platform does not provide a board variant that meets your needs, consider creating a board variant. Consult the *Intel FPGA SDK for OpenCL Custom Platform Toolkit User Guide* for more information.

**Related Information**

Intel FPGA SDK for OpenCL Pro Edition Custom Platform Toolkit User Guide

### 8.3. Memory Access Considerations

Intel recommends kernel programming strategies that can improve memory access efficiency and reduce area usage of your OpenCL kernel.

1. **Minimize the number of access points to external memory.**
   
   If possible, structure your kernel such that it reads its input from one location, processes the data internally, and then writes the output to another location.

2. **Instead of relying on local or global memory accesses, structure your kernel as a single work-item with shift register inference whenever possible.**

3. **Instead of creating a kernel that writes data to external memory and a kernel that reads data from external memory, implement the Intel FPGA SDK for OpenCL channels extension between the kernels for direct data transfer.**

4. **If your OpenCL application includes many separate constant data accesses, declare the corresponding pointers using __constant instead of __global const. Declaration using __global const creates a private cache for each load or store operation. However, declaration using __constant creates a single constant cache on the chip only.**

   **Caution:** If your kernel targets a Cyclone® V device (for example, Cyclone V SoC), declaring __constant pointer kernel arguments might degrade FPGA performance.

5. **If your kernel passes a small number of constant arguments, pass them as values instead of pointers to global memory.**

   For example, instead of passing __constant int * coef and then dereferencing coef with index 0 to 10, pass coef as a value (int16 coef). If coef was the only __constant pointer argument, passing it as a value eliminates the constant cache and the corresponding load and store operations completely.

6. **Conditionally shifting large shift registers inside pipelined loops leads to the creation of inefficient hardware. For example, the following kernel consumes more resources when the if (K > 5) condition is present:**

   ```
   #define SHIFT_REG_LEN 1024
   __kernel void bad_shift_reg (__global int * restrict src, __global int * restrict dst, int K)
   {
   float shift_reg[SHIFT_REG_LEN];
   int sum = 0;
   for (unsigned i = 0; i < K; i++)
   ```
Attention: Conditionally accessing a shift register does not degrade hardware efficiency. If it is necessary to implement conditional shifting of a large shift register in your kernel, consider modifying your code so that it uses local memory.

8.4. Arithmetic Operation Considerations

Select the appropriate arithmetic operation for your OpenCL application to avoid excessive FPGA area usage.

1. Introduce floating-point arithmetic operations only when necessary.

2. The Intel FPGA SDK for OpenCL Offline Compiler defaults floating-point constants to double data type. Add an \( f \) designation to the constant to make it a single precision floating-point operation.

   For example, the arithmetic operation \( \sin(1.0) \) represents a double precision floating-point sine function. The arithmetic operation \( \sin(1.0f) \) represents a single precision floating-point sine function.

3. If you do not require full precision result for a complex function, compute simpler arithmetic operations to approximate the result. Consider the following example scenarios:
   a. Instead of computing the function \( \text{pow}(x, n) \) where \( n \) is a small value, approximate the result by performing repeated squaring operations because they require much less hardware resources and area.
   b. Ensure you are aware of the original and approximated area usages because in some cases, computing a result via approximation might result in excess area usage. For example, the \( \text{sqrt} \) function is not resource-intensive. Other than a rough approximation, replacing the \( \text{sqrt} \) function with arithmetic operations that the host has to compute at runtime might result in larger area usage.
   c. If you work with a small set of input values, consider using a LUT instead.

4. If your kernel performs a complex arithmetic operation with a constant that the offline compiler computes at compilation time (for example, \( \log(\pi/2.0) \)), perform the arithmetic operation on the host instead and pass the result as an argument to the kernel at runtime.
8.5. Data Type Selection Considerations

Select the appropriate data type to optimize the FPGA area usage by your OpenCL application.

1. Select the most appropriate data type for your application.
   For example, do not define your variable as float if the data type short is sufficient.

2. Ensure that both sides of an arithmetic expression belong to the same data type.
   Consider an example where one side of an arithmetic expression is a floating-point value and the other side is an integer. The mismatched data types cause the Intel FPGA SDK for OpenCL Offline Compiler to create implicit conversion operators, which can become expensive if they are present in large numbers.

3. Take advantage of padding if it exists in your data structures.
   For example, if you only need float3 data type, which has the same size as float4, you may change the data type to float4 to make use of the extra dimension to carry an unrelated value.
9. Strategies for Optimizing Intel Stratix® 10 OpenCL Designs

This chapter of the *Intel FPGA SDK for OpenCL Pro Edition Best Practices Guide* discusses certain Intel-recommended optimization practices that you can apply to your Intel Stratix® 10 OpenCL designs to leverage the optimization capabilities of the Intel FPGA SDK for OpenCL Offline Compiler to achieve best performance results.

Intel assumes that you are familiar with the information presented in the *Intel FPGA SDK for OpenCL Pro Edition Best Practices Guide* and know how to apply the general optimization strategies described in the document.

**Reduce Channel Overhead** on page 165  
**Loop Control Optimization** on page 168  
**Simplify Memory Access to Local Memories** on page 171  
**On-Chip Storage of Reused Data** on page 172  
**Optimize Data Path Control** on page 173  
**Create RTL Modules** on page 176

### 9.1. Reduce Channel Overhead

Compared with earlier Intel FPGAs, channels in the Intel Stratix 10 FPGA have a higher resource overhead. This increase in resource overhead is more significant in blocking channels. Intel recommends that you reduce the number and type of channels in your design whenever possible.

The following topics outline strategies you can implement to reduce channel overhead.

**Reduce the Number of Kernels** on page 165  
**Use a Single Kernel to Describe Systolic Arrays** on page 166  
**Use Non-Blocking Channels** on page 167

### 9.1.1. Reduce the Number of Kernels

Instead of partitioning your design across multiple kernels, consider consolidating the design into fewer kernels. For Intel Stratix 10 designs, Intel recommends that you only use separate kernels for truly asynchronous execution.

The following example shows a *producer* kernel and a *consumer* kernel communicating via channels:

```c
kernel producer(unsigned N) {
    int result;
    for (unsigned int i = 0; i < N; i++) {
        write_channel_intel(Produce(i));
    }
}
```

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The optimized code below merges the two kernels in the example above into a single kernel, which uses the computation results directly without channel accesses:

```c
kernel fused(unsigned N) {
    for (unsigned int i = 0; i < N; i++) {
        Consume(i, Produce(i));
    }
}
```

### 9.1.2. Use a Single Kernel to Describe Systolic Arrays

For an Intel Stratix 10 OpenCL design, Intel recommends that you describe a systolic array as a single kernel, using a function for the processing element (PE), and a fully-unrolled loop or nested loop to represent the array.

Unoptimized multi-kernel systolic array pseudocode:

```c
// data distribution network over an array of channels
channel int c[ROWS][COLS];
channel int d[ROWS][COLS];

attribute((num_compute_units(ROWS,COLS)))
kernels void PE() {
    // get data values from my neighbors
    while(1){
        x = read_channel_intel(c[ROWS-1][COLS]);
        y = read_channel_intel(d[ROWS][COLS-1]);

        // some code that uses x and y
        ...

        // send the same data values to the next neighbors
        write_channel_intel(c[ROWS][COLS], x);
        write_channel_intel(d[ROWS][COLS], y);
    }
}
```

Optimized single-kernel pseudocode:

```c
kernels void allPEs() {
    while(1){
        int c[ROWS], d[COLS];

        #pragma unroll
        for (int i = 0; i < ROWS; i++)
            #pragma unroll
                for (int j = 0; j < COLS; j++) {
                    PE(c[i], d[j]);
                }
    }
}
```

**Note:** Instead of a kernel, the PE body becomes the function call `PE()`. Unrolling the loops results in an array of PEs, each of which uses a portion of the FPGA in a 2D array.
Depending on the size of the array, it can be challenging for the Intel FPGA SDK for OpenCL Offline Compiler to generate hardware that distributes the same values \(c\) and \(d\) to all PEs on a row or column of the array within a single clock cycle. Doing so might cause Fmax to degrade. To remedy this problem, consider using the __fpga_reg() function to instruct the offline compiler to insert registers on \(c\) and \(d\) with every new PE. Intel recommends that you only use the __fpga_reg() function when you know that the PEs will be spatially separate from one another on the FPGA.

**Note:** The __fpga_reg() built-in function is an advanced feature. The offline compiler does not provide guidance on where you should insert the __fpga_reg() function calls. To help determine whether it is appropriate to insert the __fpga_reg() function call, you can experimentally quantify the impact additional registers might have on Fmax, and inspect the Intel Quartus Prime compilation reports.

Optimized pseudocode with the __fpga_reg() function:

```c
kernel void allPES() {
    int c[ROWS], d[COLS];

    while(1){
        #pragma unroll
        for (int i = 0; i < ROWS; i++)
            #pragma unroll
            for (int j = 0; j < COLS; j++) {
                // compute and store outputs
                PE(c[i], d[j]);
                c[i] = __fpga_reg(c[i]);
                d[j] = __fpga_reg(d[j]);
            }
    }
}
```

After the offline compiler unrolls the loop, there will be one more register before every PE on both \(c\) and \(d\), allowing the Intel Quartus Prime Pro Edition software to place the PEs apart. You may add more than one register by inserting multiple __fpga_reg() calls in your code. For example, the call __fpga_reg(__fpga_reg(x)) adds two registers on the data path. However, having excessive __fpga_reg() calls in your kernel will increase the design area, and the congestion might result in Fmax degradation.

**Related Information**

Intra-Kernel Registered Assignment Built-In Function

### 9.1.3. Use Non-Blocking Channels

If you must implement channels in your Intel Stratix 10 OpenCL designs, use non-blocking channels whenever possible because they require a smaller area overhead.

The example code below has a blocking channel read:

```c
while (cond) {
    val = read_channel_intel (my_ch);
    <do_compute (val)>
}
```
To switch to a non-blocking channel read that is functionally equivalent to the blocking channel read, modify the code in the following manner:

```c
bool have_data = true;
while (cond) {
    val = read_channel_nb_intel (my_ch, &have_data);
    if (have_data) <do_compute (val)>}
```

For this example, the downside of changing from a blocking channel read to a non-blocking channel read is that the loop control logic becomes more complex. If you transform multiple channel accesses this way, the loop control logic might limit your performance.

### 9.2. Loop Control Optimization

Intel Stratix 10 OpenCL designs leverage the FPGA's Hyperflex™ architecture to achieve high performance. Because the Hyperflex architecture allows OpenCL designs to run faster, it becomes more critical to optimize loop structures in Intel Stratix 10 OpenCL designs; otherwise, they can cause notable performance limitations.

To achieve high performance, Intel recommends achieving a loop initiation interval (II) of 1. An II value of 1 indicates that a loop is able to start a new iteration of a loop data path every clock cycle. Doing so helps your design consume the available FPGA resources efficiently.

Intel has established a new loop control scheme specifically for the Intel Stratix 10 architecture.

**Applying Loop Control Optimization in Intel Stratix 10 OpenCL Designs**

Leveraging the Intel Stratix 10 Hyperflex architecture, you can now create deeply pipelined loops in your design to achieve higher Fmax. Because the offline compiler might not be able to calculate the exit condition of such a complex loop structure in a single clock cycle, the offline compiler now defers the complete calculation of the exit condition. The compiler decouples the calculation from the loop body and splits the calculation across multiple clock cycles. Doing so allows loop iterations to launch each clock cycle before the compiler finishes calculating the exit condition; however, it takes a few clock cycles to flush the loop after the loop exit condition is signaled.

Refer to the Loop analysis report in the High Level Design Report ([report.html](report.html)) to find out to which loops the offline compiler has applied the new loop optimization strategy.

Effects of the new loop control optimization strategy:

1. Allows iterations of the current loop launch much faster.
2. Subsequent invocations of the loop will start after the current invocation flushes all the data.

**Note:**

A loop iteration is one execution of the loop body. A loop invocation is one execution of an entire loop, from the initial value of the loop counter until the exit condition becomes `TRUE`.
The following code example illustrates the termination overhead associated with a nested loop:

```c
kernel loop_overhead(unsigned N) {
    for (unsigned int i = 0; i < N; i++) {
        for (unsigned int j = 0; j < N; j++) {
            //do work
            //total iterations: i * (j + s)
        }
    }
}
```

The II value of this loop is 1; however, the number of clock cycles it takes to issue all the loop iterations in the nest is \( N \times (N+s) \), where \( s \) is number of cycles it takes to flush the loop before the launch of the next few iterations. The loop overhead \( s \) is small; it does not have a notable effect on the design unless the design has very few iterations in the inner loop.

**Types of Loops that Benefit from Loop Control Optimization**

Most loops, even those with loop control that is deeply pipelined and with complex exit conditions, will be able to achieve an II value of 1. This optimization strategy is primarily beneficial for high throughput designs with loops that have many iterations. The Fmax increase in these designs will adequately compensate for the comparatively small overhead on termination.

*Note:* The extent to which loop control is pipelined does not affect the loop's II value.

There are some loops to which the loop optimization strategy is not applicable:

- Loops in an NDRange kernel
  
  Because the offline compiler must be able to pipeline the loop, the loop must be part of a single work-item kernel.

- Loops with exit conditions that depend on instructions that can stall or have side effects outside the loop

Below are examples of loops that will use the new loop control scheme versus those that will not:

**Example 1: Loop can achieve optimal performance on Intel Stratix 10**

```c
kernel void good_loop(global int * restrict A,
                      global int * restrict result,
                      unsigned N) {
    unsigned int sum = 0;
    for (unsigned int i = 0; i < N; i++) {
        sum += A[i];
    }
    *result = sum;
}
```

**Example 2: Loop can achieve optimal performance on Intel Stratix 10**

In this example, the channel write has side effects outside the loop; however, the exit condition does not depend on the channel write.

```c
channel unsigned int c0;
kernel void producer() {
```
Example 3: Loop cannot fully benefit from the Intel Stratix 10 loop control scheme because the exit condition depends on the channel read (\texttt{read\_channel\_intel}) that might have side effects outside the loop. As a result, the computation for each iteration cannot proceed until the compiler determines the exit condition, otherwise the compiler will consume additional data from the channel.

```c
kernel void consumer (global int * restrict A,
                      global int * restrict result,
                      unsigned N) {
    unsigned int sum = 0;
    for (unsigned int i = 0; i < N && \texttt{read\_channel\_intel}(c0) != 5; i++) {
        sum += A[i];
    }
    *result = sum;
}
```

If the offline compiler does not implement the new loop optimization, it will also disable other Fmax optimizations.

\textbf{Warning:} Disabling these optimizations might reduce the amount of logic usage at the expense of Fmax. Check the offline compiler's HTML reports to verify the outcome of the compiler optimizations.

\textbf{Related Information}

Reviewing Your Kernel's report.html File on page 16

\subsection*{9.2.1. Simplifying Loop-Carried Dependencies in Intel Stratix 10 OpenCL Designs}

To ensure that your Intel Stratix 10 OpenCL design achieves optimal performance, ensure that loop-carried computation is as simple as possible so that the Intel FPGA SDK for OpenCL Offline Compiler can compute in one clock cycle.

The offline compiler cannot pipeline computations used for loop-carried dependencies. Loops that contain many complex computations limit the amount of retiming optimizations that the compiler can perform because the compiler cannot make any functional changes to the loop path. Even if II=1, the HTML report identifies the Fmax bottleneck. Use this information in conjunction with the information presented in the Fmax analysis report pane to assess the most critical paths in your design.

If a loop-carried dependency contains logic that the offline compiler cannot compute in one clock cycle, one mitigation approach is to lengthen the dependency distance. The dependency distance is the number of loop iterations that occur from when the compiler reads the value to when the next value becomes available. The Loop analysis report within the High Level Design Report identifies the most complex loop dependency.
Automated Loop-Carried Dependency Optimization

For Intel Stratix 10 designs, the Intel FPGA SDK for OpenCL Offline Compiler attempts to automate the incrementation of a value modulo $N$ ($\mod N$) on every iteration of a loop.

You can apply this optimization manually for any operation that is associative and communicative. If you refactor the code this way, the compiler can spread the computation across two or more loop-carried variables, and it can recombine the computation when the value is needed in a non-loop-carried computation. For more information, refer to Safari, Nima et al. "Methods for Implementation of Feedback Loops in High Speed FPGA Applications". 24th International Conference on Field Programmable Logic and Applications (FPL) (2014) doi:10.1109/FPL.2014.6927434.

Intel recommends this optimization for operations that are on your design's critical path. Consider the following example:

```java
int i = 0;
int N = 256;
while (!done) {
    i++;
    if (i == N) i = 0;
    <use i for some computation...>
}
```

On each loop iteration, the offline compiler must increment a value, compare it to a constant, and then reset the value if necessary. To optimize this code, the compiler effectively breaks down the expression and spreads the computation across two clock cycles to increase the dependence distance. The side effect of this optimization is a small increase in logic usage.

There are scenarios in which the offline compiler might not optimize the example code:

- If the initial value of $i$ is non-zero, and the compiler cannot determine that the initial value is between 0 and $N$, the compiler might not be able to guarantee that the forms above are functionally equivalent.
- If any condition causes $i$ to be modified or reset to 0, the offline compiler will not apply the optimization.

Related Information
Safari, Nima et al. "Methods for Implementation of Feedback Loops in High Speed FPGA Applications"

9.3. Simplify Memory Access to Local Memories

The Intel Stratix 10 FPGA hardware has two ports per M20K memory. For other Intel FPGA device families, the Intel FPGA SDK for OpenCL Offline Compiler could allow the Memory System Clock to run at 2x the main clock frequency, effectively providing four ports per M20K memory. However, for Intel Stratix 10 FPGAs, the offline compiler does not currently allow a 2x Memory System Clock because transferring data between the 2x clock domain and the main clock at high speed generally leads to significant Fmax degradation. The compiler-generated High Level Design Reports provide details about your design's memory configuration inferred by the compiler.
Because the offline compiler does not allow a 2x Memory System Clock in Intel Stratix 10 OpenCL designs, Intel recommends limiting the number of concurrent stores.

Multiple concurrent stores often require more than two ports to implement. Multiple concurrent stores also cause the compiler to create stallable memories where memory accesses must be arbitrated on every clock cycle. To determine if a memory is arbitrated, examine the load and store units in the system or memory viewer of the High Level Design Report. In the viewer, load and store units that are highlighted red are stallable memories. The report will present this information when you hover over each highlighted unit.

**Related Information**

*Strategies for Improving Memory Access Efficiency* on page 145

### 9.4. On-Chip Storage of Reused Data

For Intel Stratix 10 designs, the presence of cached LSUs prevent certain optimizations. Intel recommends that you avoid inferring caching LSUs.

The unoptimized code below creates a cached burst-coalesced LSU that consumes more resources and disables other optimizations:

```c
kernel void cached (global int * restrict in,
                   global int * restrict out) {
    int i = get_global_id(0);
    int idx = out[i];
    int cached_value = in[idx]; // Burst-coalesced cached LSU
    out[i] = cached_value;
}
```

To prevent the caching, mark the memory pointer as `volatile`, as shown in the optimized code below:

```c
kernel void not_cached (global volatile int * restrict in,
                        global int * restrict out) {
    int i = get_global_id(0);
    int idx = out[i];
    int not_cached_value = in[idx];
    out[i] = not_cached_value;
}
```

For more information on optimizing load-store units, refer to the *Load-Store Units* section.

Intel also recommends that you leverage on-chip storage to achieve optimal results. Note that compared to non-Intel Stratix 10 devices, Intel Stratix 10 has a larger M20K to ALM ratio, allowing you to create larger local memory systems.

The unoptimized code below has a function that receives a pointer from the array in global memory. In this case, the offline compiler modifies the array and then stores it back to memory. Then, in a subsequent iteration of the outer loop, the array is reused.

```c
void cached_array(int N, int M, int BUF_SIZE,
                  global float2 * global_buf)
{
    for (uint i = 0; i < N; i++) {
        float2 data_array[BUF_SIZE];
        for (uint j = 0; j < M; j++) {
            data_array[i] = global_buf[j]; //Load value
        }
    }
}
```
To prevent unnecessary global memory accesses, define a private array in the kernel to declare the array on chip. The function will access the private array instead of the one declared on chip. As a result, the array will receive on-chip local memory storage. Accessing this on-chip local memory does not require accesses to global memory.

Optimized code:

```c
void local_array(int N, int M, int BUF_SIZE,
                global float2 * global_buf)
{
    float2 local_buf[BUF_SIZE];
    populate_buf(local_buf, global_buf);

    for (uint i = 0; i< N; i++) {
        float2 data_array[BUF_SIZE];
        for (uint j= 0; j < M; j++) {
            data_array[i] = local_buf[j];//Load value
            ... //do work to modify data_array
            local_buf[j] = data_array[i];
        }
    }
}
```

**Related Information**

Load-Store Units on page 85

### 9.5. Optimize Data Path Control

To best leverage the Intel Stratix 10 design-specific new data path optimizations, modify your code to remove constructs or features that might prevent the implementation of these optimizations. If there are such constructs or features in your design, the Intel FPGA SDK for OpenCL Offline Compiler will revert to the legacy optimizations, which might result in a lower Fmax. For example, if the offline compiler must instantiate cached LSUs for the memory access pattern, it will not enable the new optimizations.

The following constructs or features prevent Intel Stratix 10 data path optimization:

- NDRange designs with loops
- Stallable LSUs with the exception of burst-coalesced LSUs

Burst-coalesced LSUs are the default type of LSUs that the offline compiler instantiates. Example of a burst coalesced LSU instantiation:

```c
kernel void burst_coalesced (global int * restrict in,
                            global int * restrict out){
    int i = get_global_id(0);
```
int value = in[i/2];  //Burst-coalesced LSU
out[i] = value;
}

You can view the LSU type of various instructions in the High Level Design Report by hovering over the load or store operation in the System Viewer. Refer to the Load-Store Units section for more information on the types of LSUs and how you can influence the compiler on which type of LSUs to instantiate.

- Channels with multiple call sites
- Stallable RTL library calls
  Refer to the Create RTL Modules section for more information.
- Reconvergent control flow in the optimized control flow graph, with the exception of loops that use the new control optimization
  The following pseudocode example of a simple reconvergent control flow shows that the flow of the code goes in one of two paths. The offline compiler implements different control logic for each path. It also implements logic to reconverge the control flow after the two paths are completed.

```c
while (some_some condition){
    if (some_other_condition){
        for(...){ }
    } else{
        for(...){ }
    }
}
```

- Loops that do not use the new loop control scheme
  Refer to the Loop Control Optimization section for more information on what loops are affected by this restriction.
- Basic block structures with the exception of the following:
  - Basic block with only one predecessor, as shown in Figure 97 on page 175
  - Basic block with exactly two predecessors, where one predecessor is the back-edge of a loop, as shown in Figure 98 on page 176

  Note: The majority of optimized designs belong to one of the two supported basic block structures. You may review images of these basic blocks in the System Viewer of the High Level Design Report.

The following code example generates the two types of supported basic block structures:

```c
__attribute__((max_global_work_dim(0)))
void kernel basic_block(global unsigned int *myvar, unsigned int insize)
{
    for(int i=0; i < insize; i++)
    {
        myvar[i] += insize;
    }
}
9. Strategies for Optimizing Intel Stratix® 10 OpenCL Designs
UG-OCL003 | 2019.05.08

**Figure 97. Basic Block Structure with One Predecessor**

The basic block in question refers to gzip.B2, which is outlined in red. Its predecessor is the previous basic block, gzip.B1.
Figure 98. Basic Block Structure with Two Predecessors

The basic block in question is gzip.B1, which is outlined in red. This block refers to the body of the loop: its predecessors are itself and the previous basic block, gzip.B0. The purple line in gzip.B1 denotes the back end of the loop.

Related Information
- Loop Control Optimization on page 168
- Create RTL Modules on page 176
- Load-Store Units on page 85

9.6. Create RTL Modules

You may embed RTL modules in an OpenCL kernel. For more information on how to integrate an RTL module into your OpenCL design, refer to the Understanding RTL Modules and the OpenCL Pipeline section. To create an Intel Stratix 10 OpenCL-compatible RTL module, you must understand the Intel Stratix 10-specific changes to the reset signal, and know how to write compatibly pipelined interfaces to the RTL module.

For more information on Intel Stratix 10-specific RTL design best practices, refer to the Intel Stratix 10 High-Performance Design Handbook.

There are stall-free and stallable RTL modules. A stall-free RTL module is a fixed-latency module for which the offline compiler can optimize away stall logic. Refer to the Stall-Free RTL section in the Intel FPGA SDK for OpenCL Pro Edition Programming Guide for more information.
A stallable RTL module has variable latency and relies on backpressured input and output interfaces to function correctly. Implementing stallable interfaces in Intel Stratix 10 designs consumes a lot of FPGA resources because of the handshake logic, which limits retiming. Using stallable interfaces in Intel Stratix 10 designs also disables the data path control optimization scheme.

Intel strongly recommends that you use stall-free RTL modules because the offline compiler can incorporate them into your Intel Stratix 10 designs more effectively.

**Note:** There are important differences between the reset requirements for stall-free and stallable RTL modules. These requirements are necessary for the functional correctness of the RTL modules. For more information, refer to *Intel Stratix 10 Design-Specific Reset Requirements for Stall-Free and Stallable RTL Modules* in the Intel FPGA SDK for OpenCL Pro Edition Programming Guide.

**Related Information**
- Understanding RTL Modules and the OpenCL Pipeline
- Intel Stratix 10 High-Performance Design Handbook
- Stall-Free RTL
- Intel Stratix 10 Design-Specific Reset Requirements for Stall-Free and Stallable RTL Modules

### 9.6.1. Reset Recommendations

Intel provides recommendations on how to handle resets in your Intel Stratix 10 OpenCL designs. The Intel FPGA SDK for OpenCL Offline Compiler applies these recommendations automatically. If you are developing an RTL library, you should implement these guidelines for best performance.

In traditional FPGA RTL for non-Intel Stratix 10 devices, it is common practice to reset every register indiscriminately for easy implementation without negative effects on performance. However, to improve the performance of your Intel Stratix 10 design, you must minimize the number of resets.

**Note:** If a register is not reset, the reset fanout signal is reduced by one.

Avoid unnecessary resets in your Intel Stratix 10 design for the following reasons:

- The resulting high-fanout signal prevents the Intel Quartus Prime Pro Edition software's retimer to find a satisfactory solution.
  
  For more in-depth explanation, refer to the *Avoid Broadcast Signals* section in the *Intel Stratix 10 High-Performance Design Handbook*. Note that the term "broadcast signals" refers to high-fanout signals.

- In some situations, simply having a reset on a register, regardless of whether it is a high-fanout reset signal, is enough to degrade the performance of your Intel Stratix 10 design.
  
  For more in-depth explanation, refer to the *Synchronous Resets and Limitations* section in the Intel Stratix 10 High-Performance Design Handbook.
Intel recommends the following design guidelines for resets:

- To improve Intel Stratix 10 design performance, do not reset registers that do not hold internal states to reduce reset fanout.

- The reset signal is guaranteed to remain asserted for at least 50 clock cycles. Leverage this guaranteed assertion by "flushing" chains of registers that have internal states, which further reduces the reset fanout.

- You have the option to pipeline the reset signal inside the RTL module for fanout management, to a depth of no more than 15 pipeline registers for stall-free RTL modules, or no more than 25 pipeline registers for stallable RTL modules. If the RTL module is sufficiently large, pipelining the reset signal might improve design performance.

Related Information

- Avoid Broadcast Signals
- Synchronous Resets and Limitations
10. Strategies for Improving Performance in Your Host Application

10.1. Multi-Threaded Host Application

When there are parallel, independent data paths and the host must process the data between kernel executions, consider using a multi-threaded host application.

The figure below illustrates how a single-threaded host application might process parallel, independent data paths between kernel executions:

Figure 99. Kernel Execution by a Single-Threaded Host Application

The OpenCL runtime is thread safe and supports multithreaded applications. Thus, you can perform work tasks on the host in parallel threads while still allowing those threads to access the OpenCL APIs in a thread-safe way.

However, thread safety is enforced at the OpenCL API boundary by synchronizing threads immediately after any OpenCL host API is called, which means, only one thread is ever active in the runtime while the other threads wait. As such, if one thread calls `clFinish` on a queue full of work, another thread calling `clSetKernelArg` may have to wait for all of that work to complete before executing.

If possible, process data on CPU on multiple-threads, and use single dedicated thread to interact with the OpenCL API.
The figure below illustrates how a multi-threaded host application processes parallel, independent data paths between kernel executions:

**Figure 100. Kernel Execution by a Multi-Threaded Host Application in a Thread-Safe Runtime Environment**

**10.2. Utilizing Hardware Kernel Invocation Queue**

OpenCL kernels are built with invocation queue to enable immediate launch of next invocation.

As illustrated in the following figure, when the invocation queue is used, system and OpenCL runtime environment overheads (from responding to the finish and sending in the next set of invocation arguments) are overlapped with the kernel executions. This allows kernels to execute continuously, maximizing the system level throughput.

**Figure 101. Kernel Execution With and Without Invocation Queue**

Kernel invocations are queued in hardware when another enqueued kernel with same kernel function name and same program is already running on the device, and the following are true:

- OpenCL kernel was not compiled with hardware kernel invocation buffer disabled (`-no-hardware-kernel-invocation-buffer`).
- OpenCL kernel was not compiled with performance counters (`-profile`)
- Enqueued OpenCL kernel does not have `printf`.
• All event objects queued earlier in the command queue have execution status equal to CL_COMPLETE.
  
  If the status is CL_SUBMITTED or CL_RUNNING, then that status is for the enqueue kernel with the same kernel function name in the same program.
• All event objects in the event wait list have execution status equal to CL_COMPLETE.
  
  If the status is CL_SUBMITTED or CL_RUNNING, then that status is for the enqueue kernel on the same device with the same kernel function name in the same program.
• If the OpenCL kernel uses heterogeneous memory, kernel currently running on the device and the one getting enqueued did not set the same memory object on different memory types.

Consider the following two example host code snippets where kernel invocation can be queued on hardware kernel invocation queue:

**Example 1**

```c
int main()
{
    …
    clEnqueueNDRangeKernel(queue, kernel, …, NULL);
    clEnqueueNDRangeKernel(queue, kernel, …, NULL);
    …
}
```

As soon as the first enqueue kernel is running, the second enqueue kernel can be queued on hardware.

**Example 2**

```c
int main()
{
    …
    clEnqueueNDRangeKernel(queue0, kernel0, …, NULL);
    clEnqueueNDRangeKernel(queue1, kernel1, …, NULL);
    clEnqueueNDRangeKernel(queue0, kernel0, …, NULL);
    clEnqueueNDRangeKernel(queue1, kernel1, …, NULL);
    …
}
```

As soon as the first enqueue of kernel0 is running, the second enqueue of kernel0 can be queued on the hardware irrespective of status of kernel1. Similarly, as soon as the first enqueue of kernel1 is running, the second enqueue of kernel1 can be queued on hardware irrespective of the status of kernel0.

Now, consider the following two examples where kernel invocation cannot be queued on hardware:

**Example 1**

```c
int main()
{
    …
    clEnqueueNDRangeKernel(queue, kernel0, …, NULL);
    clEnqueueNDRangeKernel(queue, kernel1, …, NULL);
    clEnqueueNDRangeKernel(queue, kernel0, …, NULL);
    …
}
```

Consider the following two example host code snippets where kernel invocation cannot be queued on hardware kernel invocation queue:
Since the queue is in-order, enqueue kernel1 prevents the second enqueue of kernel0 from being queued on the hardware invocation queue.

**Example 2**

```c
int main()
{
    ...
    clEnqueueNDRangeKernel(queue0, kernel0, ..., NULL);
    clEnqueueNDRangeKernel(queue1, kernel1, ..., &event);
    clFlush(queue1);
    clEnqueueNDRangeKernel(queue0, kernel0, ..., 1, &event, NULL);
    ...
}
```

Since the second enqueue of kernel0 is waiting on enqueue of kernel1 to complete, it will only get queued on the hardware kernel invocation queue if kernel1 finishes execution before first enqueue of kernel0 finishes.

**Attention:** If the difference in clGetEventProfilingInfo() time between CL_PROFILING_COMMAND_END and CL_PROFILING_COMMAND_START flags is used to calculate execution time of enqueue kernel commands, it is possible that the execution time will be zero if it was queued on the invocation queue. Use the following formula to calculate average execution time of the kernel across multiple enqueues instead:

\[
\bar{t} = \frac{\sum_{i=1}^{n} \text{end}_i - \text{start}_i}{n}
\]

**Related Information**
- Disabling Hardware Kernel Invocation Queue (-no-hardware-kernel-invocation-queue)
- Instrumenting the Kernel Pipeline with Performance Counters (-profile)

### 10.2.1. Double Buffered Host Application Utilizing Kernel Invocation Queue

Double buffering in OpenCL host application allows OpenCL runtime environment to coalesce memory transfers and kernel execution.

To utilize hardware kernel invocation queue while double buffering, write your host code as shown in the following code snippet:

```c
int main()
{
    ...
    cl_event dependencies[2];
    for (int i=0; i<MAX_ITERATIONS; i++) {
        if (i < 2) {
            clEnqueueWriteBuffer(writeQ, inputBufferD[i%2], CL_FALSE, ..., inputBufferH[i], 0, NULL, &writeEvent[i]);
            clFlush(writeQ);
            clSetKernelArg(kernel, 0, sizeof(cl_mem *), &inputBufferD[i%2]);
            clSetKernelArg(kernel, 1, sizeof(cl_mem *), &outputBufferD[i%2]);
            clEnqueueNDRangeKernel(kernelQ, kernel, ..., 1, &writeEvent[i], &kernelEvent[i]);
            clFlush(kernelQ);
        } else {
            clEnqueueWriteBuffer(writeQ, inputBufferD[i%2], CL_FALSE, ..., inputBufferH[i], 1, &kernelEvent[i-2], &writeEvent[i]);
            clFlush(writeQ);
        }
    }
    ...
}
```
The following diagram will help you visualize the event dependency:

**Note:** Arrows represent the source of event in the event wait list.

**Figure 102. Event Dependency Graph**

The following figure illustrates the order the commands would be executed on the device assuming kernel execution is longer than reads and writes, and the device supports concurrent reads and writes:

**Figure 103. Order of Event Execution**

<table>
<thead>
<tr>
<th>IP Core Version</th>
<th>User Guide</th>
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<tbody>
<tr>
<td>18.1</td>
<td>Intel FPGA SDK for OpenCL Pro Edition Best Practices Guide</td>
</tr>
<tr>
<td>18.0</td>
<td>Intel FPGA SDK for OpenCL Pro Edition Best Practices Guide</td>
</tr>
<tr>
<td>17.1</td>
<td>Intel FPGA SDK for OpenCL Best Practices Guide</td>
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<tr>
<td>16.1</td>
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<tr>
<td>16.0</td>
<td>Altera SDK for OpenCL Best Practices Guide</td>
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*Other names and brands may be claimed as the property of others.*

<table>
<thead>
<tr>
<th>Document Version</th>
<th>Intel Quartus Prime Version</th>
<th>Changes</th>
</tr>
</thead>
</table>
| 2019.05.08       | 19.1                       | • Updated Figure 79 on page 111 since "Memory Copy (from device)" and "Memory Copy (to device)" are no longer supported.  
• Added document archives chapter. |
| 2019.04.01       | 19.1                       | • In Nested Loops on page 66 topic, updated the code snippet and images in the Out-of-Order Loop Iterations section.  
• In Loops in a Single Work-Item Kernel on page 75 topic:  
  — Updated the Trade-Off Between Critical Path and Maximum Frequency section to discuss kernel lowered_fmax.  
  — Added Loop Speculation section.  
• Most of the topics under Reviewing Your Kernel’s report.html File on page 16 chapter were updated to map the content and images to GUI changes in the HTML report.  
• Removed the topic Area Analysis by Source since this view has been removed from the HTML report.  
• Removed the topic Area Analysis  
• Added the following new topics:  
  — Reviewing Fmax II Information on page 23  
  — Analyzing Throughput on page 21  
  — Reviewing Block Information on page 35  
  — Reviewing Cluster Information on page 37  
• Added a new chapter Strategies for Improving Performance in Your Host Application and added the following new topics under it:  
  — Utilizing Hardware Kernel Invocation Queue on page 180  
  — Double Buffered Host Application Utilizing Kernel Invocation Queue on page 182  
• Moved Multi-Threaded Host Application on page 179 topic under Strategies for Improving Performance in Your Host Application chapter and made minor improvements in the description.  
• Updating the code snippets, text and images in Optimizing an OpenCL Design Example Based on Information in the HTML Report on page 73 to HTML Report: Kernel Design Concepts section.  
• Removed step 3 along with flowchart in Reviewing Loop Information on page 21.  
• Removed Loop Analysis Report of an OpenCL Design Example topics and merged its content with Reviewing Loop Information on page 21.  
• Moved Changing the Memory Access Pattern Example on page 61 and Reducing the Area Consumed by Nested Loops Using loop_coalesce on page 73 to HTML Report: Kernel Design Concepts section.  
• Modified the topic title Verifying Information on Memory Replication and Stalls to Using System Viewers on page 25.  
• Added a new topic Optimizing for Four or More Banks of Global Memory on page 149 to describe how to optimize global memory.  
• Removed the topic Simplifying Loop-Carried Dependency. |

*Other names and brands may be claimed as the property of others.*
Table 16. Intel FPGA SDK for OpenCL Best Practices Guide Document Revision History

<table>
<thead>
<tr>
<th>Date</th>
<th>Version</th>
<th>Changes</th>
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<tbody>
<tr>
<td>December 2017</td>
<td>2017.12.08</td>
<td>• Added the following new topics:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>— Autorun Captures Tab on page 111</td>
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<td>— Autorun Profiler Data on page 120</td>
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<tr>
<td>November 2017</td>
<td>2017.11.06</td>
<td>• Moved all topics into individual chapters.</td>
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<tr>
<td></td>
<td></td>
<td>• Changed some of the topic titles to task-based titles.</td>
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<td></td>
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<td>• Changed all occurrences of Fmax to ( f_{\text{max}} )</td>
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<td>• Rebranded Dynamic Profiler to Intel FPGA Dynamic Profiler for OpenCL</td>
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<td>• Added a new short description to Stall, Occupancy, Bandwidth on page 113</td>
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<td>• Added a new image to show comparison between parallel threads and loop</td>
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<td>pipelining, along with explanation to Multi-Threaded Host Application</td>
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<td>on page 179.</td>
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<td>• Added an FPGA architecture along with some explanation in FPGA Overview</td>
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<td>• Added OpenCL Design Components image to Figure 33 on page 51.</td>
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<td>• Added an important note to Aligning a Struct with or withoutPadding on</td>
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<td>page 102 about 4-byte alignment and remove information related to a</td>
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<td>struct that is aligned and not padded.</td>
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<td>• Added two bullet points to the last Attention section in Optimizing</td>
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<td></td>
<td>Accesses to Local Memory by Controlling the Memory Replication Factor</td>
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<tr>
<td></td>
<td></td>
<td>on page 157.</td>
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<td></td>
<td>• Added Minimizing the Memory Dependencies for Loop Pipelining on page</td>
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<td>158.</td>
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<td>• Added area report hierarchy details to Reviewing Area Information on</td>
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<td>page 24.</td>
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<tr>
<td></td>
<td></td>
<td>• Added Best Practices for Channels and Pipes on page 96.</td>
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<td>• Updated Allocating Aligned Memory on page 101.</td>
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<th>Version</th>
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<tr>
<td>May 2017</td>
<td>2017.05.08</td>
<td>- Rebranded some functions in code examples as follows:</td>
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<tr>
<td></td>
<td></td>
<td>- Rebranded <code>read_channel_altera</code> to <code>read_channel_intel</code>.</td>
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<td>- Rebranded <code>write_channel_altera</code> to <code>write_channel_intel</code>.</td>
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<td>- Rebranded <code>read_channel_nb_altera</code> to <code>read_channel_nb_intel</code>.</td>
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<td>- Rebranded <code>write_channel_nb_altera</code> to <code>write_channel_nb_intel</code>.</td>
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<td>- Added Load-Store Units on page 85.</td>
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<td>- Added Reviewing the Report Summary on page 19.</td>
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<td>- Added Features of the Kernel Memory Viewer on page 30.</td>
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<td></td>
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<td>- Revised the Local Memory Banks section of Local Memory on page 53 to include information about the <code>bank_bits</code> attribute.</td>
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<td></td>
<td></td>
<td>- Revised Figure 85 on page 123 in Addressing Single Work-Item Kernel Dependencies Based on Optimization Report Feedback on page 122 to reflect changes to the profiling commands.</td>
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| December 2016 | 2016.12.02 | Minor editorial modification.                                                                                                                  |

| October 2016  | 2016.10.31 | - Rebranded the Altera SDK for OpenCL to Intel FPGA SDK for OpenCL.                                                                          |
|              |           | - Rebranded the Altera Offline Compiler to Intel FPGA SDK for OpenCL Offline Compiler.                                                       |
|              |           | - In Align a Struct with or without Padding, modified code snippets to correct the placement of attributes with respect to the struct declaration. |
|              |           | - Added the topic Review Your Kernel's report.html File, with subtopics describing the HTML GUI, the various reports the GUI provides, and a walkthrough on how to leverage the information in the HTML report to optimize an OpenCL design example. |

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<tr>
<td>May 2016</td>
<td>2016.05.02</td>
<td>• Added the topic Removing Loop-Carried Dependencies Caused by Accesses to Memory Arrays to introduce the <code>ivdep</code> pragma.</td>
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<tr>
<td></td>
<td></td>
<td>• Under Strategies for Improving Memory Access Efficiency, added the following topics to explain how to use the <code>numbanks</code> and <code>bankwidth</code> kernel attributes to configure the geometry of local memory system:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>— Improve Kernel Performance by Banking the Local Memory</td>
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<tr>
<td></td>
<td></td>
<td>— Optimize the Geometric Configuration of Local Memory Banks Based on Array Index</td>
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<tr>
<td></td>
<td></td>
<td>• Under Strategies for Improving Memory Access Efficiency, added the topic Optimize Accesses to Local Memory by Controlling the Memory Replication Factor to explain the usage of the <code>singlepump</code> and <code>doublepump</code> kernel attributes.</td>
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<tr>
<td></td>
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<td>• Added information on the area report messages. Refer to the Review Your Kernel's Area Report to Identify Inefficiencies in Resource Usage section for more information.</td>
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<tr>
<td></td>
<td></td>
<td>• Removed the Kernel-Specific Area Report section because it is replaced by the enhanced area report. Refer to the Review Your Kernel's Area Report to Identify Inefficiencies in Resource Usage section for more information.</td>
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<tr>
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<td>• Updated the subsections under Optimization Report to include the enhanced optimization report messages.</td>
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<td>— Added the Optimization Report Message for Speed-Limiting Constructs</td>
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<td>• Updated the subsections under Addressing Single Work-Item Kernel Dependencies Based on Optimization Report Feedback to include the enhanced optimization report messages.</td>
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<td>• Updated the figure Optimization Work Flow for a Single Work-Item Kernel to include steps on accessing the enhanced area report to review resource usage.</td>
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<td>• Under Strategies for Improving NDRange Kernel Data Processing Efficiency, added the Review Kernel Properties and Loop Unroll Status in the Optimization Report section.</td>
</tr>
<tr>
<td>November 2015</td>
<td>2015.11.02</td>
<td>• Added the topic Multi-Threaded Host Application.</td>
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<td></td>
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<td>• Added Caution note regarding memory barrier in Specify a Maximum Work-Group Size or a Required Work-Group Size.</td>
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<tr>
<th>Date</th>
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<th>Changes</th>
</tr>
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</table>
| May 2015   | 15.0.0  | • In Memory Access Considerations, added Caution note regarding performance degradation that might occur when declaring `__constant` pointer arguments in kernels targeting Cyclone V devices.  
• In Good Design Practices for Single Work-Item Kernel, removed the Initialize Data Prior to Usage in a Loop section and added a Declare Variables in the Deepest Scope Possible section.  
• Added Removing Loop-Carried Dependency by Inferring Shift Registers. The topic discusses how, in single work-item kernels, inferring double precision floating-point array as a shift register can remove loop-carried dependencies.  
• Added Kernel-Specific Area Reports to show examples of kernel-specific `.area` files that the Altera Offline Compiler generates during compilation.  
• Renamed Transfer Data Via offline compiler Channels to Transfer Data Via offline compiler Channels or OpenCL Pipes and added the following:  
  — More information on how channels can help improve kernel performance.  
  — Information on OpenCL pipes.  
• Renamed Data Type Considerations to Data Type Selection Considerations. |
| December 2014 | 14.1.0 | • Reorganized the information flow in the Optimization Report Messages section to update report messages and the layout of the optimization report.  
• Included new optimization report messages detailing the reasons for unsuccessful and suboptimal pipelined executions.  
• Added the Optimization Report Messages for Simplified Analysis of a Complex Design subsection under Optimization Report Messages to describe new report message for simplified kernel analysis.  
• Added the Transferring Loop-Carried Dependency to Local Memory subsection under Addressing Single Work-Item Kernel Dependencies Based on Optimization Report Feedback to describe new strategy for resolving loop-carried dependency.  
• Updated the Resource-Driven Optimization and Compilation Considerations sections to reflect the deprecation of the `-O3` and `--util <N>` Altera® Offline Compiler (offline compiler) command options.  
• Consolidated and simplified the Heterogeneous Memory Buffers and Host Application Modifications for Heterogeneous Memory Accesses sections.  
• Added the section Align a Struct and Remove Padding between Struct Fields.  
• Removed the section Ensure 4-Byte Alignment to All Data Structures.  
• Modified the figure Single Work-Item Optimization Work Flow to include emulation and profiling. |
| June 2014  | 14.0.0  | • Renamed document as the Intel FPGA SDK for OpenCL Best Practices Guide.  
• Reorganized information flow.  
• Renamed Good Design Practices to Good OpenCL Kernel Design Practices.  
• Added channels information in Transfer data via offline compiler Channels.  
• Added profiler information in Profile Your Kernel to Identify Performance Bottlenecks.  
• Added the section Single Work-Item Kernel Versus NDRange Kernel.  
• Updated Single Work-Item Execution section.  
• Removed Performance Warning Messages section.  
• Added the section Strategies for Improving Single Work-Item Kernel Performance.  
• Renamed Optimization of Data Processing Efficiency to Strategies for Improving NDRange Kernel Data Processing Efficiency.  
• Removed Resource Sharing section.  
• Renamed Floating-Point Operations to Optimize Floating-Point Operations. |

*continued...*
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<th>Date</th>
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| December 2013 | 13.1.1  | • Renamed Optimization of Memory Access Efficiency to Strategies for Improving Memory Access Efficiency.  
• Updated Manual Partitioning of Global Memory section.  
• Added the section Strategies for Optimizing FPGA Area Usage. |
| November 2013 | 13.1.0  | • Renamed Replicating Compute Units versus Kernel SIMD Vectorization to Compute Unit Replication versus Kernel SIMD Vectorization.  
• Renamed Using `num_compute_units` and `num_simd_work_items` Together to Combination of Compute Unit Replication and Kernel SIMD Vectorization.  
• Updated and renamed Memory Streaming to Contiguous Memory Accesses.  
• Updated and renamed Optimizing Memory Access to General Guidelines on Optimizing Memory Accesses.  
• Updated and renamed Optimizing Memory Efficiency to Optimization of Memory Access Efficiency.  
• Inserted the subsection Single Work-Item Execution under Optimization of Memory Access Efficiency. |
| June 2013   | 13.0 SP1.0 | • Updated support status of OpenCL kernel source code containing complex exit paths.  
• Updated the figure Effect of Kernel Vectorization on Array Summation to correct the data flow between Store and Global Memory.  
• Updated content for the `unroll` pragma directive in the section Loop Unrolling.  
• Updated content of the Local Memory section.  
• Updated the figure Local Memories Transferring Data Blocks within Matrices A and B to correct the data transfer pattern in Matrix B.  
• Removed the figure Loop Unrolling with Vectorization.  
• Removed the section Optimizing Local Memory Bandwidth. |

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<th>Date</th>
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<tr>
<td>May 2013</td>
<td>13.0.1</td>
<td>• Updated terminology. For example, pipeline is replaced with compute unit; vector lane is replaced with SIMD vector lane.</td>
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<tr>
<td></td>
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<td>• Added the following sections under Good Design Practices:</td>
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<tr>
<td></td>
<td></td>
<td>— Preprocessor Macros.</td>
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<td></td>
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<td>— Floating-Point versus Fixed-Point Representations.</td>
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<td>— Recommended Optimization Methodology.</td>
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<td>— Sequence of Optimization Techniques.</td>
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<td>• Updated code fragments.</td>
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<td>• Updated the figure Data Flow with Multiple Compute Units.</td>
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<td>• Updated the figure Compute Unit Replication versus Kernel SIMD Vectorization.</td>
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<td>• Updated the figure Optimizing Throughput Using Compute Unit Replication and SIMD Vectorization.</td>
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<td>• Updated the figure Memory Streaming.</td>
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<td>• Inserted the figure Local Memories Transferring Data Blocks within Matrices A and B.</td>
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<td>• Reorganized the flow of information. Number of figures, tables, and examples have been updated.</td>
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<td>• Included information on new kernel attributes: max_share_resources and num_share_resources.</td>
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<tr>
<td>May 2013</td>
<td>13.0.0</td>
<td>• Updated pipeline discussion.</td>
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<td>• Updated case study code examples and results tables.</td>
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<tr>
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<td>• Updated figures.</td>
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<tr>
<td>November 2012</td>
<td>12.1.0</td>
<td>Initial release.</td>
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