# Porting MADGRAPH to FPGA using High-Level Synthesis (HLS)

Héctor Gutiérrez, Luca Fiorini, Alberto Valero, Francisco Hervas

IFIC (Universitat de València - CSIC)

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AGENCIA Estatal de Investigación \* \* \*\*\*

THISTITUT DE FÍSICA

CSIC

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## ABSTRACT



The escalating demand for data processing in particle physics research has spurred the exploration of novel technologies to enhance efficiency and speed of calculations. This study presents the development of a porting of MADGRAPH, a widely used tool in particle collision simulations, to FPGA using High-Level Synthesis (HLS).

Experimental evaluation is ongoing, but preliminary assessments suggest a promising enhancement in calculation speed compared to traditional CPU implementations. This potential improvement could enable the execution of more **complex simulations** within shorter time frames.

This study describes the complex process of adapting MADGRAPH to FPGA using HLS, focusing on

MadGraph5\_aMC@NLO [1] is a framework that aims at providing all the elements necessary for SM and BSM phenomenology, such as the computations of cross sections, the generation of hard events and their matching with event generators. Processes can be simulated to LO accuracy for any user-defined Lagrangian, and the NLO accuracy in the case of **QCD** (Quantum Chromo Dynamics) corrections to SM processes. Matrix elements at the tree- and one-loop-level can also be obtained.

optimizing algorithms for parallel processing. A key aspect of the FPGA implementation of the MADGRAPH software is reduction of the **power consumption**, which important implications for the scalability of computer centers and for the environment. These advancements could enable faster execution of complex simulations, highlighting FPGA's crucial role in advancing particle physics research and its environmental impact.

## **FPGA IMPLEMENTATION**

Developing applications for Alveo [2] involves two parts: programming the host, which runs on x86 processors, and programming the **FPGA**, which accelerates specific functions. Host development is similar to regular software development, using C/C++ and the OpenCL API to manage tasks on the FPGA, transfer data, and program the FPGA in real-time, optimizing its resources.



### **CPU/FPGA Interaction**

FPGA application development is more complex, typically using low-level languages like Verilog or **VHDL**. However, the **Vitis** environment allows using **C/C++/OpenCL** to design functions, called kernels, which are automatically transformed into RTL using High-Level Synthesis (HLS). Once the RTL is generated, Vitis handles the synthesis, mapping, and creation of the bitstream, packaged in an xclbin file, to program the FPGA.



### **MADGRAPH's functioning and GPU port**

Credits to: <u>Madgraph5\_aMC@NLO for GPUs</u> group

## HLS AND FPGA RESOURCES

The CPU sends the number of events and the random events data to the FPGA, where this calculates the Momenta and the Matrix Element. Both results are sent back to the CPU for further evaluation.





| Resource | Utilization | Avalible | Utilization(%) |
|----------|-------------|----------|----------------|
| LUT      | 404715      | 1759631  | 23             |
| FF       | 549021      | 3660140  | 15             |
| DSP      | 5218        | 12424    | 42             |
| BRAM     | 22          | 3280     | 0.6            |

### **FUTURE IMPLEMENTATIONS**

The idea is to have a hybrid



[2] Xilinx. (n.d.). Vitis development flow. Xilinx. https://xilinx.github.io/graphanalytics/vitis-dev-flow.html

system, where, in addition to using the CPU and FPGA for the most computationally intensive tasks, AI Engines are introduced to further accelerate calculations, allowing the FPGA to be used for other tasks.

