

# RL-MUL: Multiplier Design Optimization with Deep Reinforcement Learning

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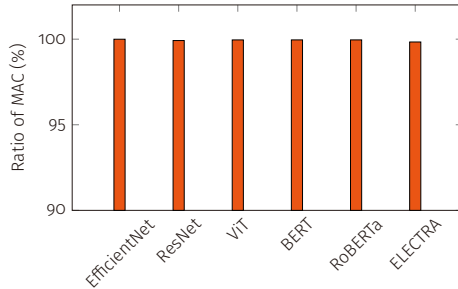


## Background and Motivation

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- ▶ Multipliers are widely adopted in various circuits, especially in the AI field.



**Figure 1:** Ratios of MAC computations in various neural networks.

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- ▶ Optimizing multipliers is challenging and non-trivial due to [the huge design space](#).

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  - *Mathematical programming*: GOMIL(ILP based)

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- ▶ PrefixRL use RL to optimize prefix adders

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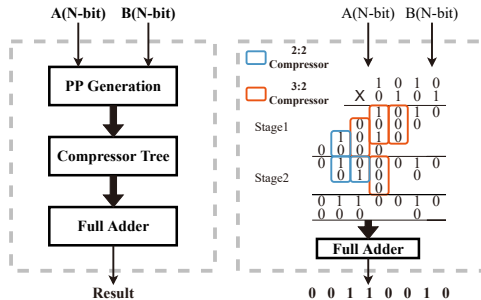
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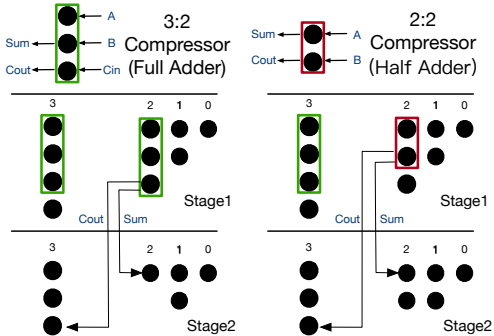
- ▶ The multiplier is usually implemented as three main parts:
  - A partial product generator (PPG)
  - A compressor tree (CT), which is the most critical part.
  - A carry propagation adder



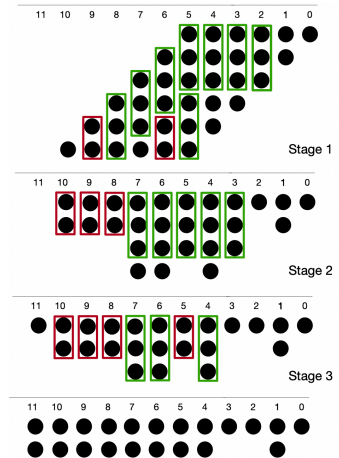
**Figure 2:** Multiplier architecture

# Compressor Tree

- ▶ Build a compressor tree.



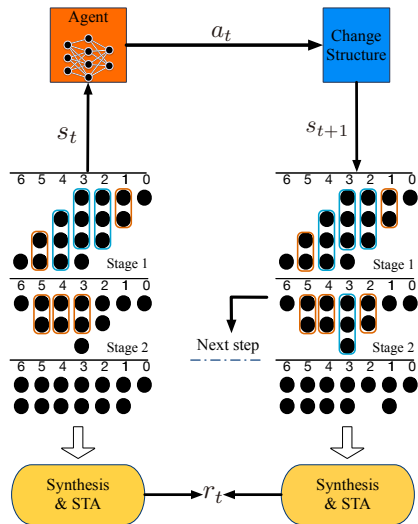
**Figure 3:** 3:2 and 2:2 compressor.



**Figure 4:** Compressor tree.

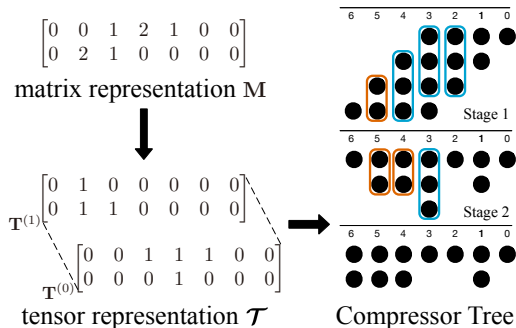
# RL Framework

- ▶ Deep Q-learning(DQN) based framework
- ▶ ResNet-18 as the agent
- ▶ A state  $s$  refers to a structure.
- ▶ An action  $a$  refers to modification on current structure  $s$
- ▶ Pareto-driven Reward



# Multiplier Representation and State Space

- ▶ State space  $\mathcal{S}$ : all  $N$ -bit multiplier structures.
- ▶ We use a matrix  $\mathbf{M} \in \mathbb{R}^{2N \times K}$  to present the structure.
  - Only consider total compressor number in each column.
- ▶ We also denote  $\mathcal{T} \in \mathbb{R}^{K \times 2N \times ST}$  as the tensor representation
  - With compressor information of each stage and each column





# Action Space

- ▶ Four actions for **each column**:
  - Add a 2:2 compressor
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- ▶ For a compressor tree with  $2N$  columns, the output of a deep Q-network is a vector that indicates the predicted Q-values:

$$Q(s_t) = [q_{11}, q_{12}, q_{13}, q_{14}, \dots, q_{2N,1}, q_{2N,2}, q_{2N,3}, q_{2N,4}], \quad (1)$$

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- ▶ Only **legal actions** can be selected.
- ▶ The compressor tree may not be legal after action.
  - We proposed an **legalization strategy** to refine the structure after action  $a$ , to **ensure legality** of the new structure  $s_{t+1}$ .

- ▶ The total cost of a structure is calculated by a **weighted sum** of area and delay values in **different constraints**:

$$cost = \sum_{i=1}^n area_i + w \sum_{i=1}^n delay_i$$

where  $area_i$  and  $delay_i$  is the synthesised metrics with  $i$ -th constraint,  $w$  is the weight to trade off area and delay.

- ▶ We define our reward  $r$  as the difference between  $s_t$  and  $s_{t+1}$ :

$$r_t = cost_t - cost_{t+1}$$

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# Experiment Settings

- ▶ Multiplier RTL Generator: EasyMAC
- ▶ *Synthesis tool*: Yosys built in OpenROAD
- ▶ *STA tool*: OpenSTA[Par] built in OpenROAD
- ▶ *Standard Cell Library*: NanGate 45nm Open Cell Library
- ▶ *Multiplier*: 8-bit and 16-bit, Booth and Non-booth

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- ▶ *Baselines*: GOMIL (ILP), Wallace, simulated annealing (SA)
- ▶ *RL training*:
  - 50 episodes
  - 60 steps in each episode
  - *Runtime*: About 20s per step for 16-bit multipliers.

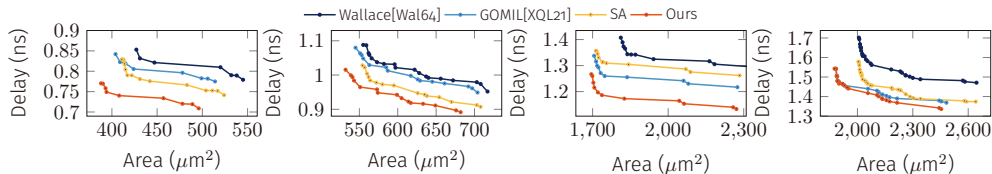
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# Experimental Results

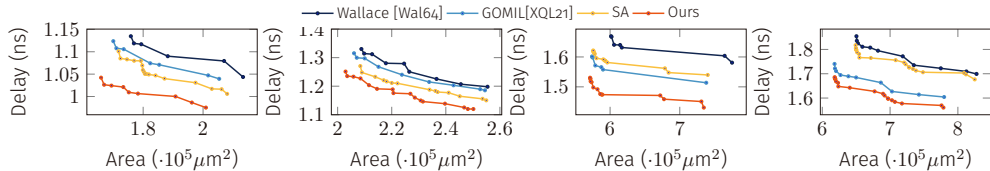
- ▶ We run synthesis flow for multipliers from RL-MUL and baseline approaches:



**Figure 5:** Pareto-frontiers of the synthesis results on multipliers. From left to right: 8-bit AND-based; 8-bit MBE-based; 16-bit AND-based; 16-bit MBE-based

# Experimental Results

- ▶ We further validated by [implemented multipliers](#) from RL-MUL and baseline approaches in [processing element \(PE\) arrays](#).



**Figure 6:** Pareto-frontiers of the synthesis results on PE arrays. From left to right: 8-bit AND-based; 8-bit MBE-based; 16-bit AND-based; 16-bit MBE-based

**Thanks for listening**

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