



CprE 588

Embedded Computer Systems

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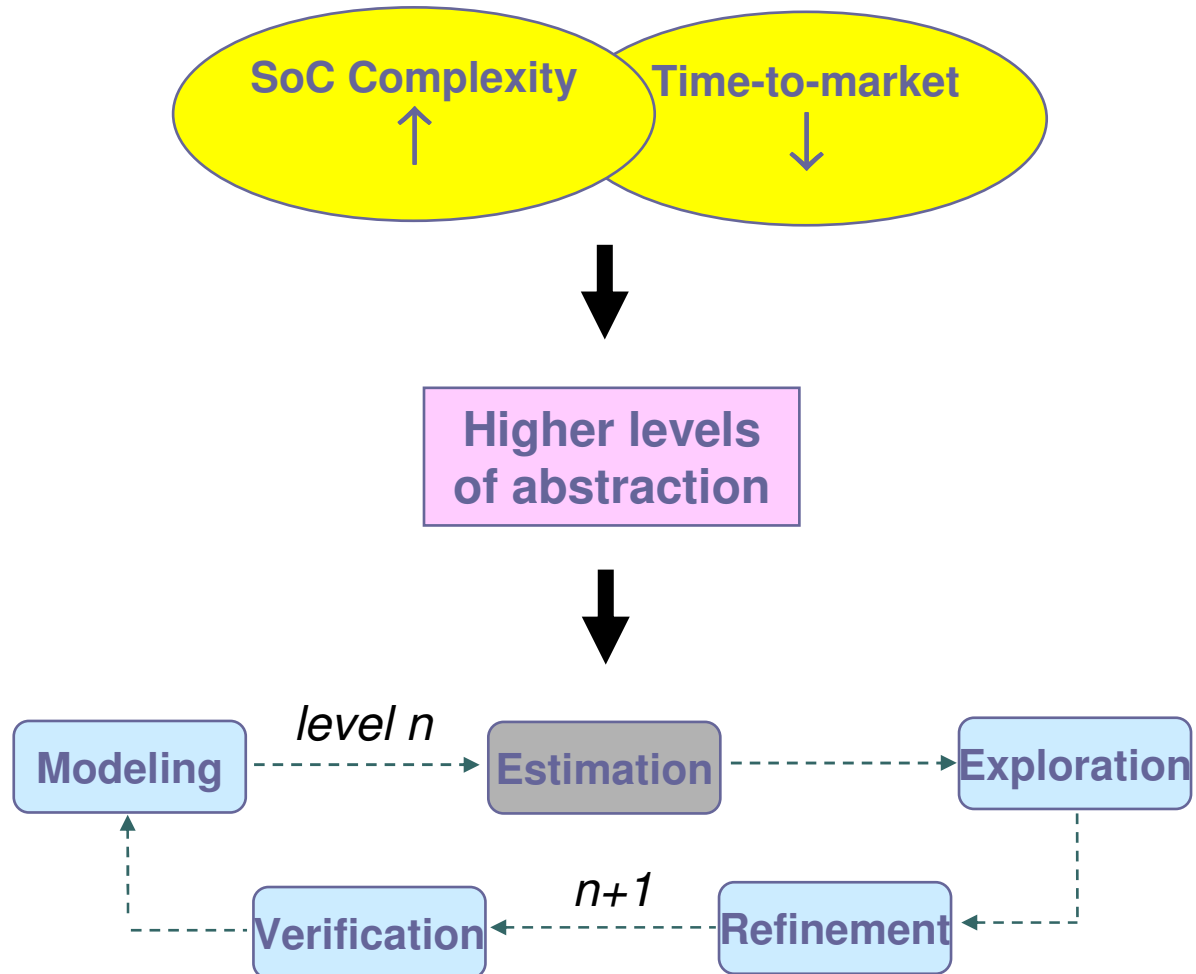
Lecture #8 – Architectural Specialization

●●● | Outline

- Motivation
- Related Work
- Design Flow
- Basic Concepts
- Multi-Metrics
- Experimental Results
- Conclusion

L. Cai, A. Gerstlauer, and D. Gajski, “Retargetable Profiling for Rapid, Early System-Level Design Space Exploration”, In *Proceedings of the Design Automation Conference (DAC)*, 2004.

Motivation



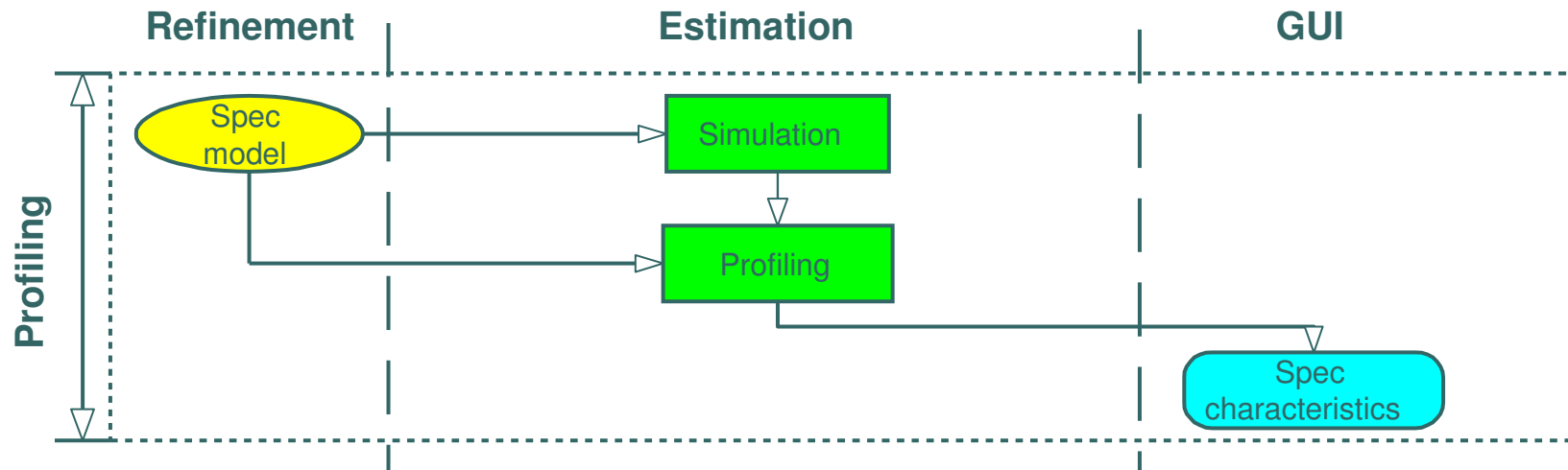
●●● | System Level Estimation

- Fast
- Accurate → Fidelity
- Different abstraction levels
- Wide range of metrics
- Wide variety of target implementation

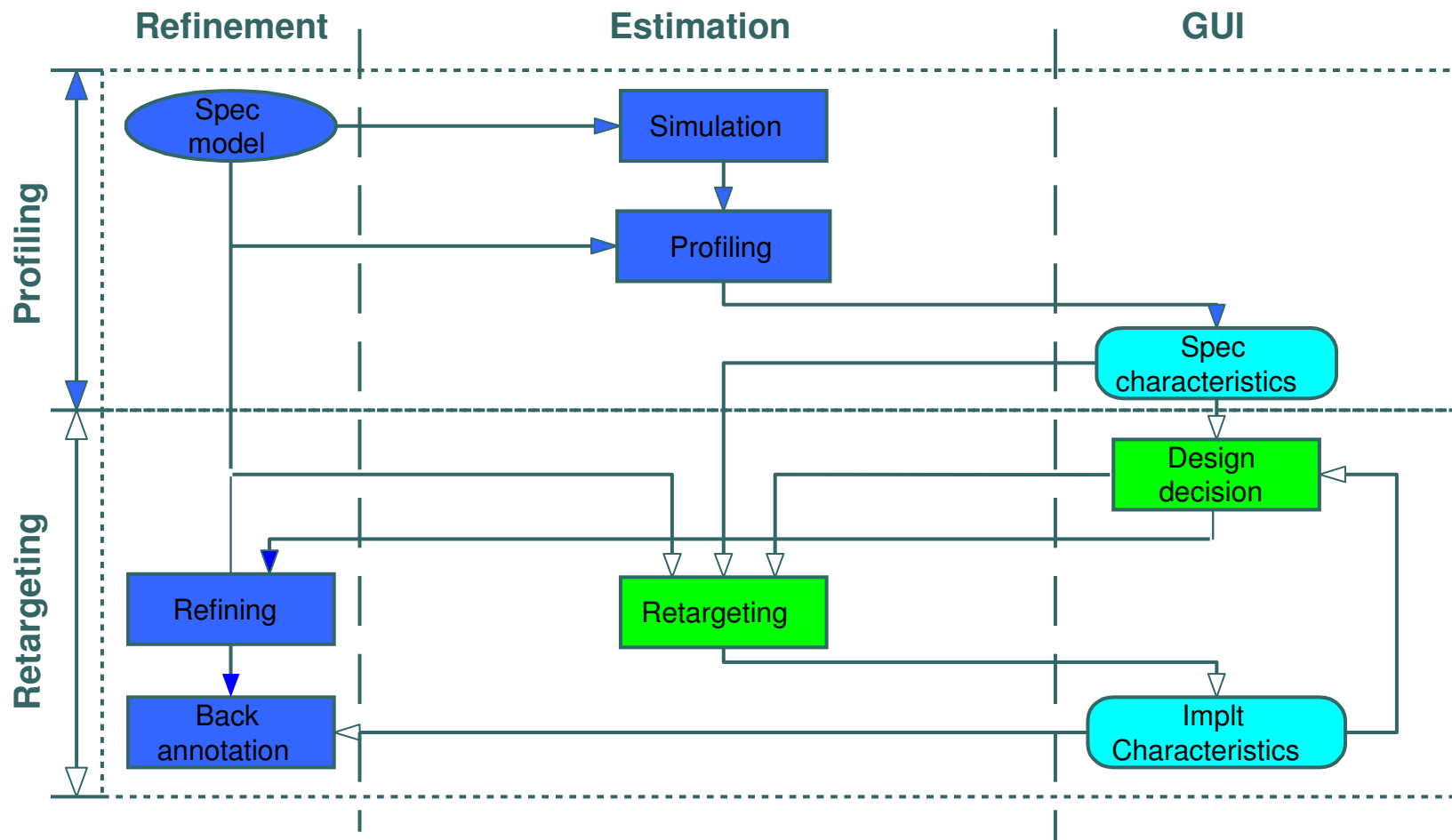
●●● | Related Work

- Static analysis-based approaches
 - **Examples**
 - WCET (Y. Li), scheduling analysis (G. Buttazzo)
 - Memory size estimation (Y. Zhao)
 - **Limitations**
 - Time-consuming, manual interference
- Dynamic simulation-based approaches
 - **Examples**
 - Profiling tools (GNU profiler)
 - Instruction-set simulators
 - Multi-processor, multi-level co-simulation (P. Gerin)
 - Trace-based simulation (K. Lahir, P. Lieverse)
 - **Limitations**
 - A simulation is required for each design alternative
 - Target/host machine-dependent characteristics
 - Operation-related data

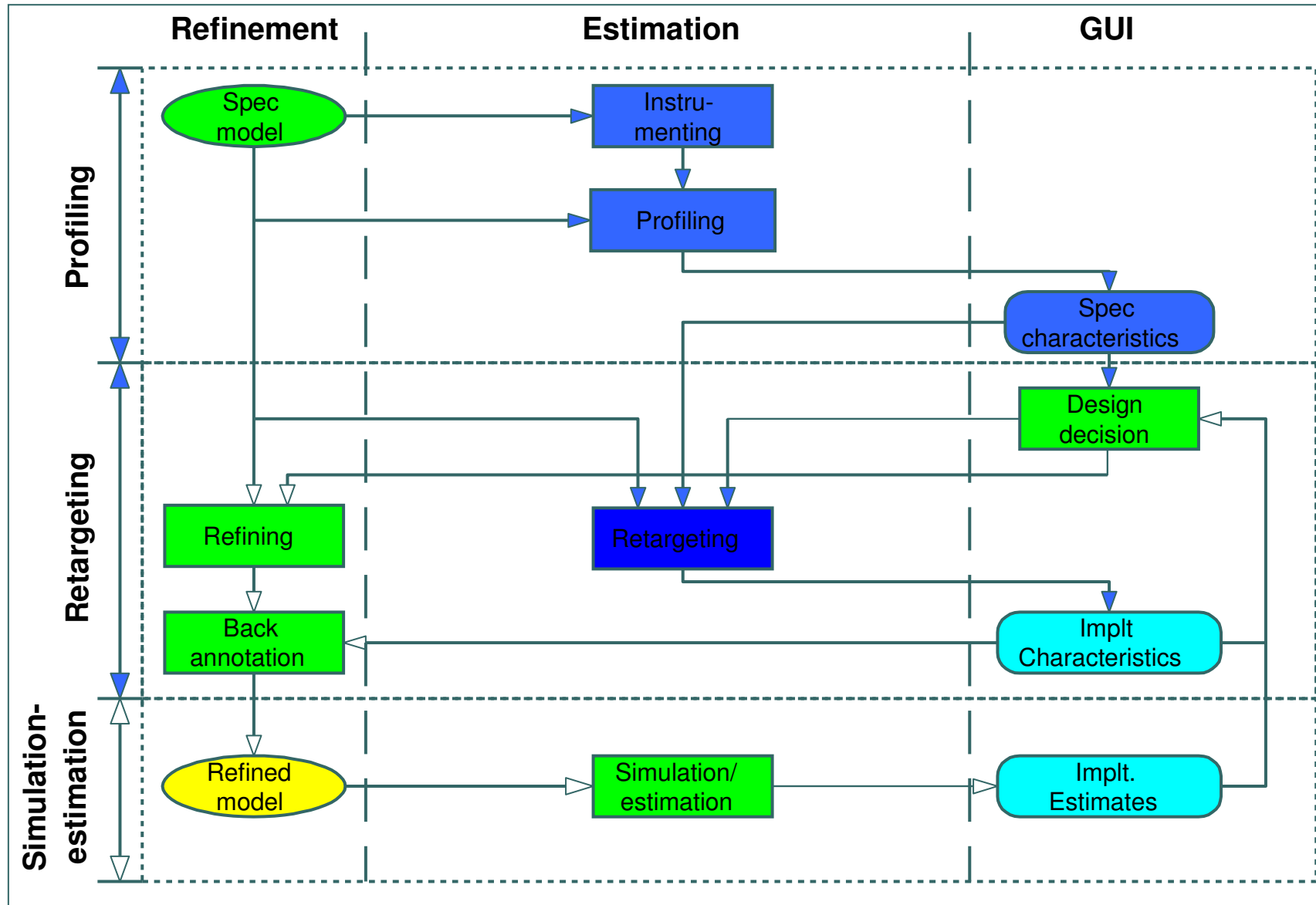
Design Flow



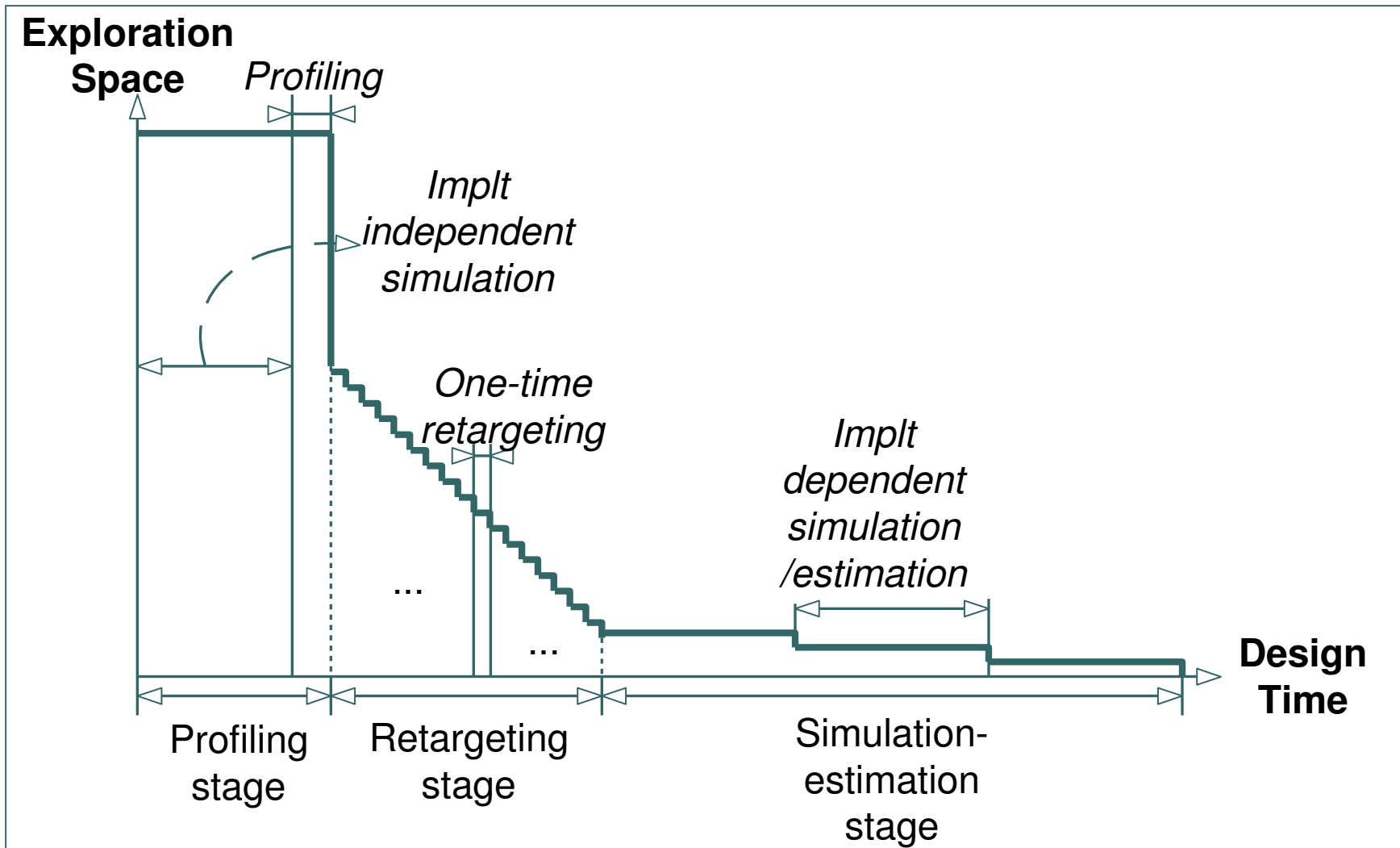
Design Flow (cont.)



Design Flow (cont.)



Explore and Trim



●●● | Profiling

- Instrumentation-based profiling
 - B_b : The execution counts of basic block b
 - $C_{b,i,d}$: No. of computed characteristics for item type i and data type d in the block b
 - Data type i : float, int, ..
 - Item type d : metric dependant

- $R_{i,d} = \sum_b C_{b,i,d} B_b$
- $R = \sum_i \sum_d R_{i,d}$

```

int b,c;
if( a = 0){
    b++;
}
else{
    b++;
    c++;
}
  
```

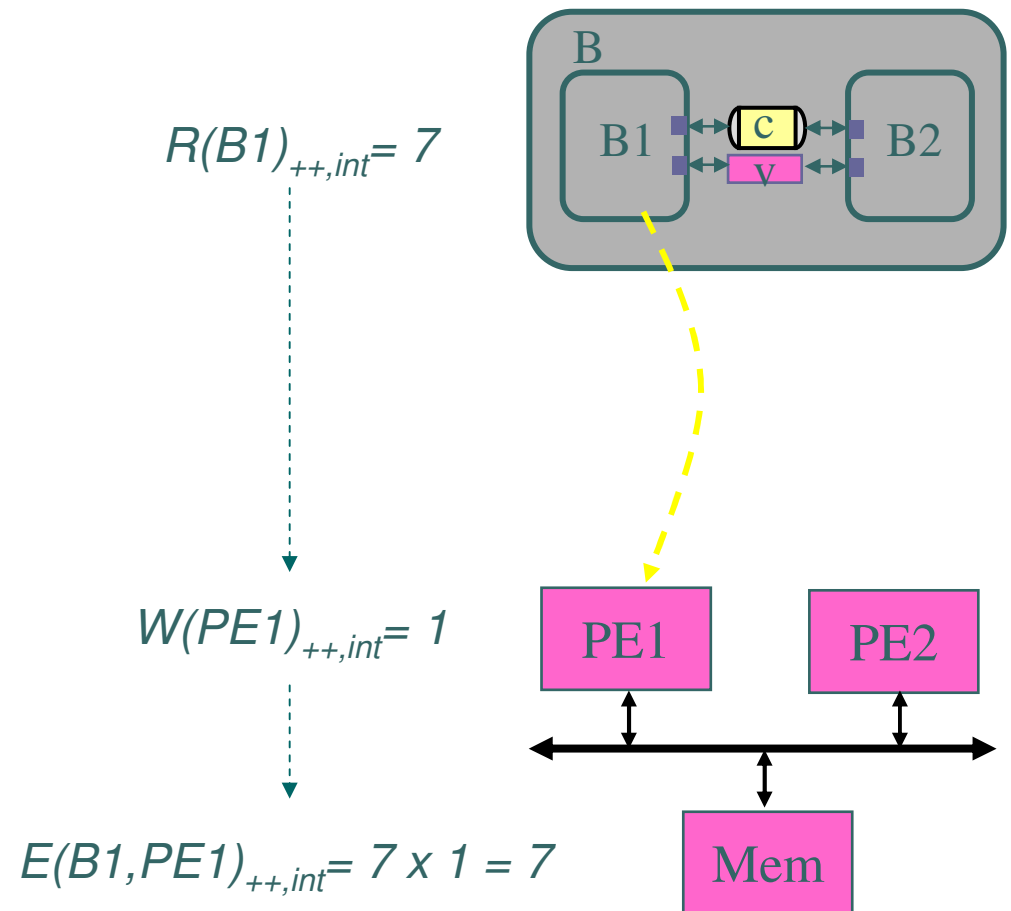
→ $B_1 = 1$
 $C_{1,++,int} = 1$

→ $B_3 = 3$
 $C_{3,++,int} = 2$

$$\begin{aligned}
 R_{++,int} &= \sum_i [B_i * C_{i,++,int}] \\
 &= 1 \times 1 + 3 \times 2 \\
 &= 7
 \end{aligned}$$

Retargeting

- Impl. characteristics
 - $R_{i,d}$: Spec. characteristics
 - $W_{i,d}$: weights of components which the entity mapped to
 - Manual
 - Simulation
 - $E = \sum_i \sum_d (R_{i,d} \times W_{i,d})$
 - Time complexity: $O(n)$

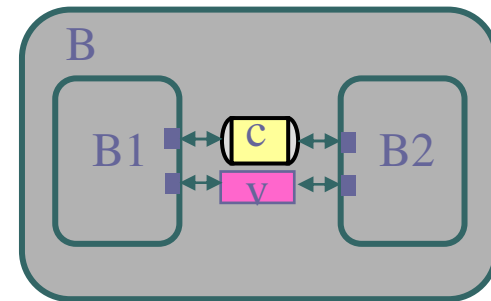


●●● | Challenges

- Separating dynamic and static analysis

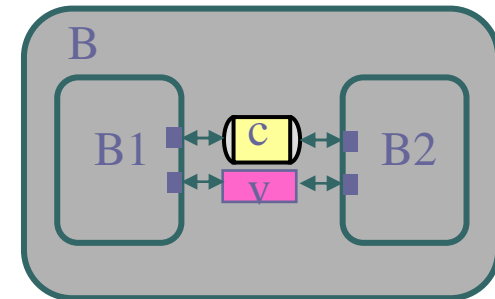
●●● | Challenges (cont.)

- Separating dynamic and static analysis
- Supporting complex models
 - Hierarchy
 - Recursion



●●● | Challenges (cont.)

- Separating dynamic and static analysis
- Supporting complex models
 - Hierarchy
 - Recursion
- Multi-dimensional analysis

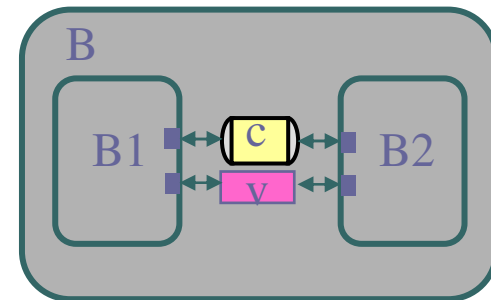


Traditional approach



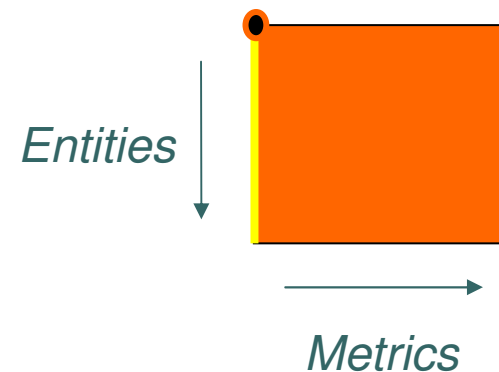
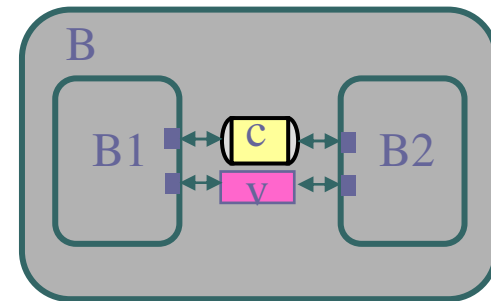
●●● | Challenges (cont.)

- Separating dynamic and static analysis
- Supporting complex models
 - Hierarchy
 - Recursion
- Multi-dimensional analysis
 - Multi-entities
 - Behavior, channel, port, variable



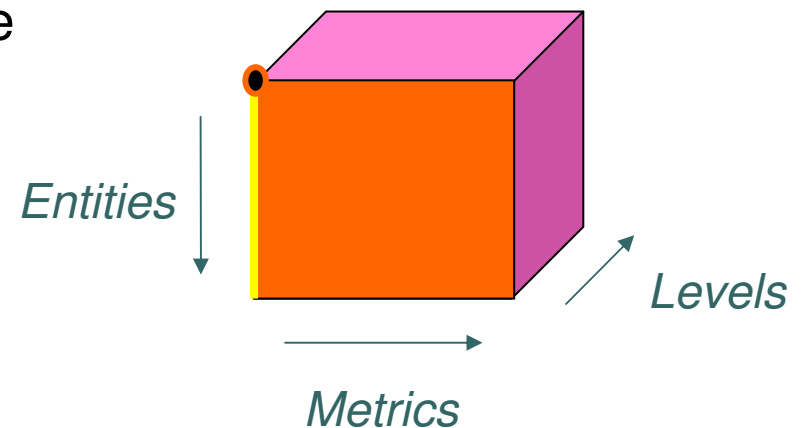
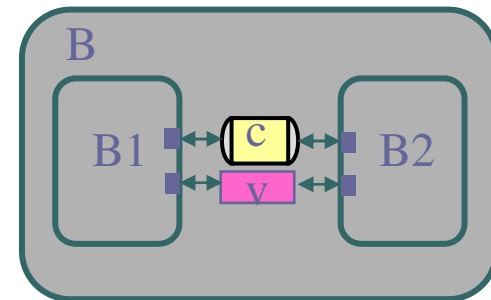
Challenges (cont.)

- Separating dynamic and static analysis
- Supporting complex models
 - Hierarchy
 - Recursion
- Multi-dimensional analysis
 - Multi-entities
 - Behavior, channel, port, variable
 - Multi-metrics
 - Operation, traffic, storage
 - Static, dynamic



Challenges (cont.)

- Separating dynamic and static analysis
- Supporting complex models
 - Hierarchy
 - Recursion
- Multi-dimensional analysis
 - Multi-entities
 - Behavior, channel, port, variable
 - Multi-metrics
 - Operation, traffic, storage
 - Static, dynamic
 - Multi-levels
 - Application, transaction, bus-functional



●●● | Operation Metrics

- Entities: behavior
- Item types
 - 84 basic types: '+', '=', 'if' ..
 - Special operation types: global function
- Specification characteristics

| | Static | Dynamic |
|-------------|---------------------------|---|
| Def. | No. of operations in spec | No. of executed Oper. during simulation |
| Rep. | Code complexity | Computational complexity |

- Mapping: behavior → PE
- Implementation characteristics

| | Static | Dynamic |
|-------------|--|---|
| Rep. | <u>Code Size:</u> Program memory size(SW) Custom hardware controller(HW) | <u>No. of executed clock cycles:</u> Execution time; power consumption |

Traffic Metrics

- Entities: port, variable, channel, behavior
- Item types: in, out
- Specification characteristics

| | Static | Dynamic |
|-------------|--------------------------|---|
| Def. | No. of connected ports | No. of P/V/C accessed during simulation |
| Rep. | Connectivity complexity. | Access complexity. |

- Mapping:
 - Port → PE
 - Variable/channel → bus
- Implementation characteristics

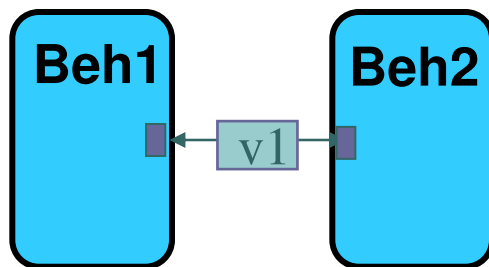
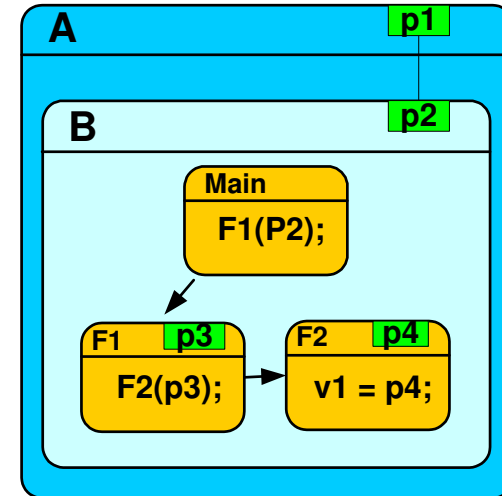
| | |
|------------|-----------------------|
| Bus | Communication delay |
| PE | Data preparation time |

| | |
|---------------|----------------------|
| Static | Sequential behaviors |
| Dyn. | Parallel behaviors |

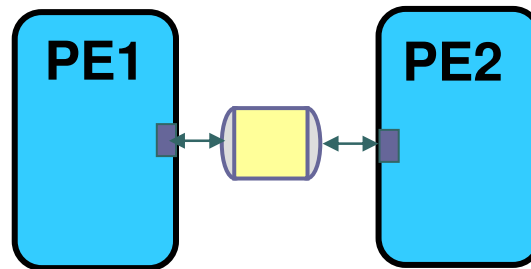
| | |
|-----------------------------|--|
| Application level | Traffic between behaviors. |
| Bus functional level | Fan-in/fan-out, bus capacity, traffic over pin |

Deriving Traffic Metrics

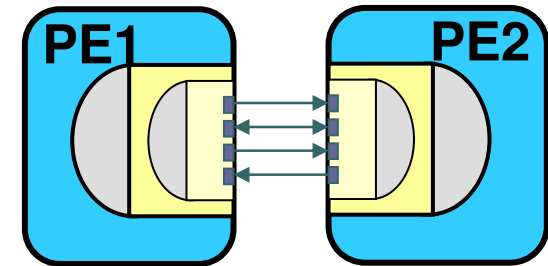
- Profiling for the hierarchically instantiated behaviors and recursively called functions
 - A.p1 → B.p2 → B.F1.p3 → B.F2.P4
- Different abstraction levels



- Beh.port → Var



- Beh.port → Chan
- Chan in Chan



- Beh.port → Pin
- Chan.port ↔ Chan

Storage Metrics

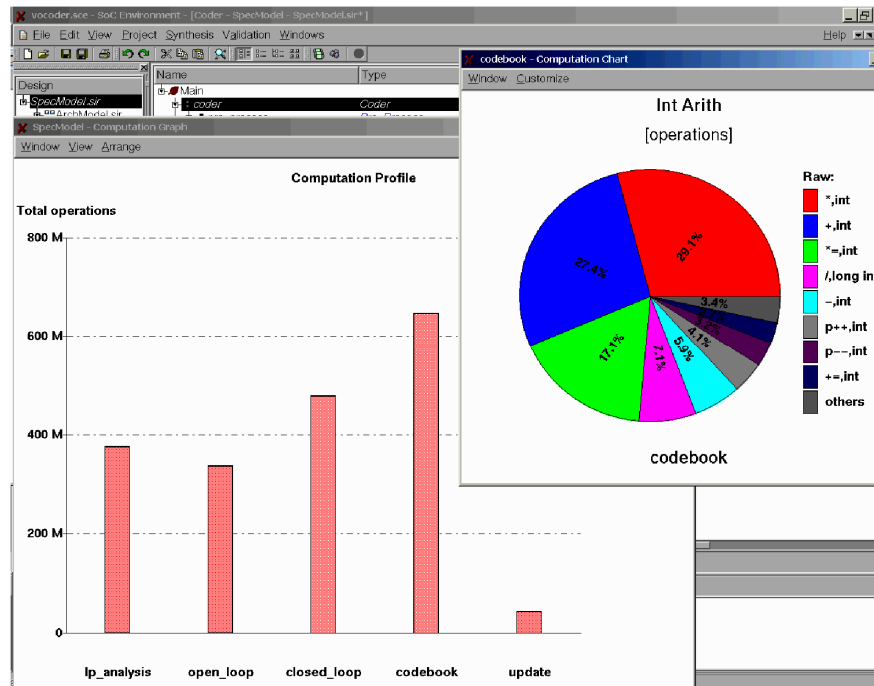
- Entity: variable, behavior
- Item types: local, global
- Specification characteristics

| | Static | Dynamic |
|------|---------------------------|--|
| Def. | No. of static variables | No. of dynamic allocated memory |
| Rep. | Static memory requirement | Stack requirement (local) Heap requirement (global) |

- Mapping:
 - Variable → local/global memory
- Implementation characteristics

| | Static | Dynamic |
|------|--------------------|-----------------|
| Rep. | Static memory size | Stack/heap size |

Exp. Result: Vocoder Profiling



*Floating-point not required
Dedicated hardware multipliers*

HW acceleration

Table 1: Computational complexity of top-level Vocoder behaviors

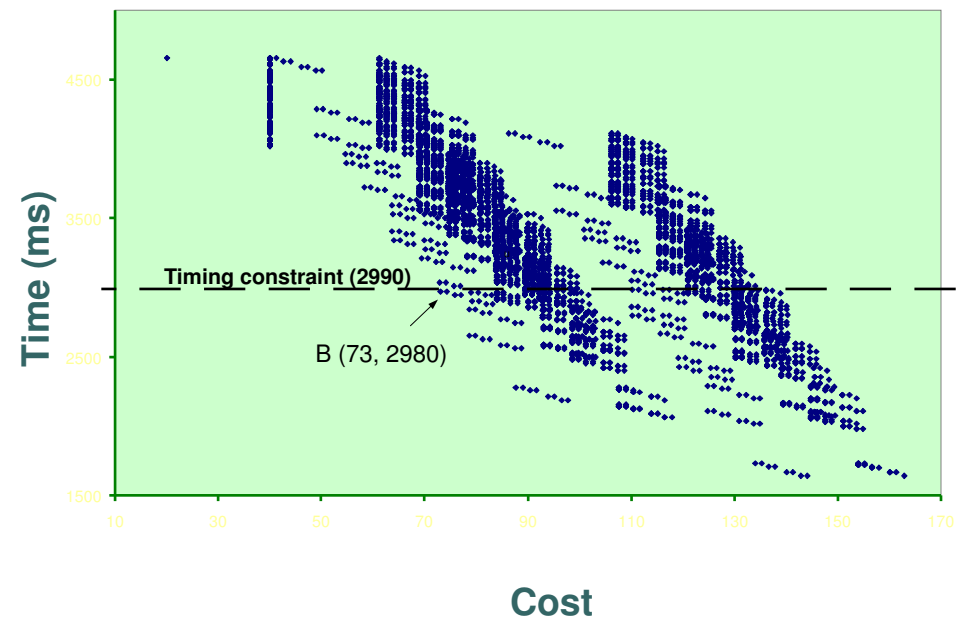
| LP Analysis | Open Loop | Closed Loop | Codebook | Update |
|-------------|-----------|-------------|-----------|----------|
| 377.0 MOp | 337.1MOp | 478.7 Mop | 646.4 Mop | 43.6 Mop |

Table 2: Codebook operation mix

| (x, int) | (+, int) | (-, int) | (/,int) | (others,int) |
|----------|----------|----------|---------|--------------|
| 46.2% | 33.5% | 9.1% | 7.1% | 4.1% |

●●● | Exp. Result: Vocoder Profiling (cont.)

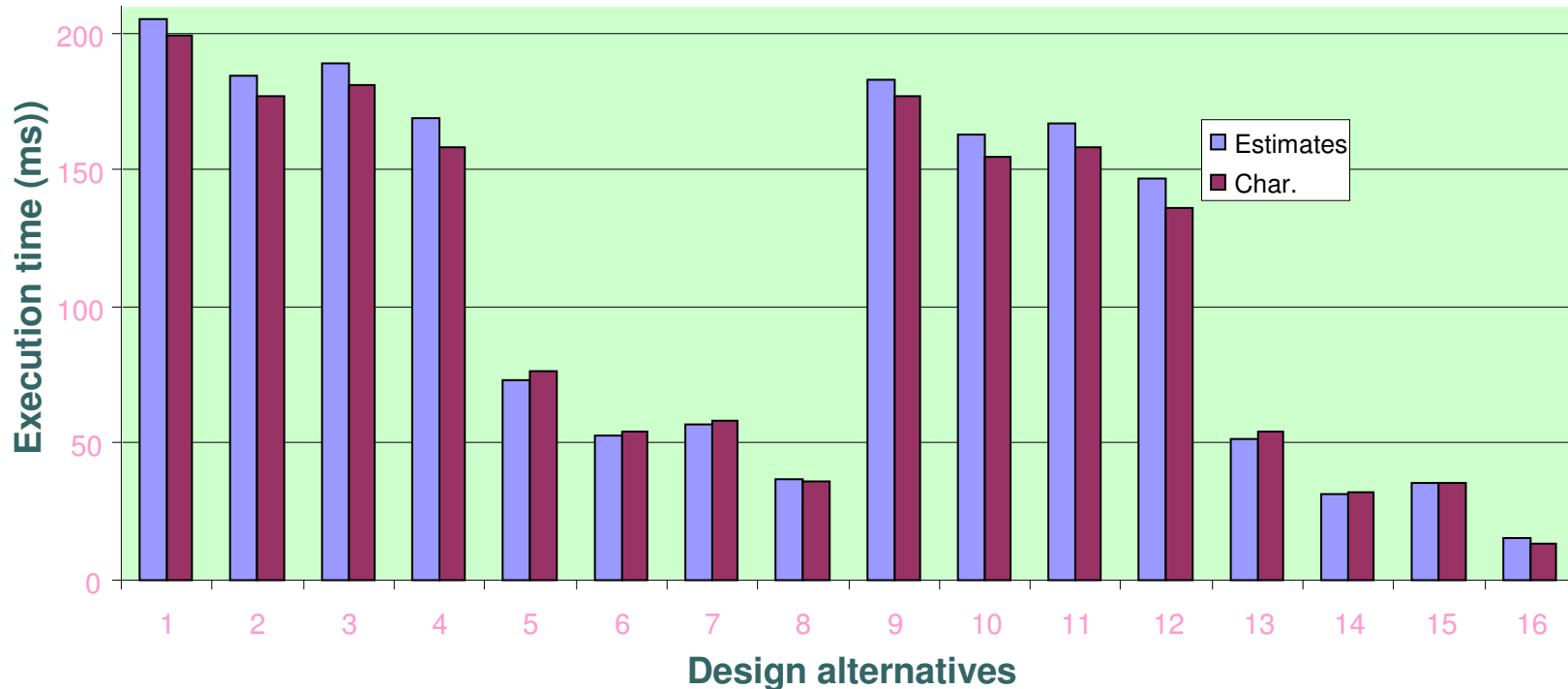
- 8 behaviors → 3 PEs
- Total $3^8 = 6561$ design alternatives
- Evaluation time: 3:15 hour
 - 1 simulation (2.23s)
 - 1 profiling (8.41s)
 - 6561 retargeting (0.8s)
 - 6561 mapping (0.97s)





Exp. Result: JPEG Encoder

Implementation characteristics vs implementation estimates



- Map 4 behaviors → 2 PEs: 2⁴ design alternatives
- Accuracy: 12.5%, fidelity = 100%

●●● | Conclusion

- Dynamic profiling + static retargeting
 - Profiling: helps completely comprehend the specification
 - Retargeting: ultra-fast (linear time), enables initial, exhaustive exploration of design space.
- Multi-dimensional analysis
 - Multi-entities
 - Behavior, channel, variable, port
 - Multi-abstraction levels
 - Application level, transaction level, bus-functional level
 - Multi-metrics
 - Operation, traffic, storage
 - Static, dynamic