

FPGA Applications on Nautilus: **Physics Example**

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Sixth National Research Platform (6NRP) Workshop

January 28th, 2025

**SAN DIEGO
SUPERCOMPUTER
CENTER**

UC San Diego

Setup Instruction

We will use Jupyterhub for this session!

Follow instruction on GitHub:

<https://github.com/nrp-nautilus/6nrp-hls4ml/tree/main>

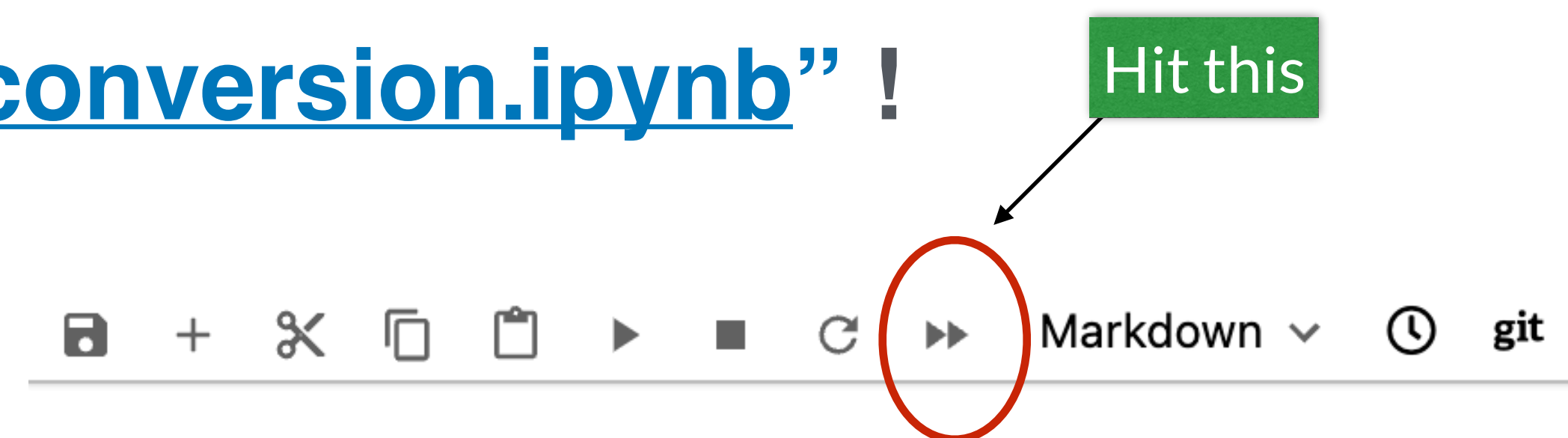
JupyterHub link:

- <https://6nrp.nrp-nautilus.io/>
- Log in with your university credentials via CILogon



Open and start running through “[02_hls_conversion.ipynb](#)” !

Run all the cells



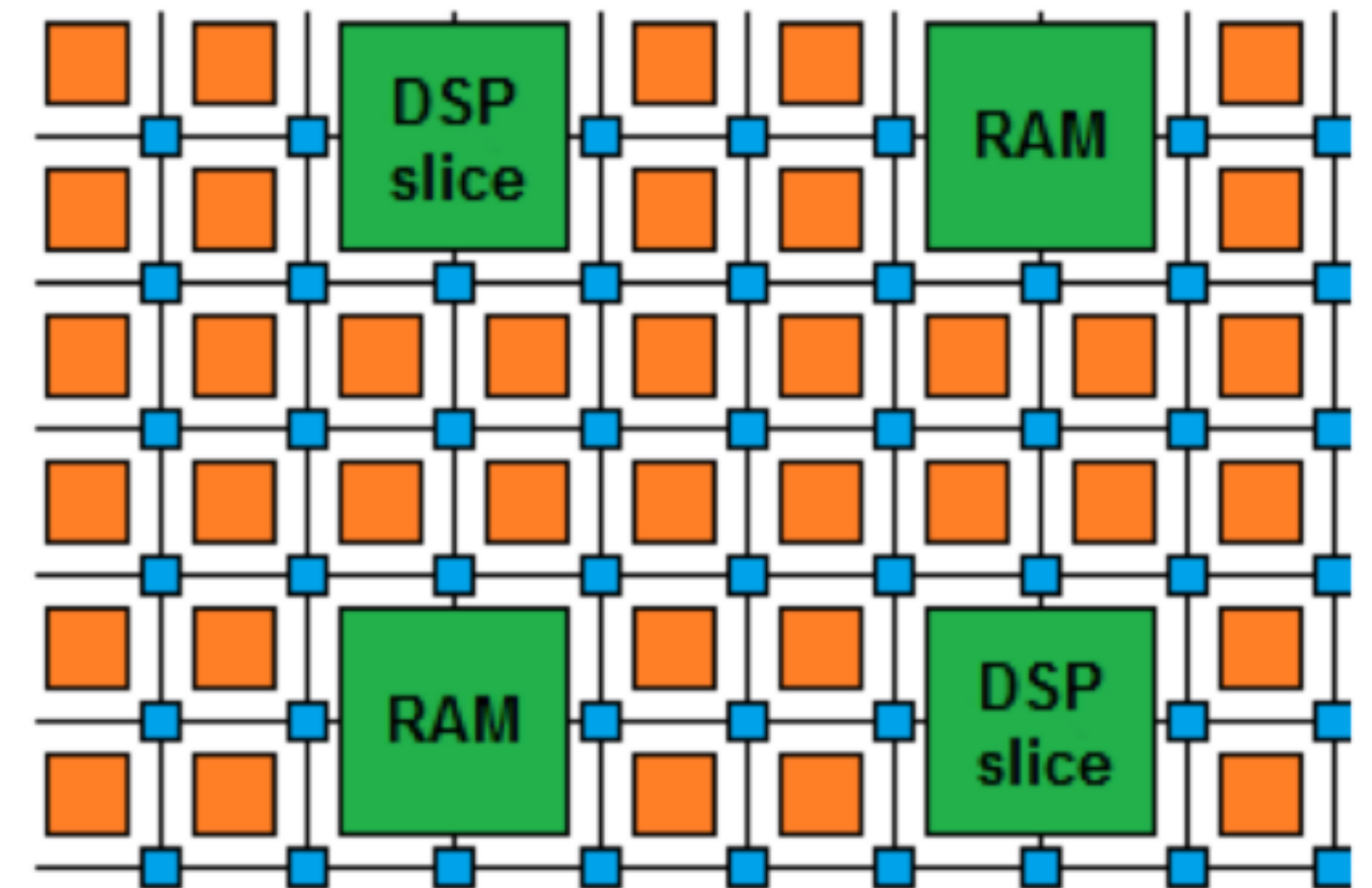
What is an FPGA?

Field Programmable Gate Arrays (FPGAs) are reprogrammable integrated circuits

- Contain many different building blocks ('resources') which are connected together as you desire
- Originally popular for prototyping ASICs, but now also for high performance computing

Building blocks:

- Multiplier units (DSPs) [arithmetic]
- Look Up Tables (LUTs) [logic]
- Flip-flops (FFs) [registers]
- Block RAMs (BRAMs) [memory]

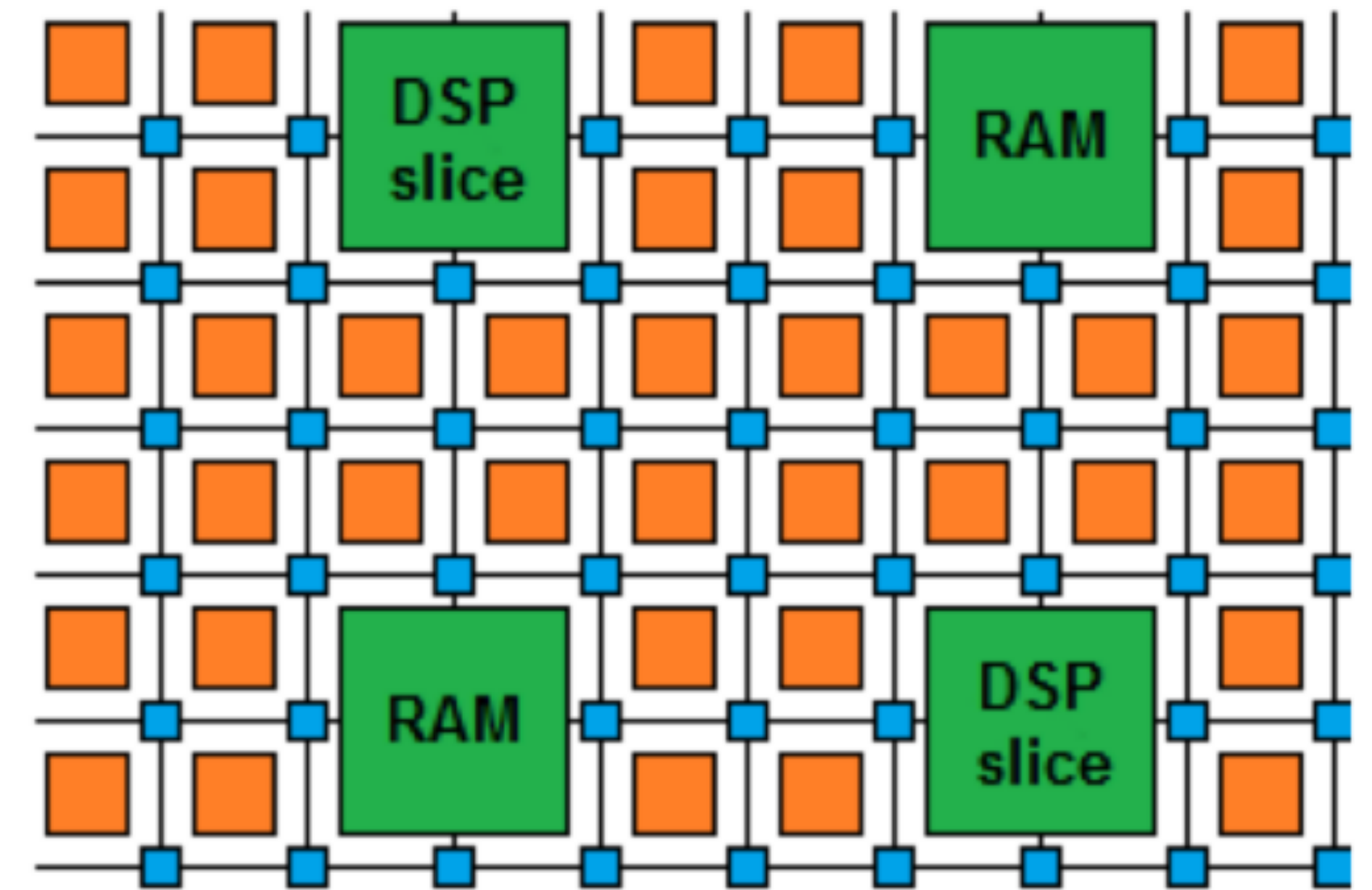


What is an FPGA?

- Run at high frequency - $O(100 \text{ MHz})$
 - Can compute outputs in $O(\text{ns})$
- Low-level Hardware Description Language for programming
Verilog/VHDL
- Possible to translate **C/C++** → Verilog/VHDL using High Level Synthesis (HLS) tools

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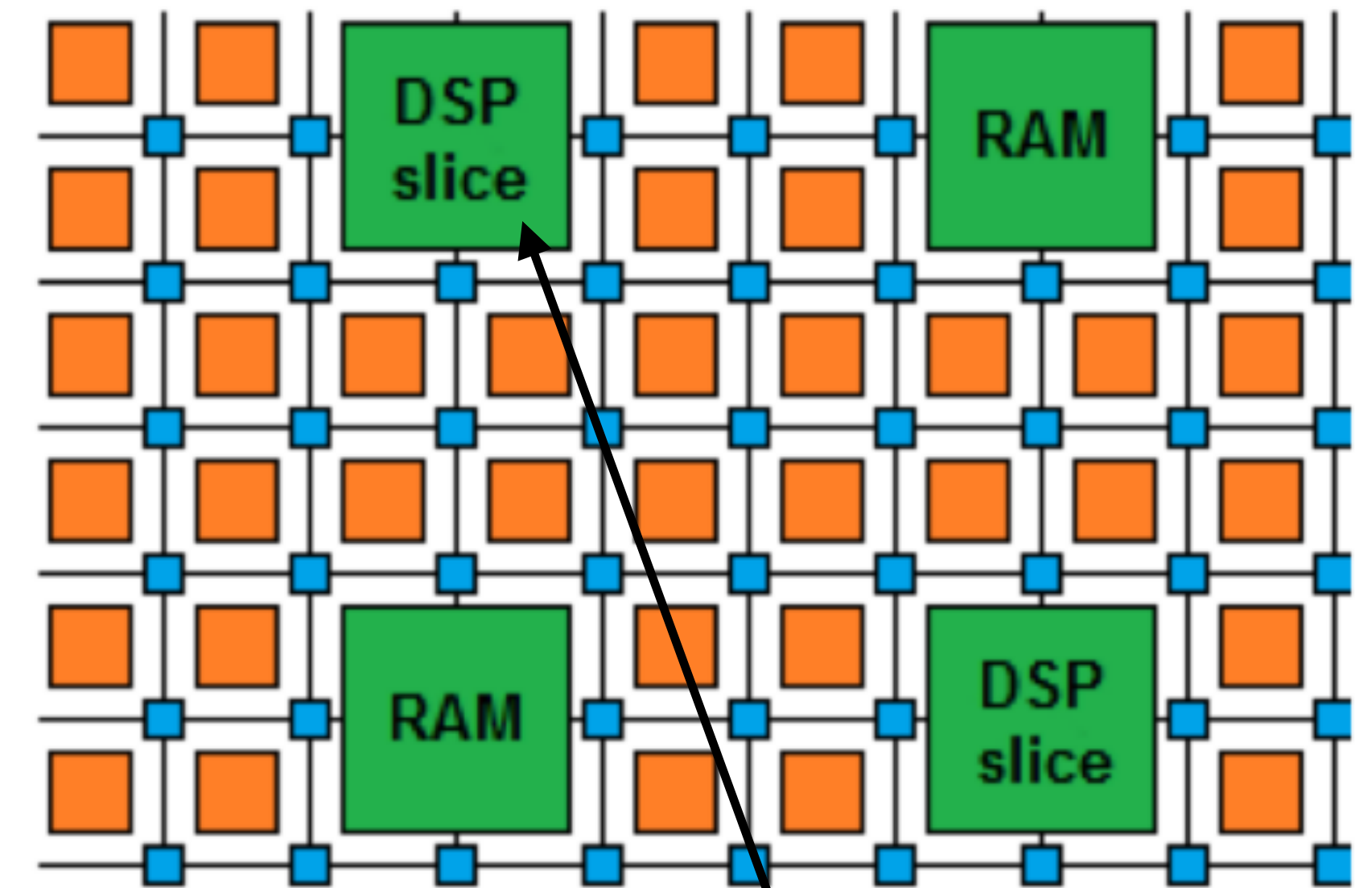


What is an FPGA?

- **DSPs (Digital Signal Processor)** are specialized units for multiplication and arithmetic
- DSPs are often the most scarce for NNs
- Faster and more efficient than using **LUTs** for these types of operations

Building blocks:

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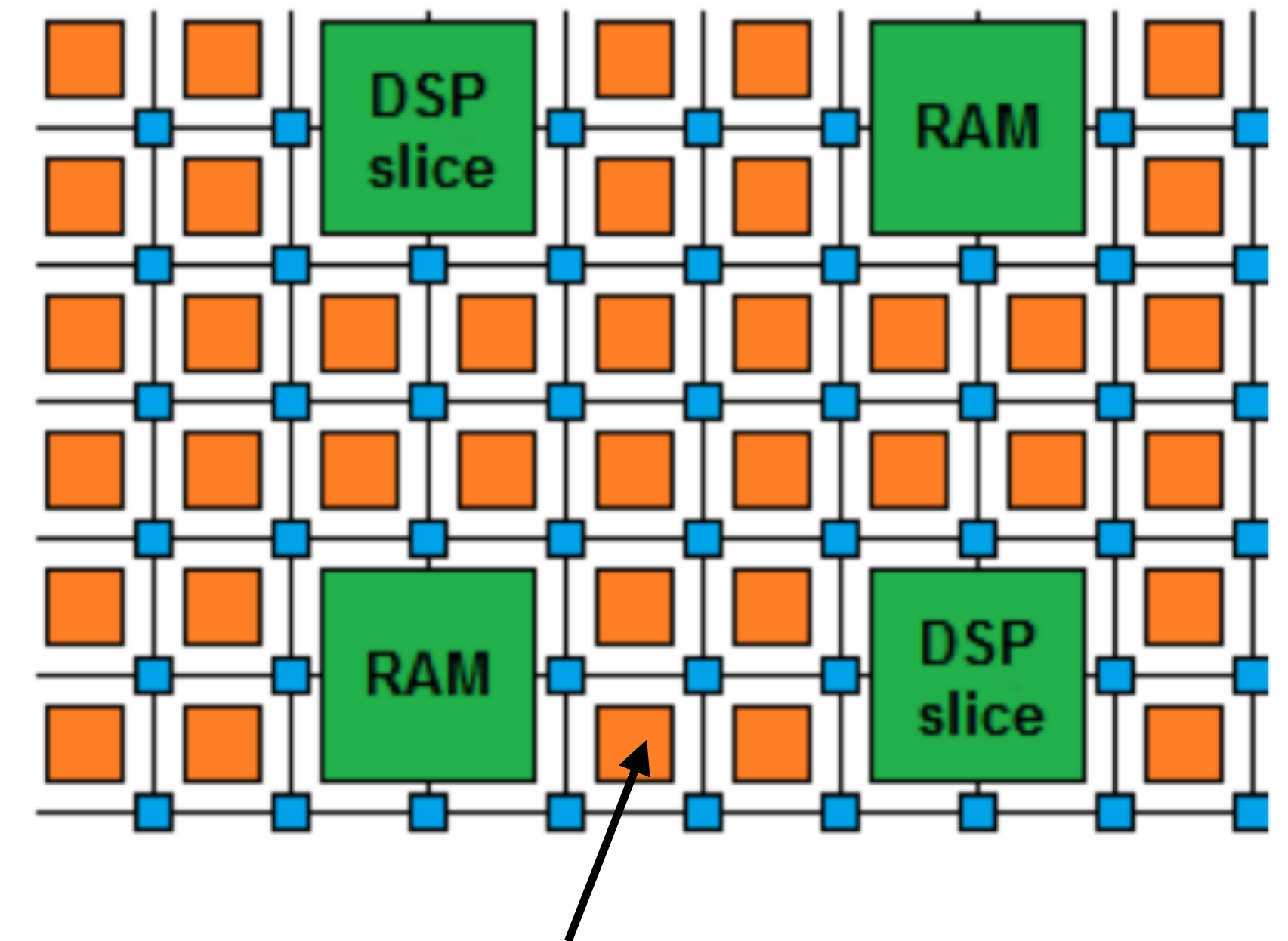
DSP
(multiplication)

What is an FPGA?

- **Logic cells / Look Up Tables** perform arbitrary functional operations on small bit-width inputs (2-6)
 - boolean, arithmetic
 - small memories
- **Flip-Flops** register data in time with the clock pulse

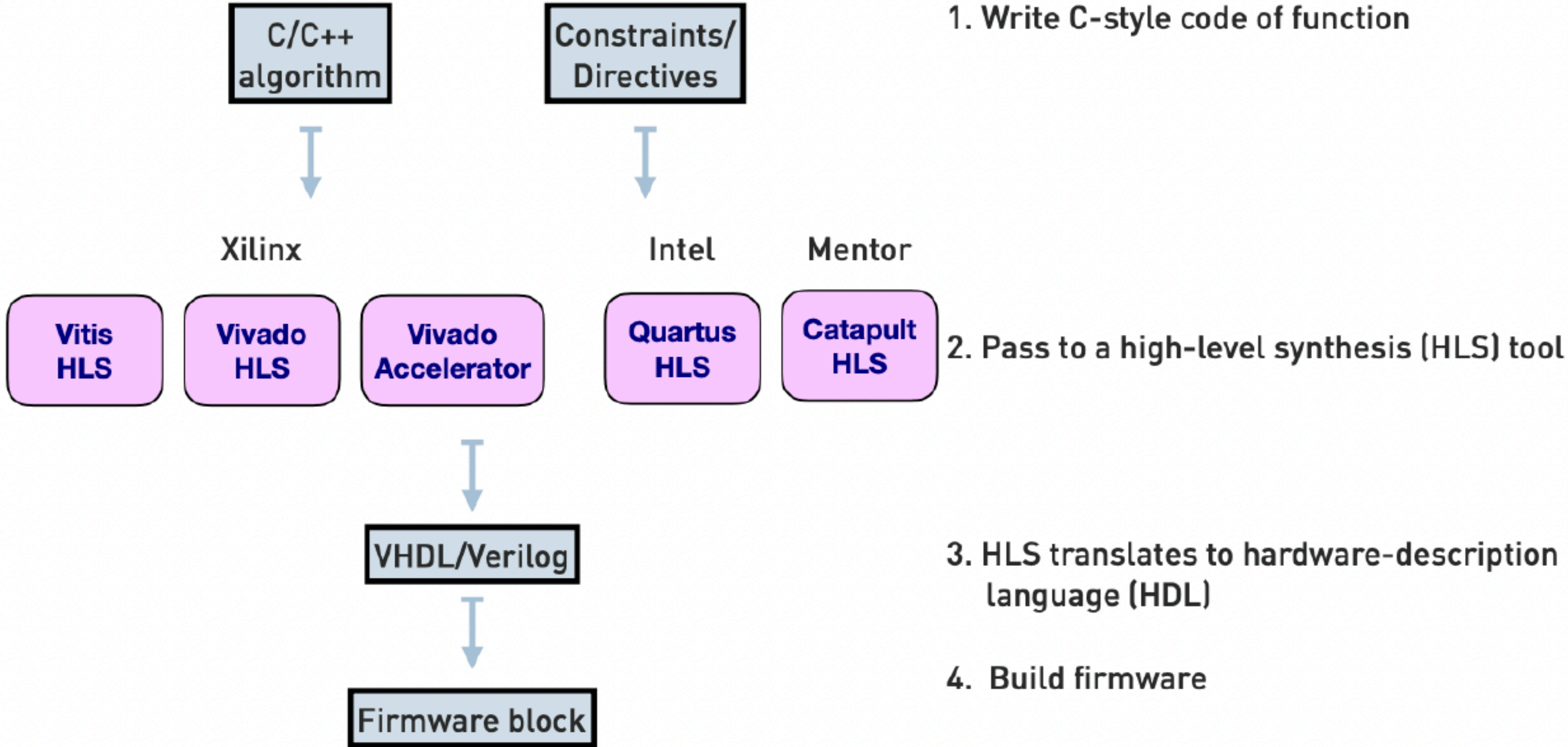
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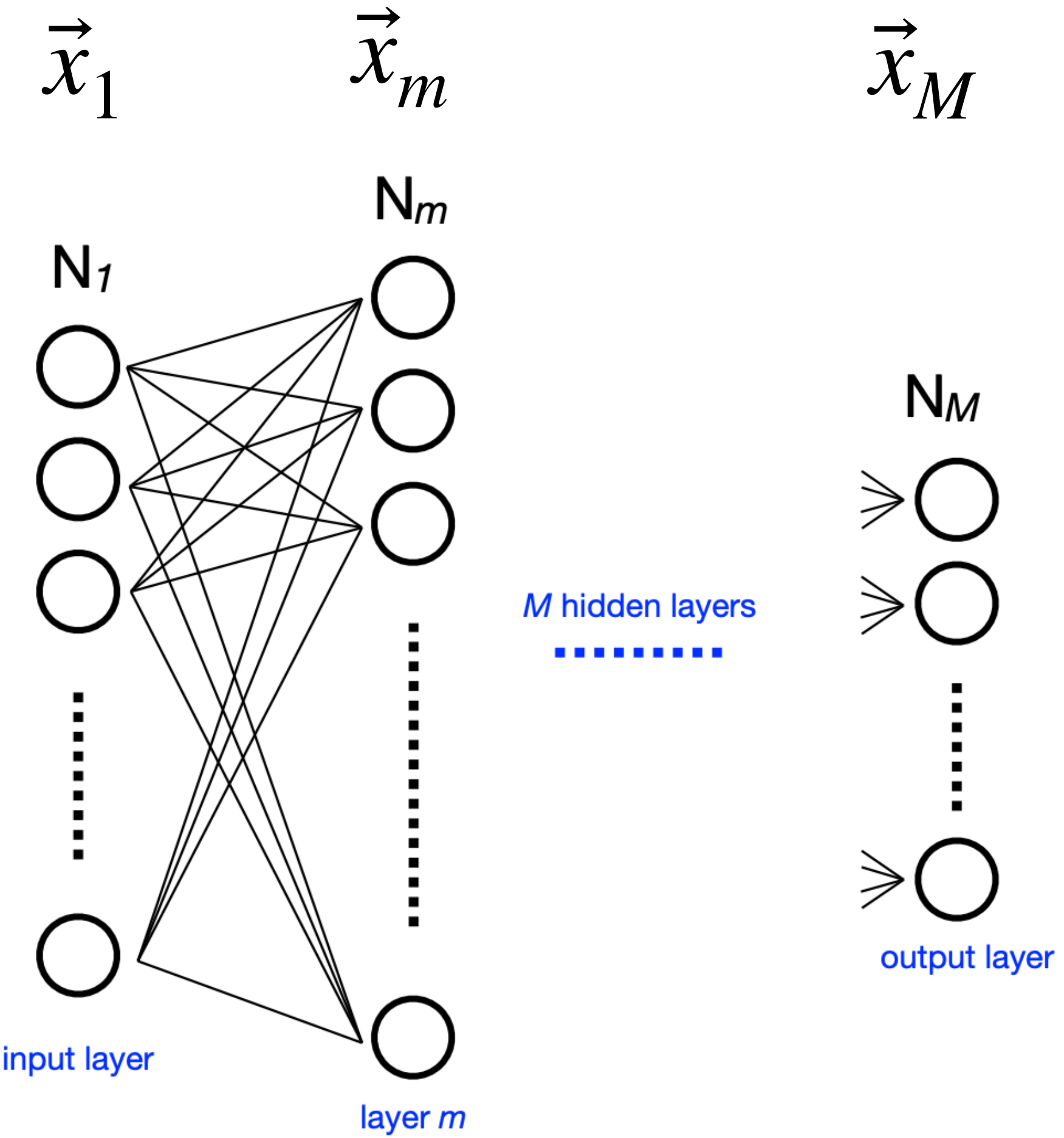


Logic cell

FPGA Programming



Neural Network Inference on FPGA



$$\vec{x}_m = g_m \left(W_{m,m-1} \vec{x}_{m-1} + \vec{b}_m \right)$$

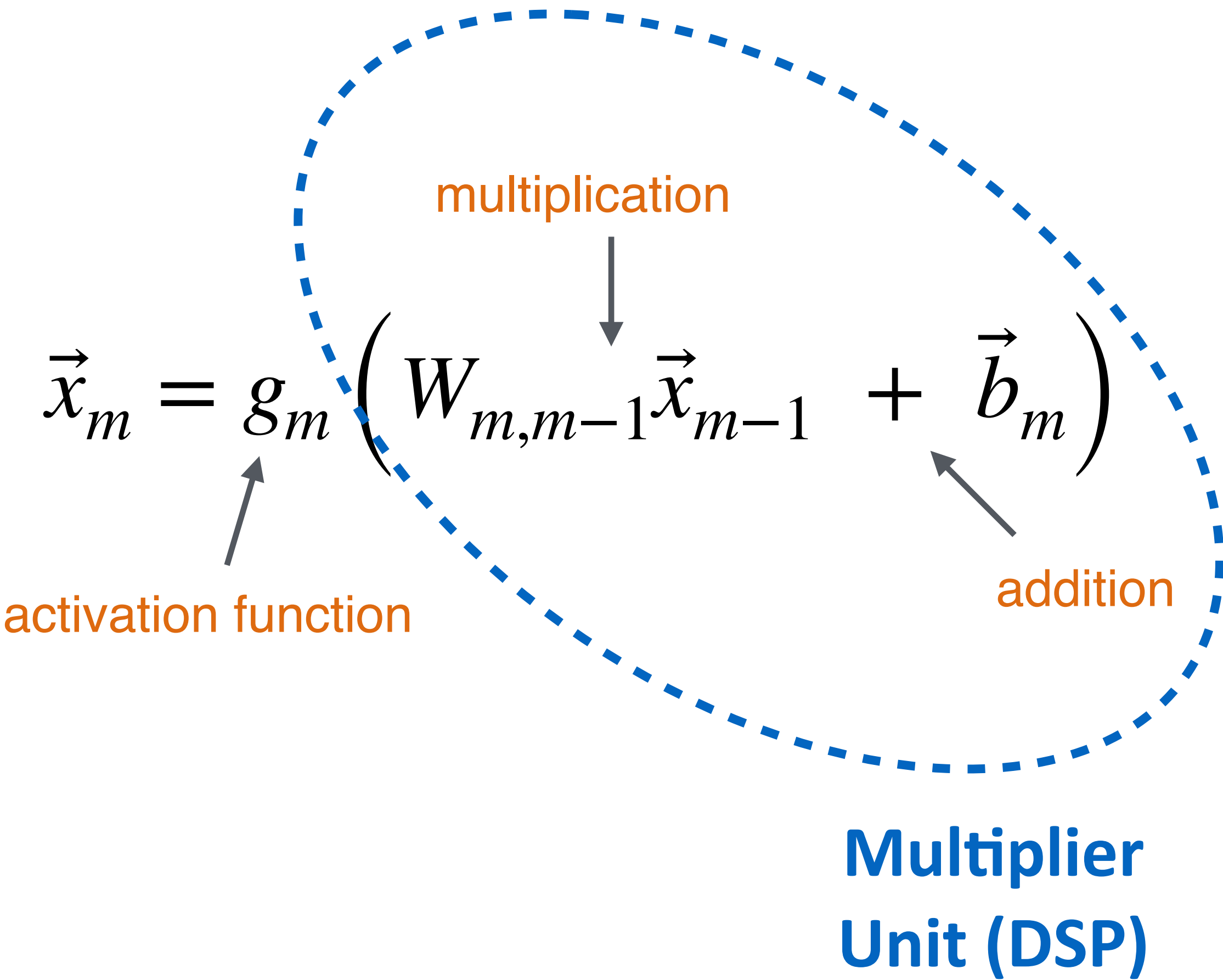
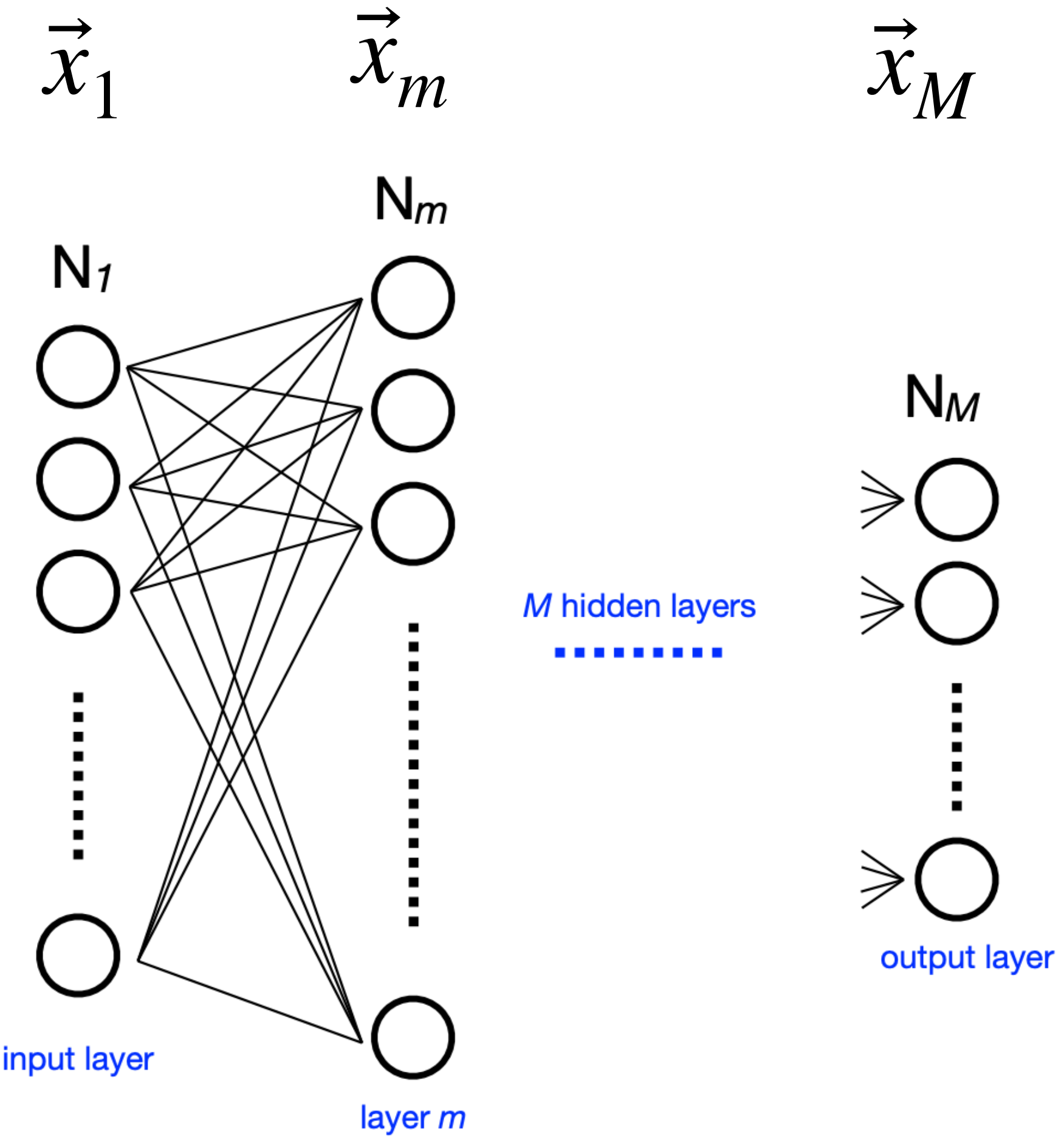
multiplication

activation function

addition

Credit: Dylan Rankin

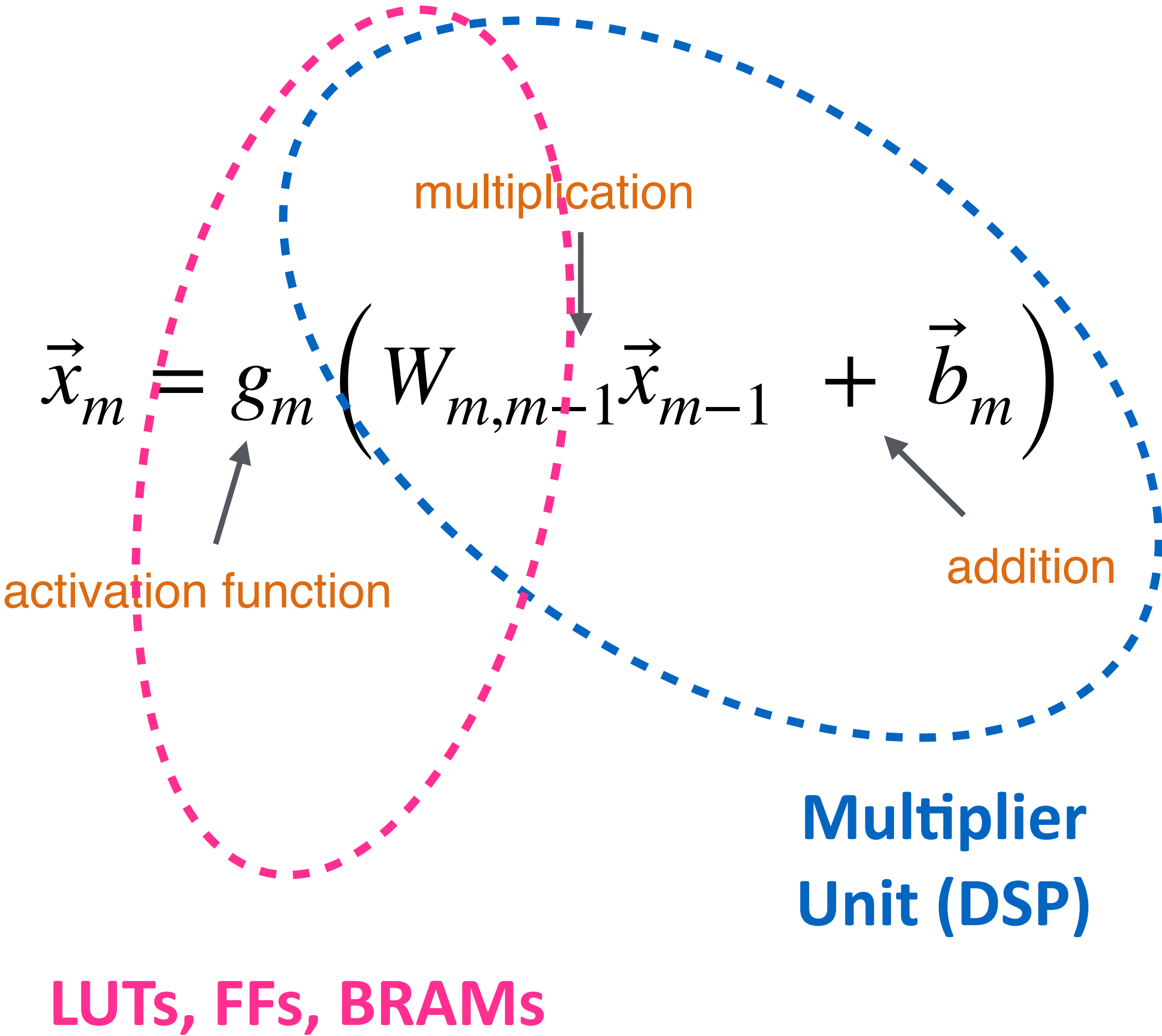
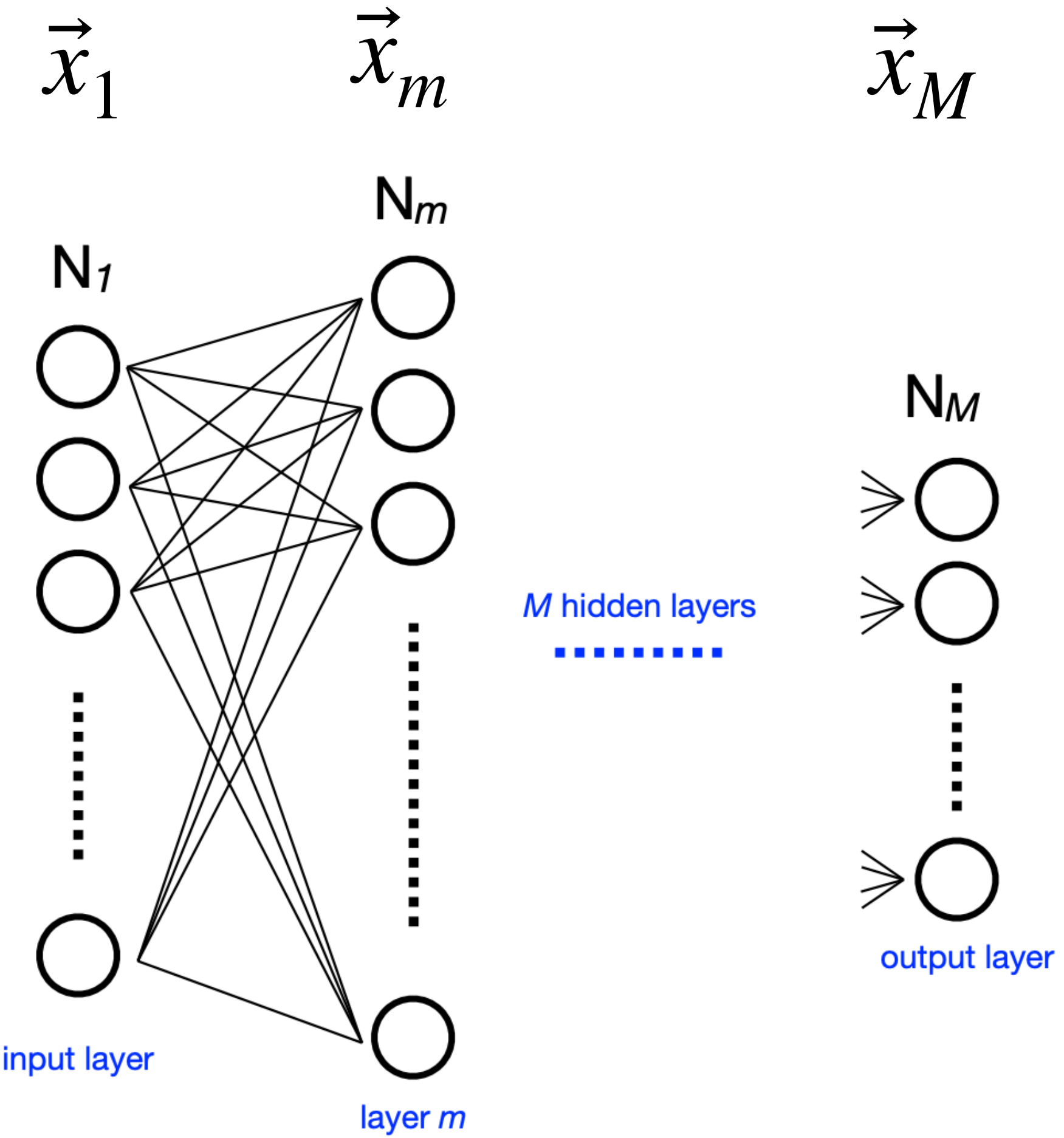
Neural Network Inference on FPGA



up to ~6k parallel operation (VU9P)

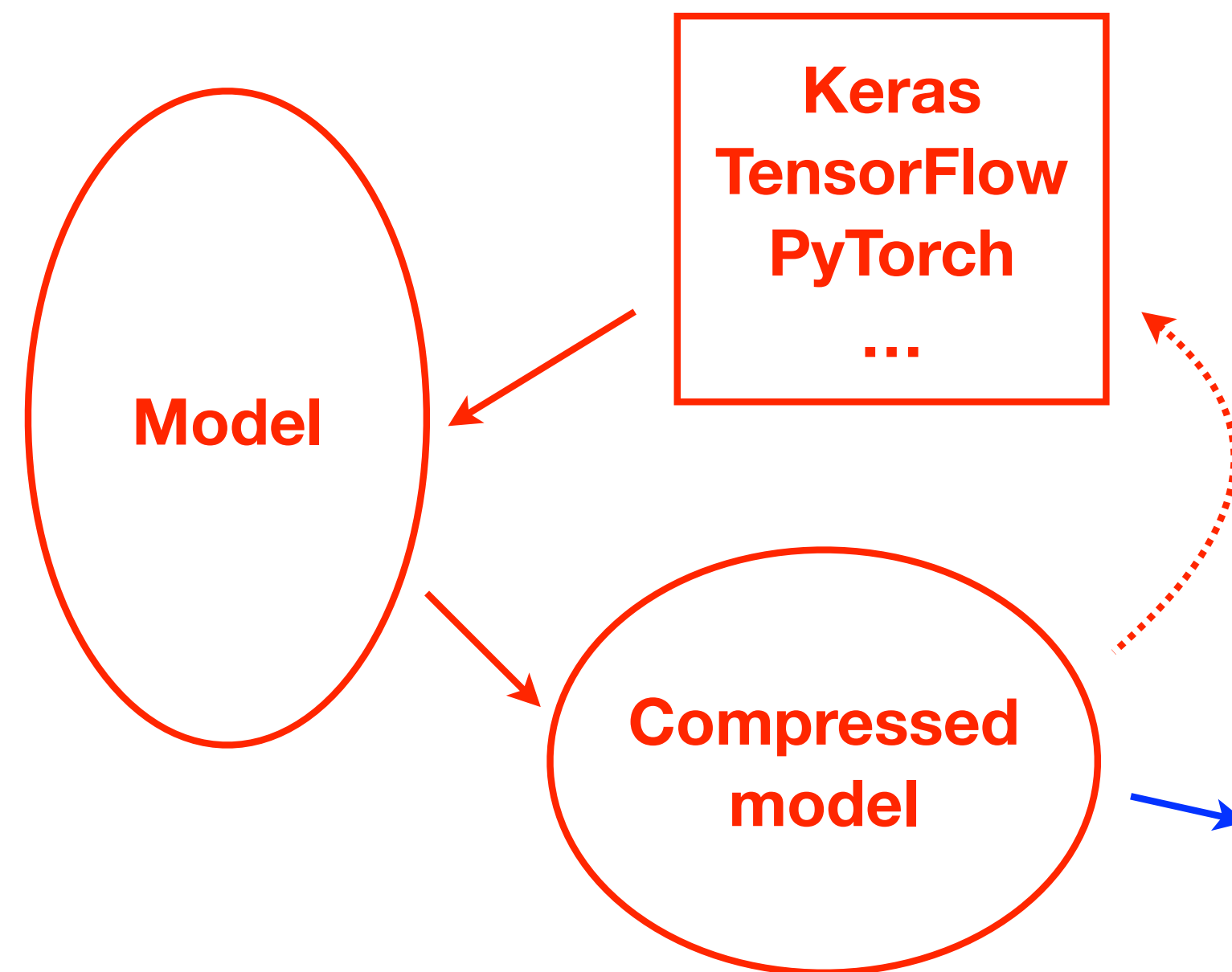
Credit: Dylan Rankin

Neural Network Inference on FPGA



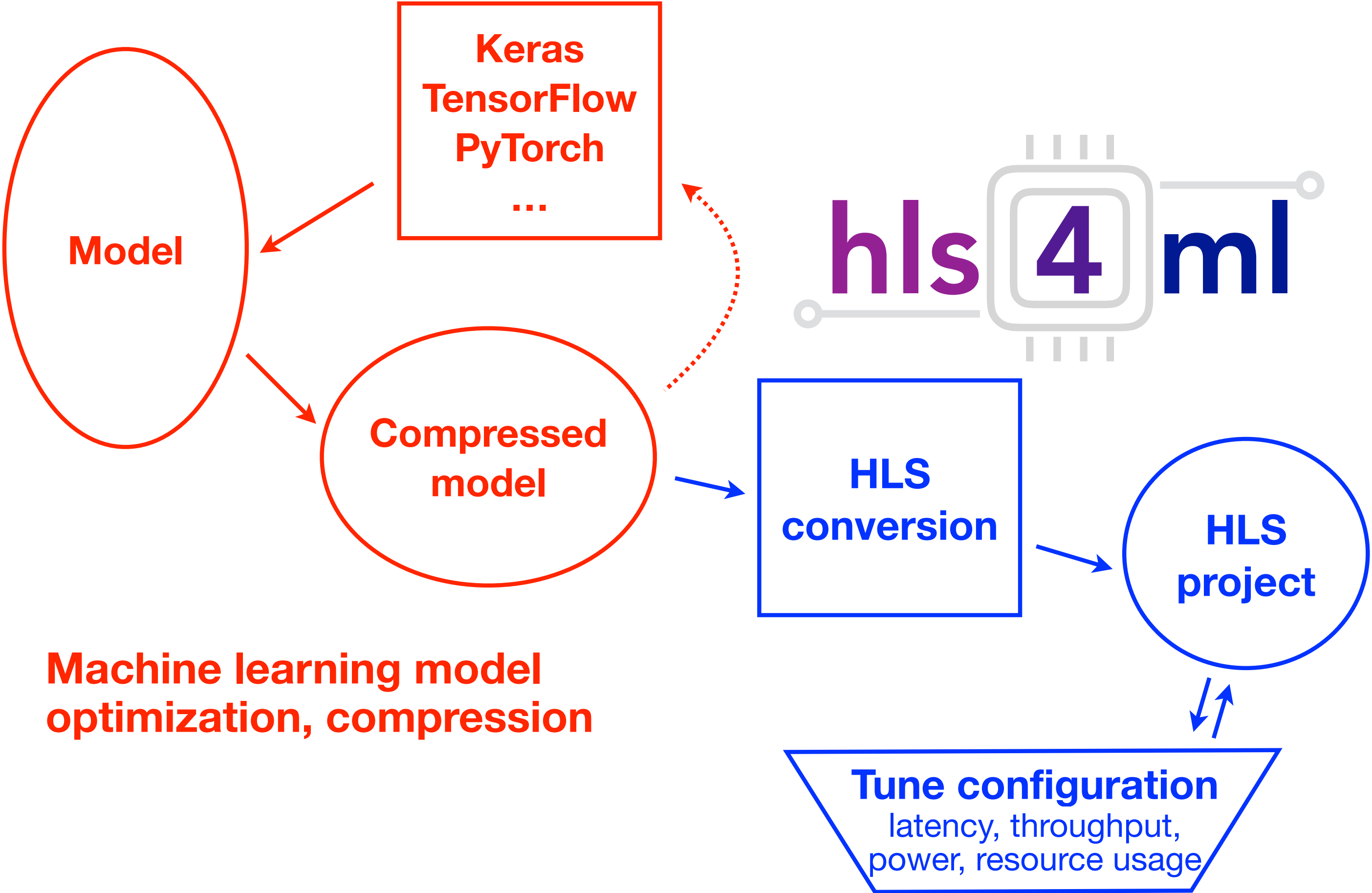
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- [hls4ml](#) for scientists or ML experts to translate ML algorithms into RTL firmware

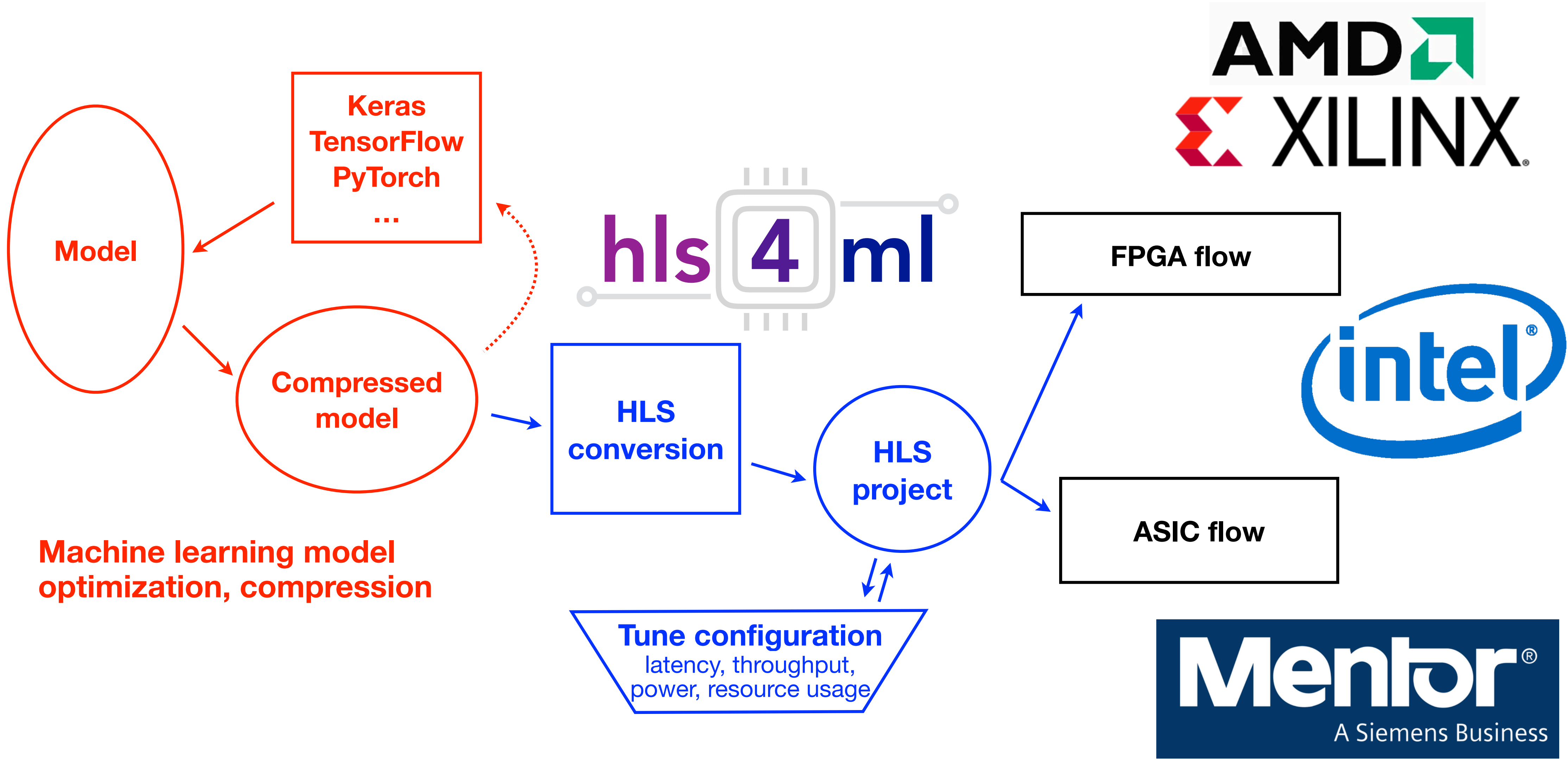


**Machine learning model
optimization, compression**

- [hls4ml](#) for scientists or ML experts to translate ML algorithms into RTL firmware



- [hls4ml](#) for scientists or ML experts to translate ML algorithms into RTL firmware



High-Level Synthesis for Machine Learning



<https://fastmachinelearning.org/hls4ml/arXiv:2103.05579>

A software interface for implementing Neural Networks on an FPAG

- Supports many common layer like DNN, CNN, RNN, GNN, Transformers, etc
- Support for different backends: Vivado/Vitis, oneAPI, Catapult, Quartus, etc

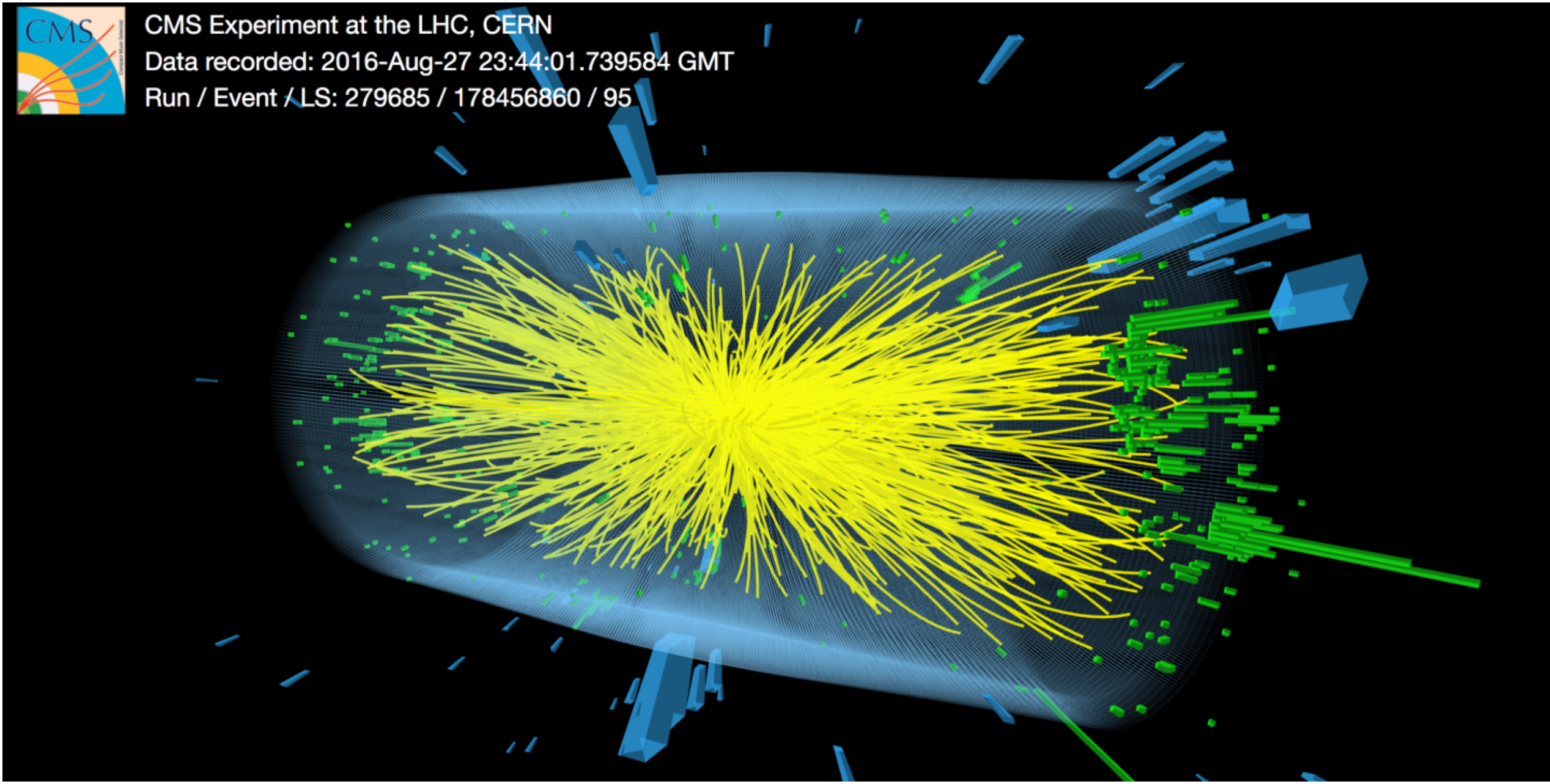
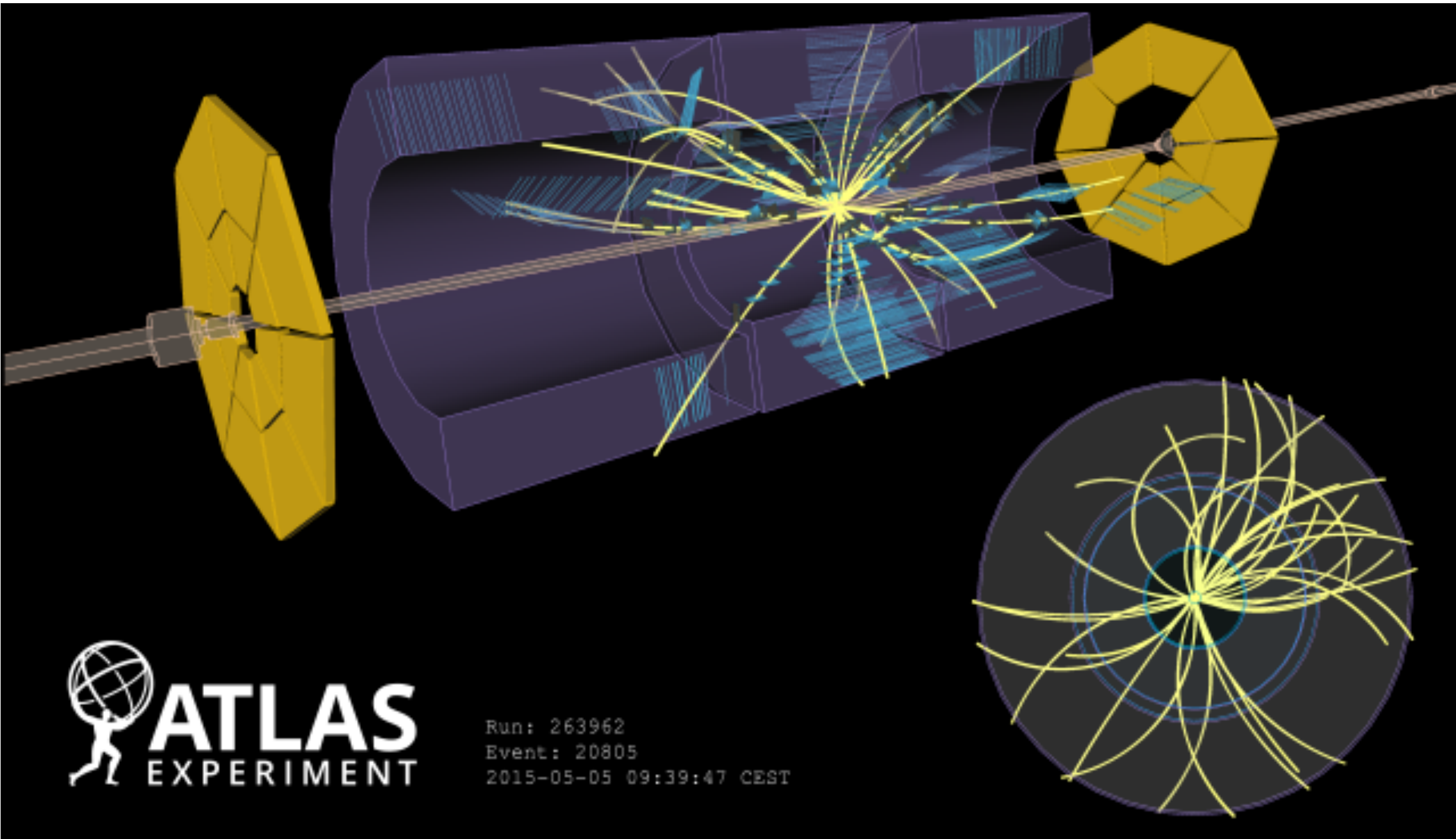
Official hls4ml tutorials:

<https://fastmachinelearning.org/hls4ml-tutorial/README.html>

Example Case Study: Physics Application

Particle physics Jet classification

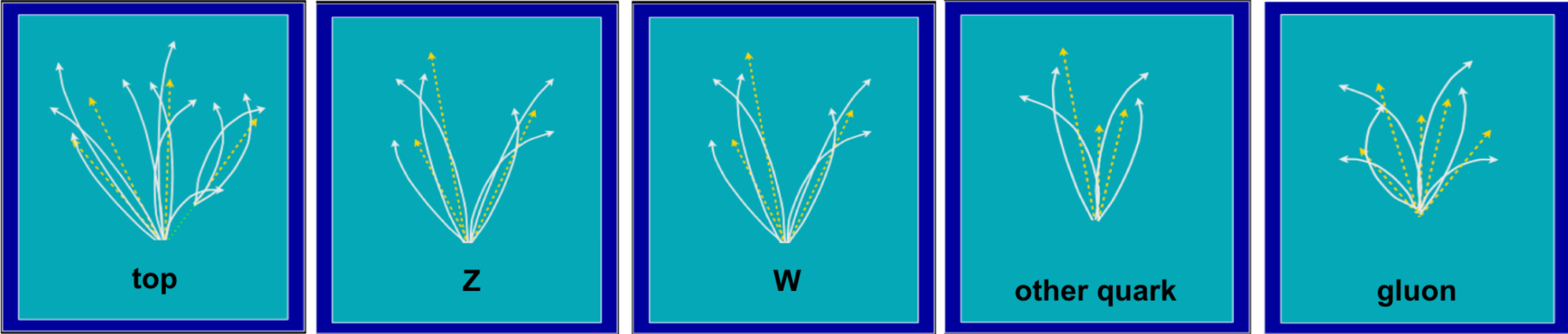
Physics Case: Particle collisions



Physics Case: Jet tagging

Study a multi-classification task to be implemented on FPGA:
discrimination between highly energetic (boosted) q, g, W, Z, t initiated jets

Jet = collimated 'spray' of particles



$t \rightarrow bW \rightarrow bqq$

3-prong jet

$Z \rightarrow qq$

2-prong jet

$W \rightarrow qq$

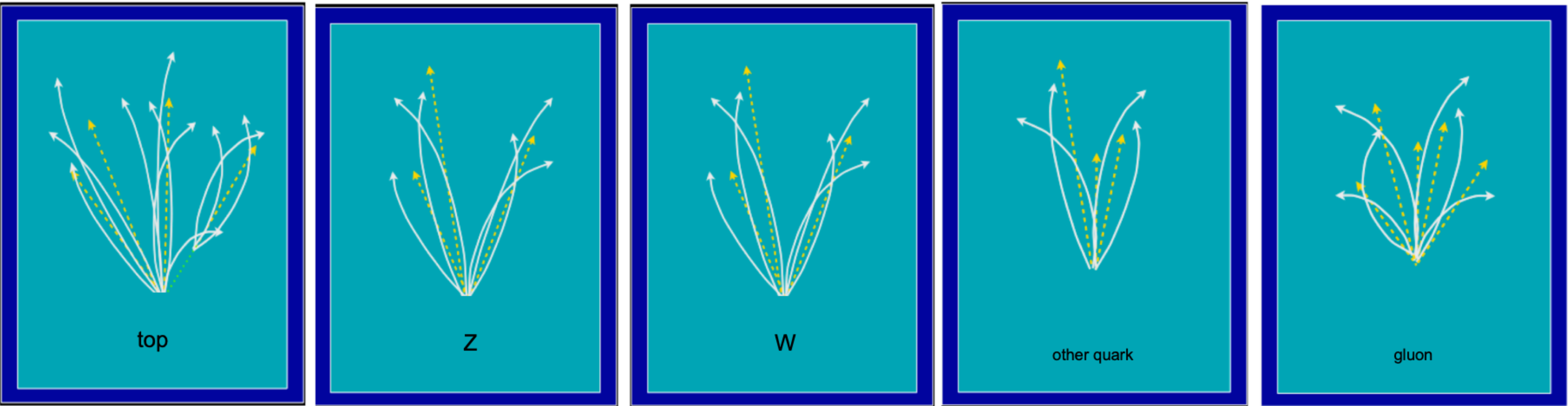
2-prong jet

q/g background

no substructure
and/or mass ~ 0

Reconstructed as one massive jet with substructure

Physics Case: Jet tagging

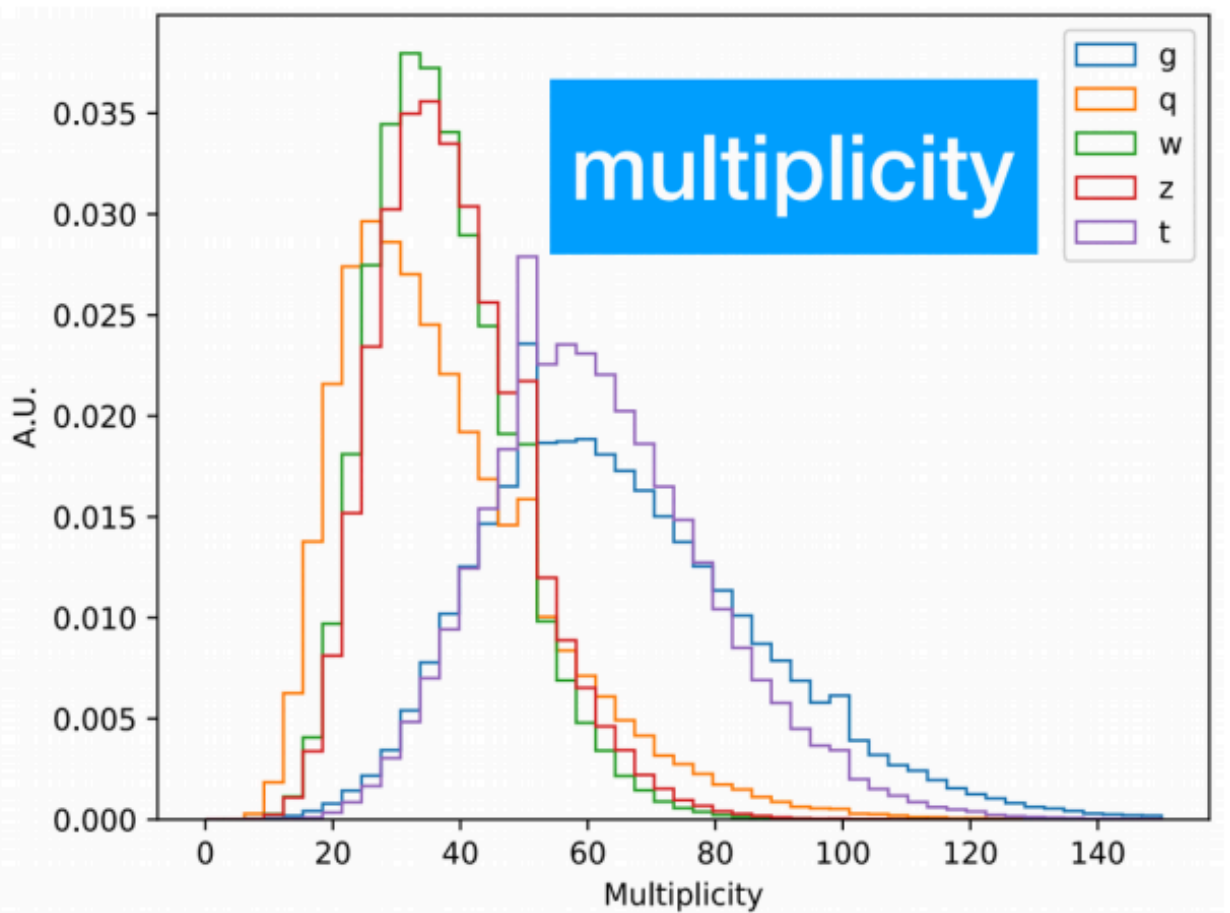
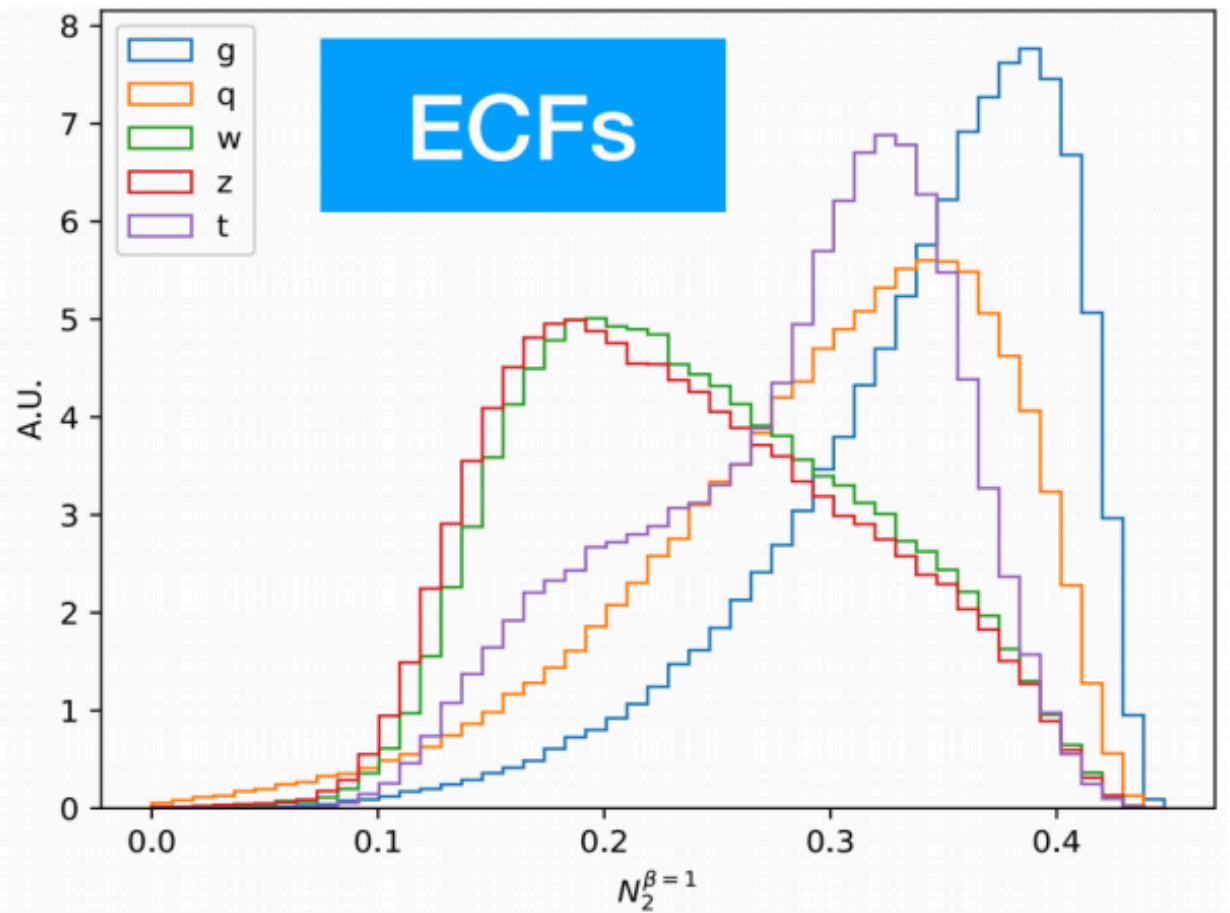
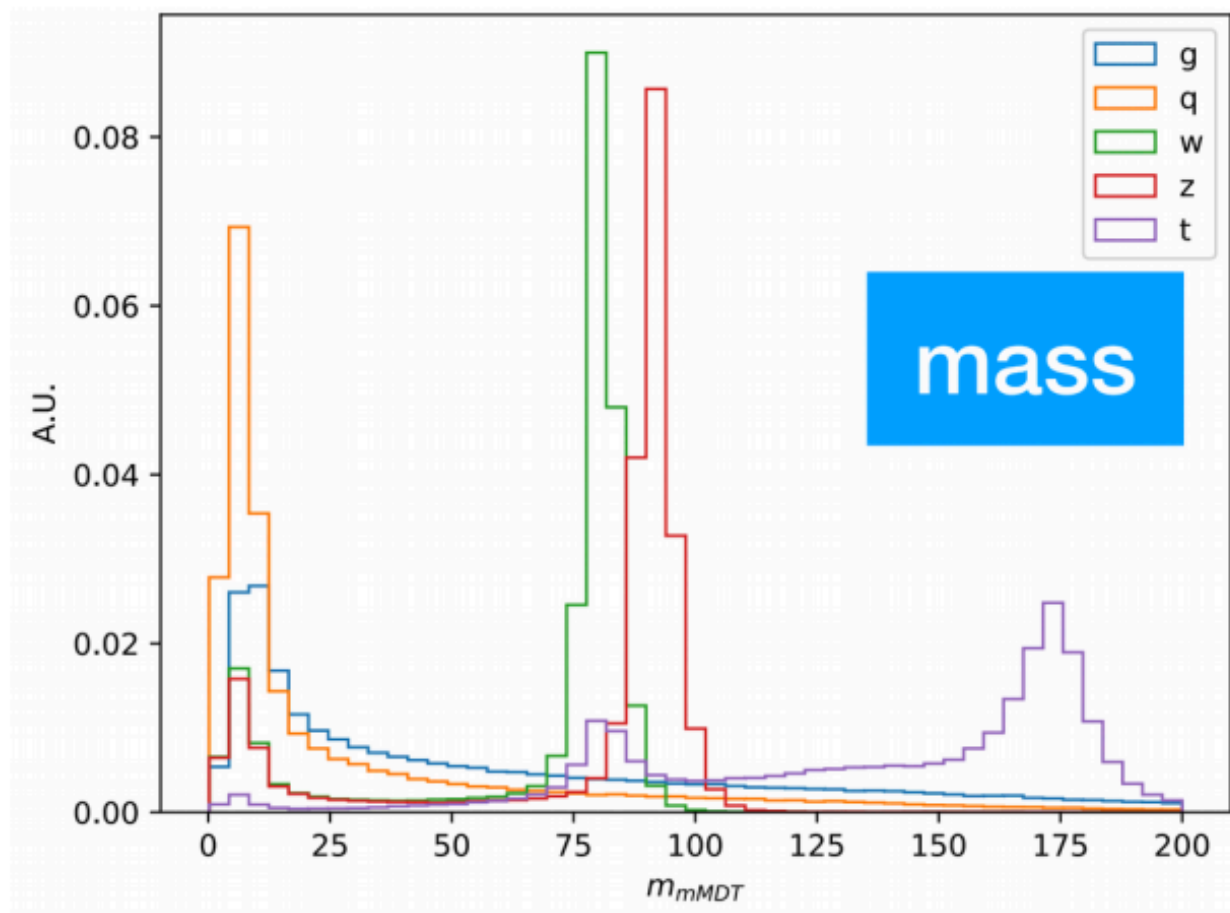


t → bW → bq̄q

Z → qq̄

W → qq̄

q/g background



Observables

$$m_{mMDT}$$

$$N_2^{\beta=1,2}$$

$$M_2^{\beta=1,2}$$

$$C_1^{\beta=0,1,2}$$

$$C_2^{\beta=1,2}$$

$$D_2^{\beta=1,2}$$

$$D_2^{(\alpha,\beta)=(1,1),(1,2)}$$

$$\sum z \log z$$

Multiplicity

Let's Practice

Follow instruction on GitHub:

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Extra Slides

Quantization

Quantization – Reducing the bit precision used for NN arithmetic

Why this is necessary?

- Floating-point operations (32 bit numbers) on an FPGA consumes large resources
- Not necessary to do it for desired performance
- **hls4ml** uses **fixed-point representation** for all computations
 - Operations are integer ops, but we can represent fractional values

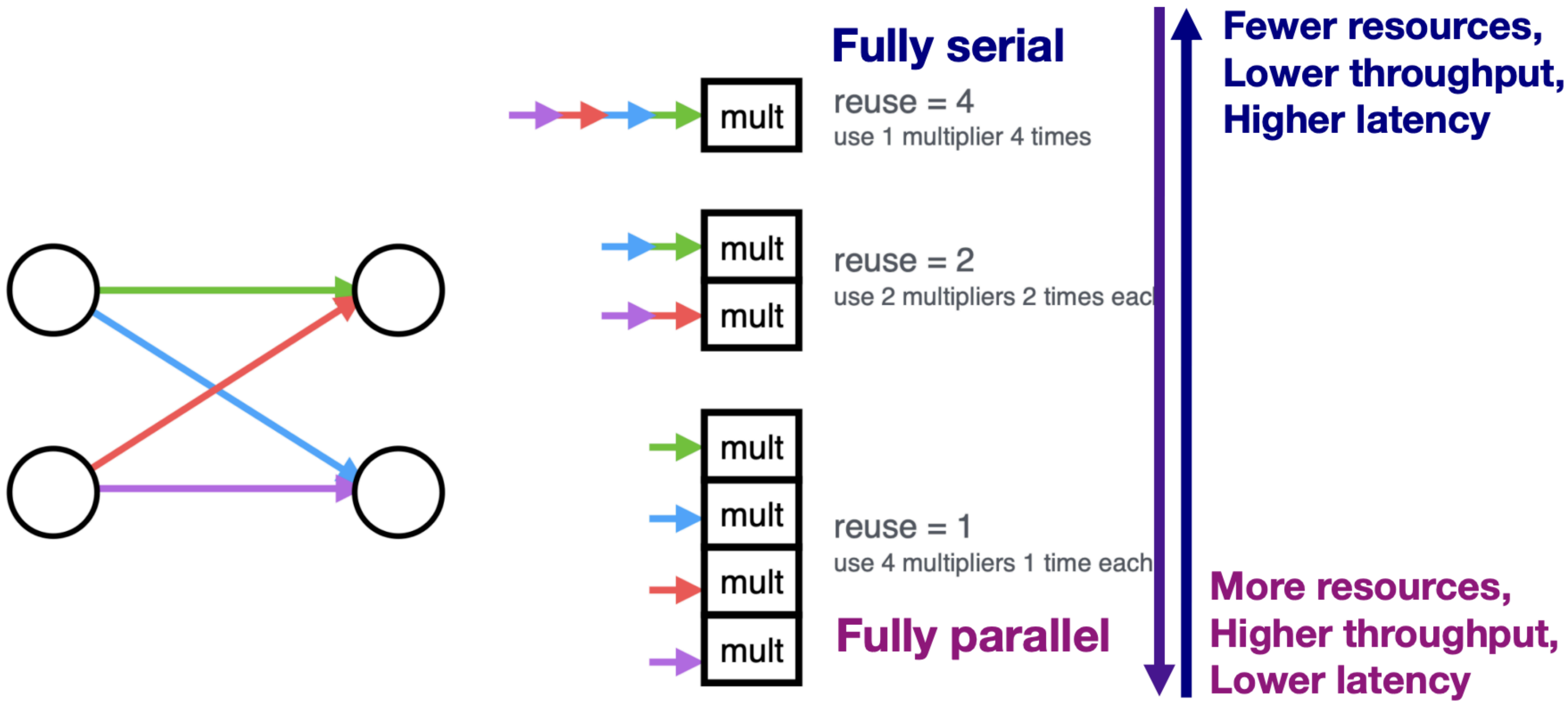
ap_fixed<width bits, integer bits>

0101.1011101010

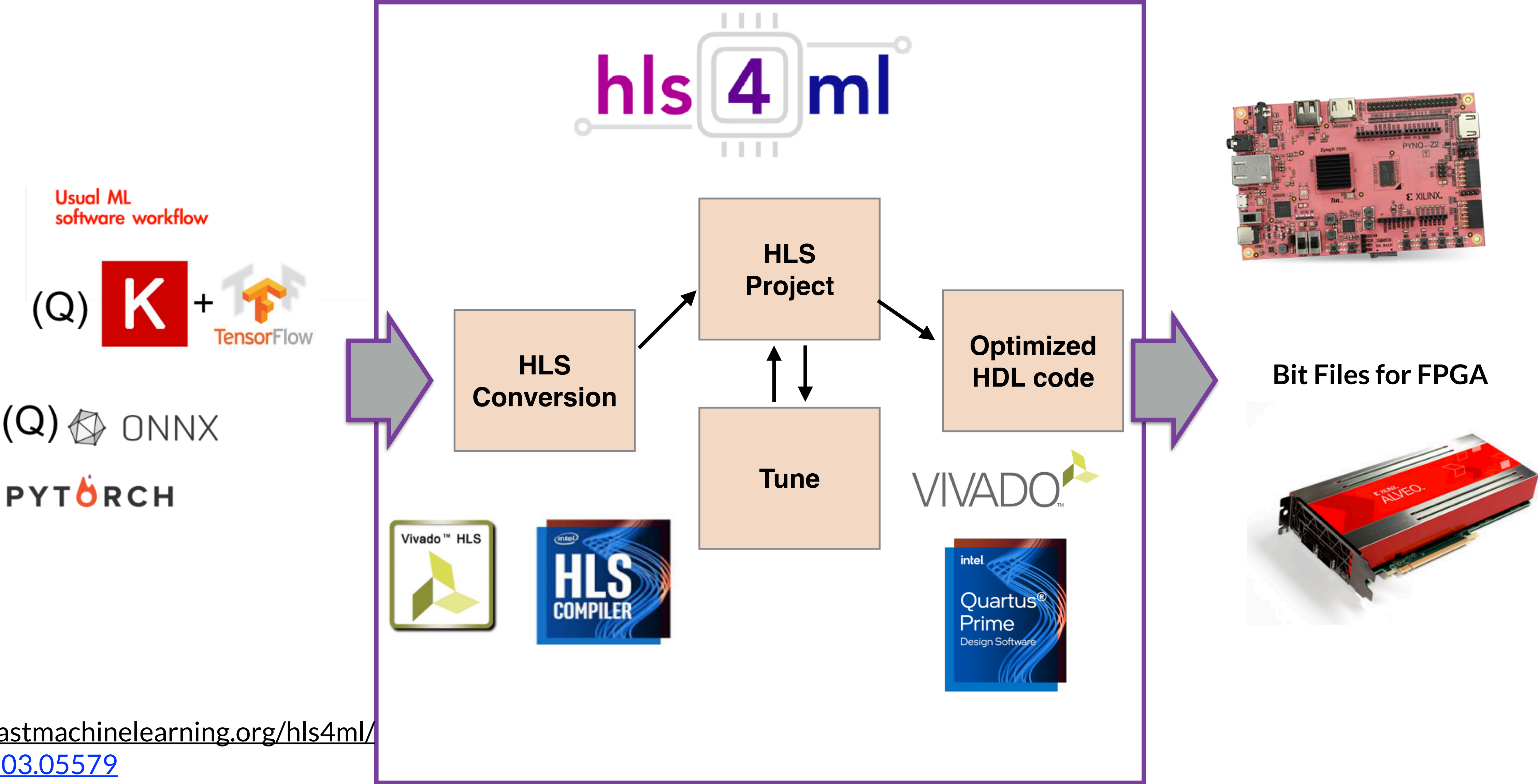


Parallelization

- Trade-off between **latency** and **FPGA resource usage** determined by the **parallelization** of the calculations in each layer
- Configure the **“reuse factor”** = number of times a multiplier is used to do a computation



High-Level Synthesis for Machine Learning



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[arXiv:2103.05579](https://arxiv.org/abs/2103.05579)