

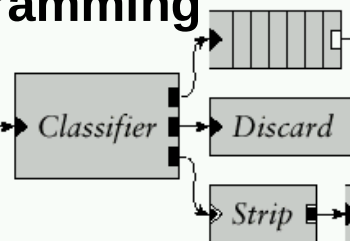


Parallel Programming Models & Platforms Application to Multimedia

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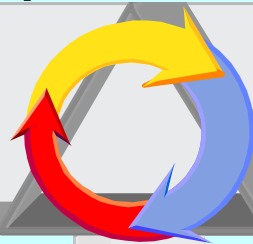
Parallel programming models

- ✓ Keep it simple, regular, predictable
- ✓ Use industry standards: Processors, NoC, I/O
- ✓ Simplify use of legacy architectures

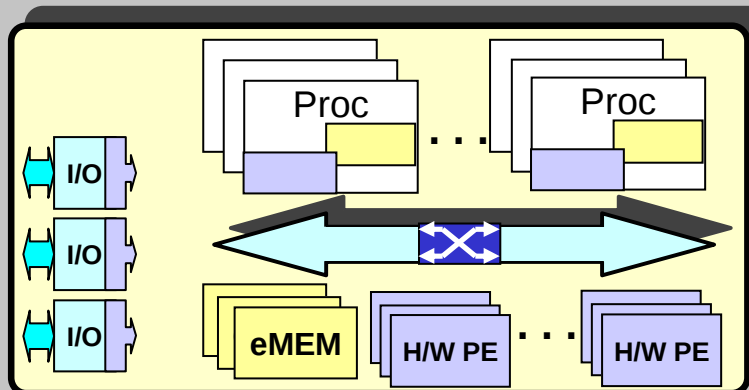


- ✓ Proven, established programming models
- ✓ User-defined parallelism

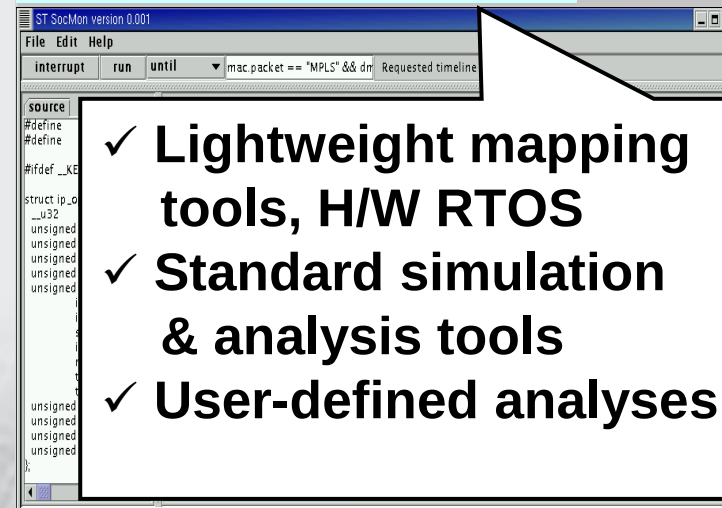
Application S/W



FlexMP SoC Platform



MultiFlex SoC Tools



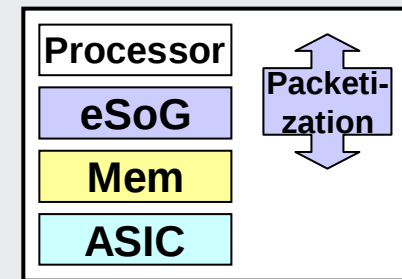
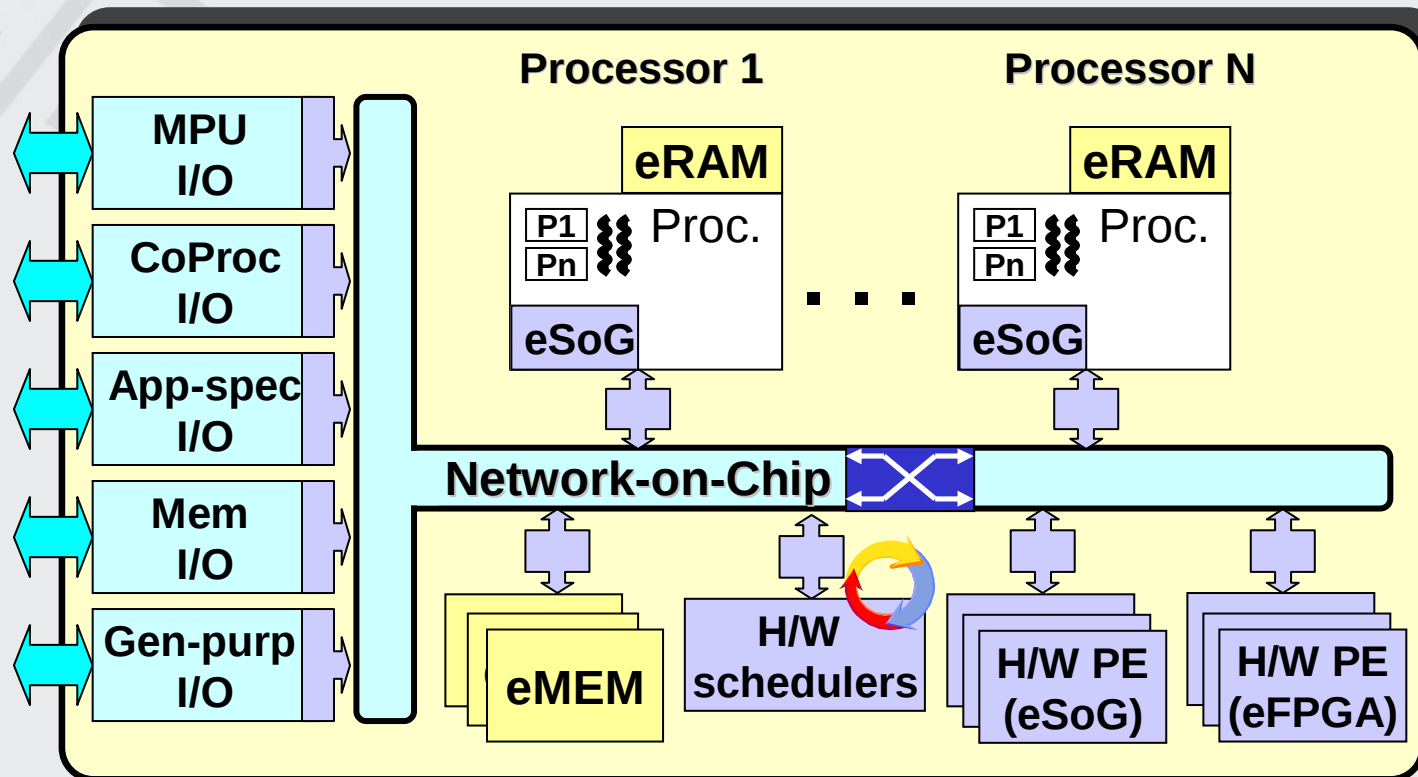
- ✓ Lightweight mapping tools, H/W RTOS
- ✓ Standard simulation & analysis tools
- ✓ User-defined analyses

Outline

- ❑ FlexMP architecture platform
- ❑ MultiFlex Tools and Methodologies
 - MP-SoC compilation, H/W O/S
- ❑ Applications
 - **MPEG4 video codec**
 - 10 Gb/s IPv4 packet forwarding
 - 2.5 Gb/s traffic manager
 - 3G basestation

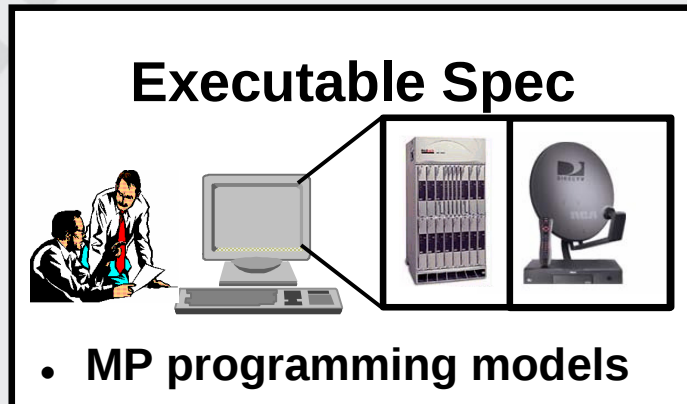


FlexMP SoC Platform



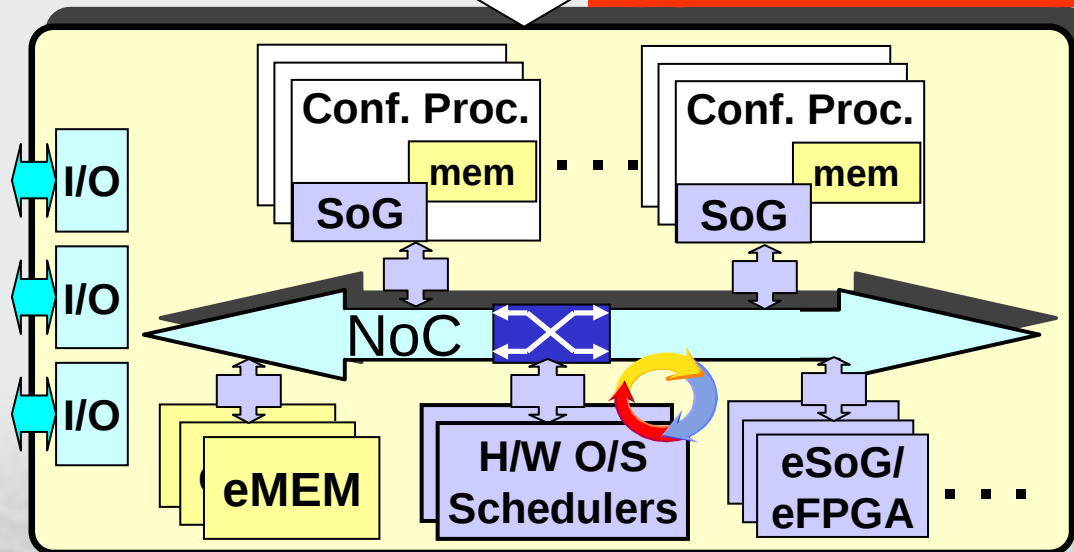
- ❑ Multi-threaded, multi-processor platform
- ❑ Popular processor models w. config. extensions:
H/W multithreading and pipeline depth

MultiFlex MP-SoC Platform Tools



- Two parallel Programming Models
 - DSOC: Message passing
 - SMP: Shared memory

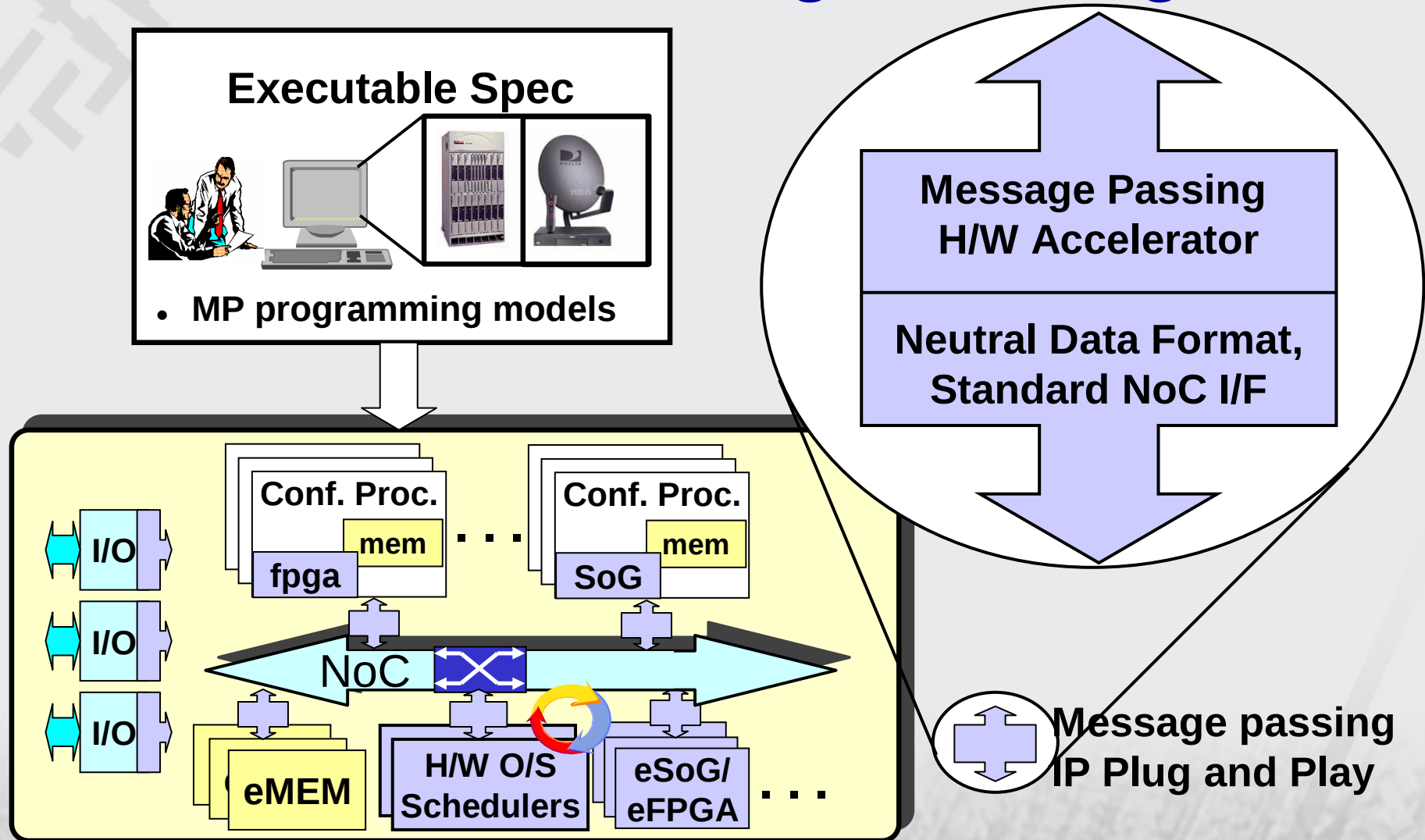
Application to platform mapping



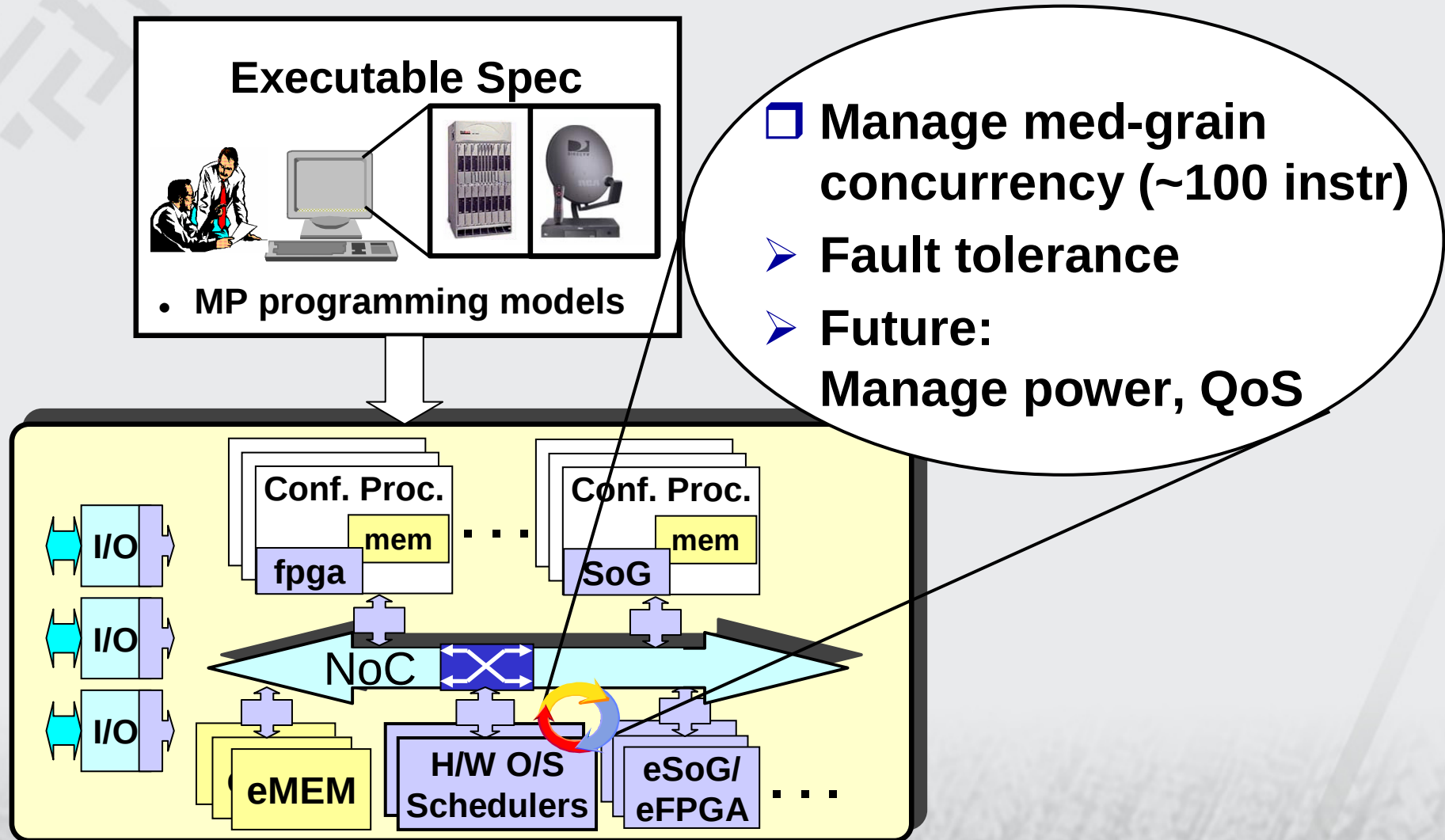
⊕ H/W message passing,
IP Plug and Play

↻ H/W MP-O/S
scheduler
accelerators

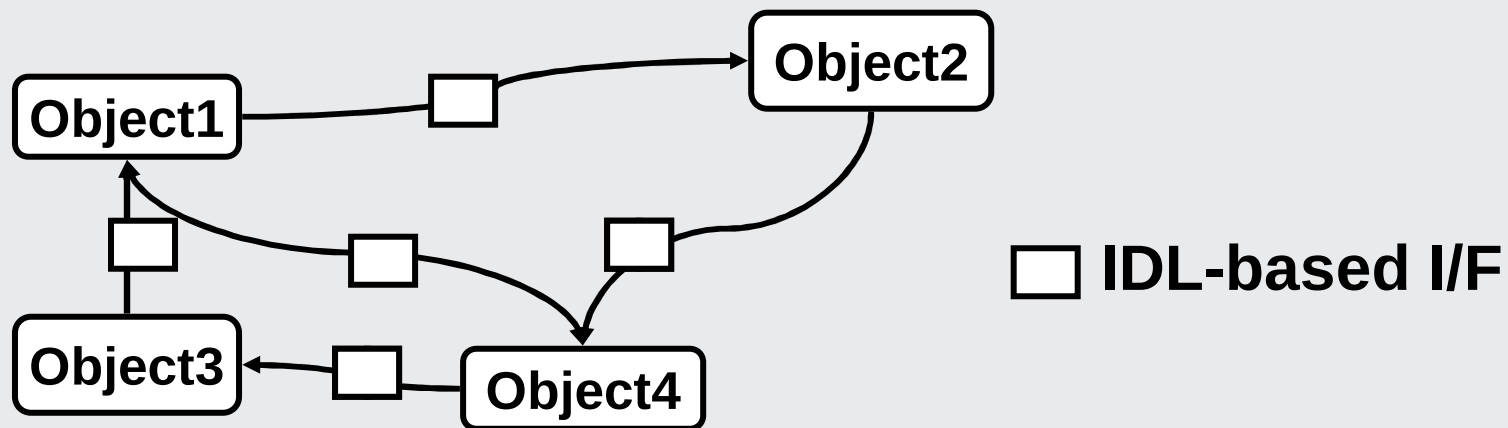
MultiFlex Message Passing



MultiFlex H/W O/S

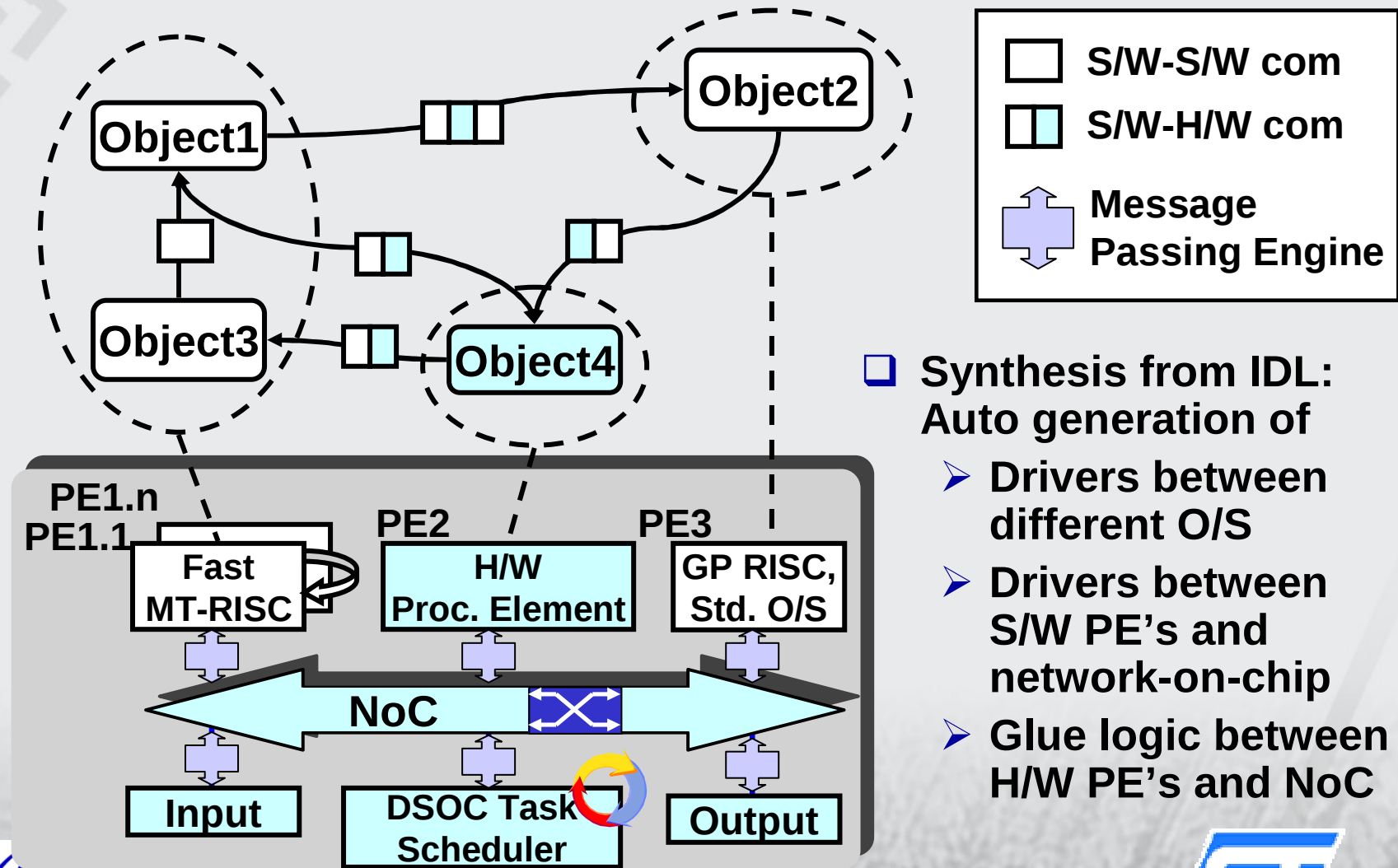


Message Passing Model: DSOC (Distr. System Object Component)



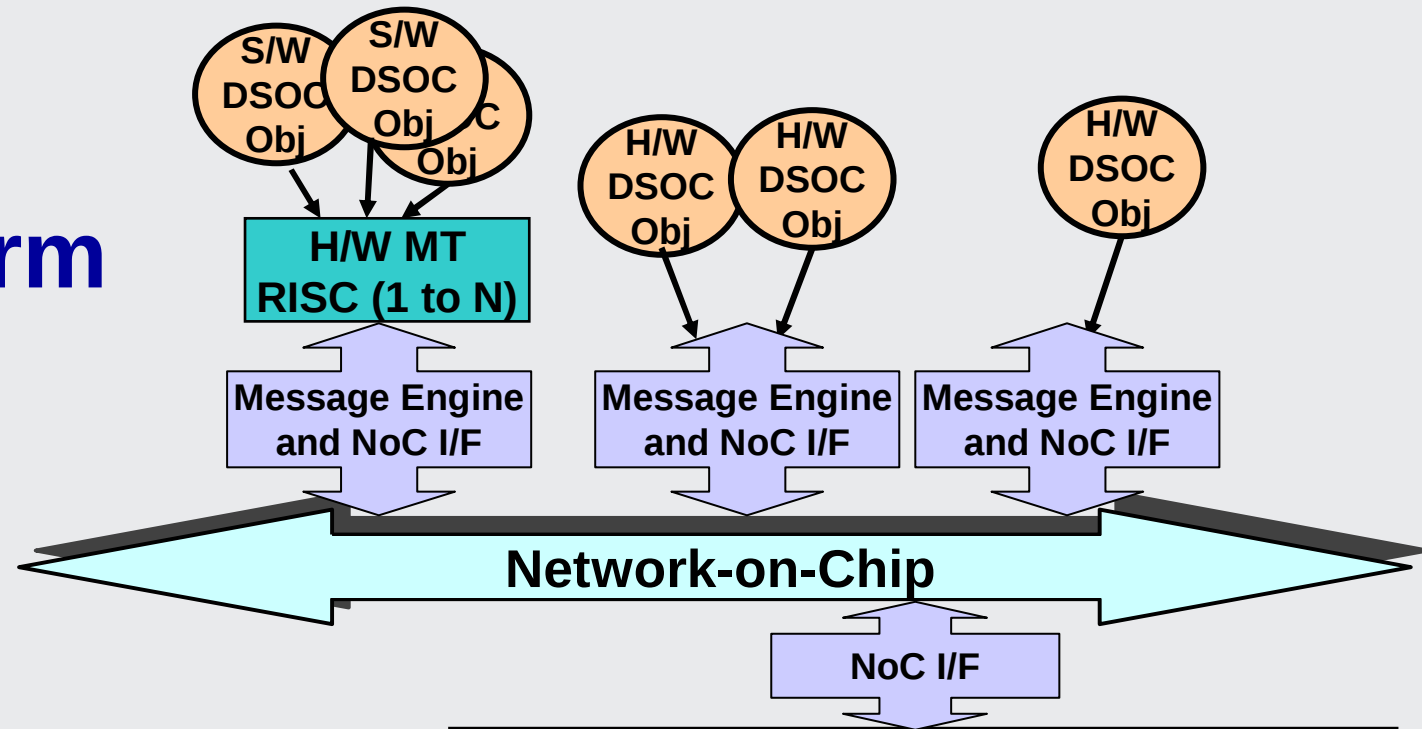
- Based on leading distributed S/W concepts
 - E.g. CORBA, DCOM
- Objects represent application functionality
- Inter-object communication via standard I/F
 - Use of lightweight Interface Description Language
- Platform independent, no mapping assumptions

DSOC to Platform Mapping

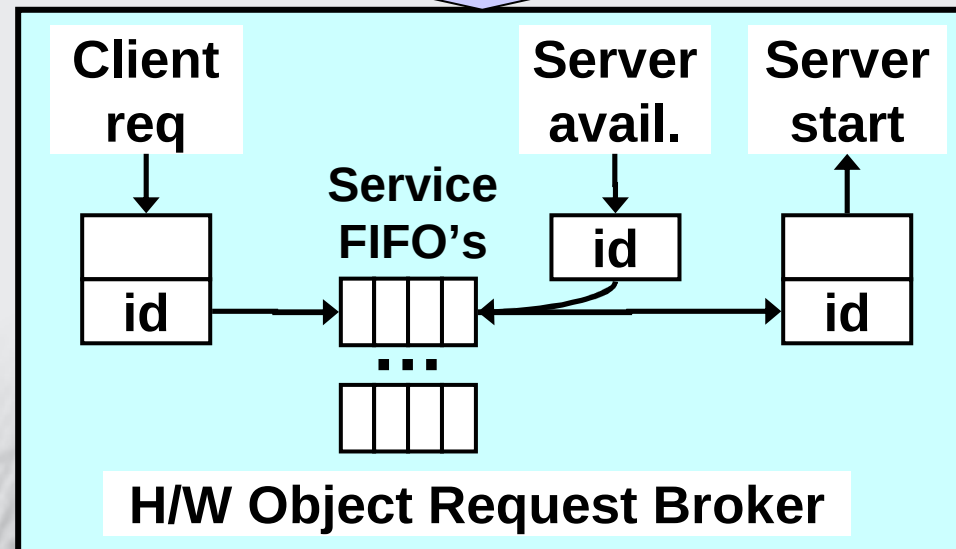


- Synthesis from IDL: Auto generation of
 - Drivers between different O/S
 - Drivers between S/W PE's and network-on-chip
 - Glue logic between H/W PE's and NoC

DSOC Platform



Max processor-processor
message passing rate:
35 MHz (500 MHz clk)
15 MHz (200 MHz clk)
<15 instructions



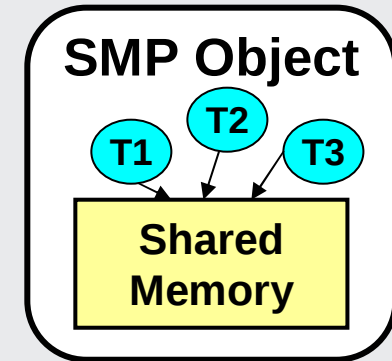
Programming Model 2: SMP

❑ Symmetric multi-processing with shared-memory

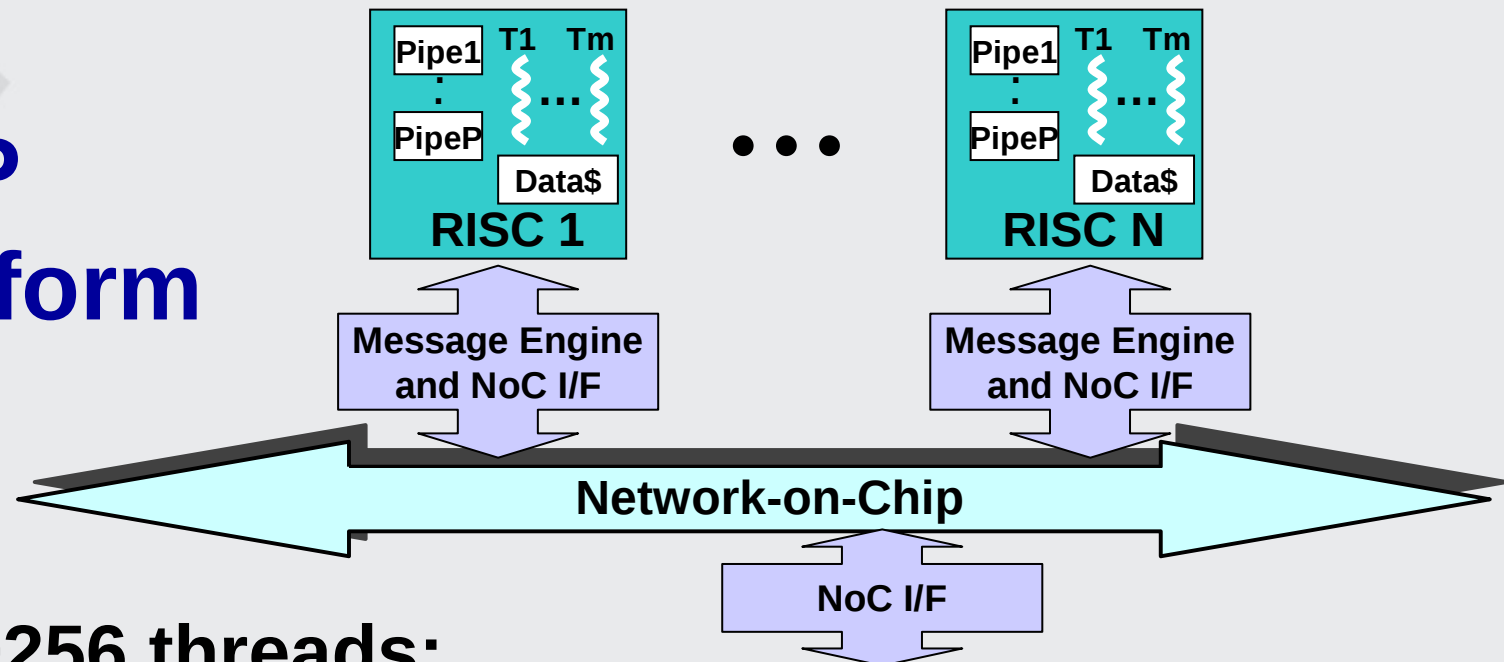
- Complement to DSOC programming model
 - ⇒ DSOC object may have SMP internal implementation
- SMP is more natural MP model for Multimedia

❑ SMP Nano-kernel written in C and C++

- Java/C# style concurrency primitives implemented with C++ API (or C Posix API)
- Hardware O/S assists in implementation



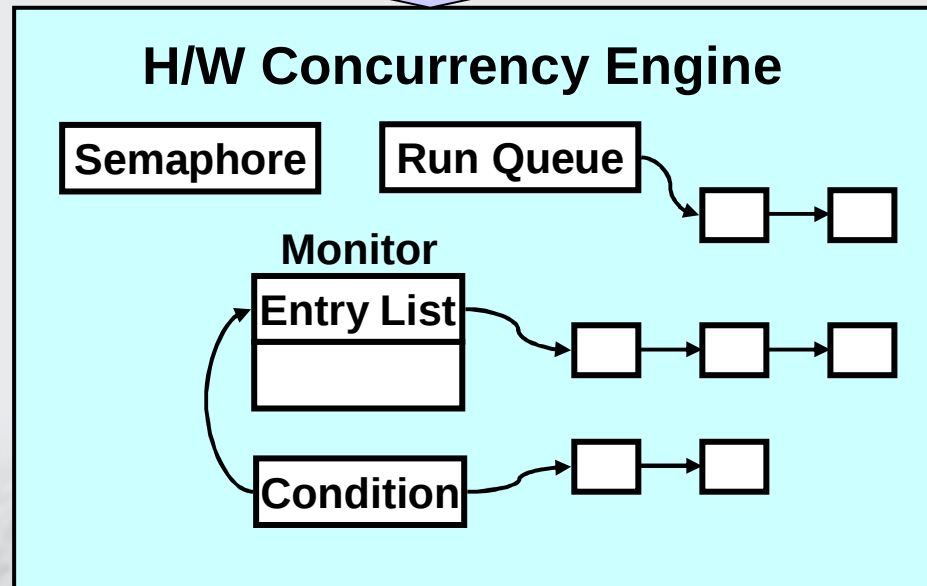
SMP Platform



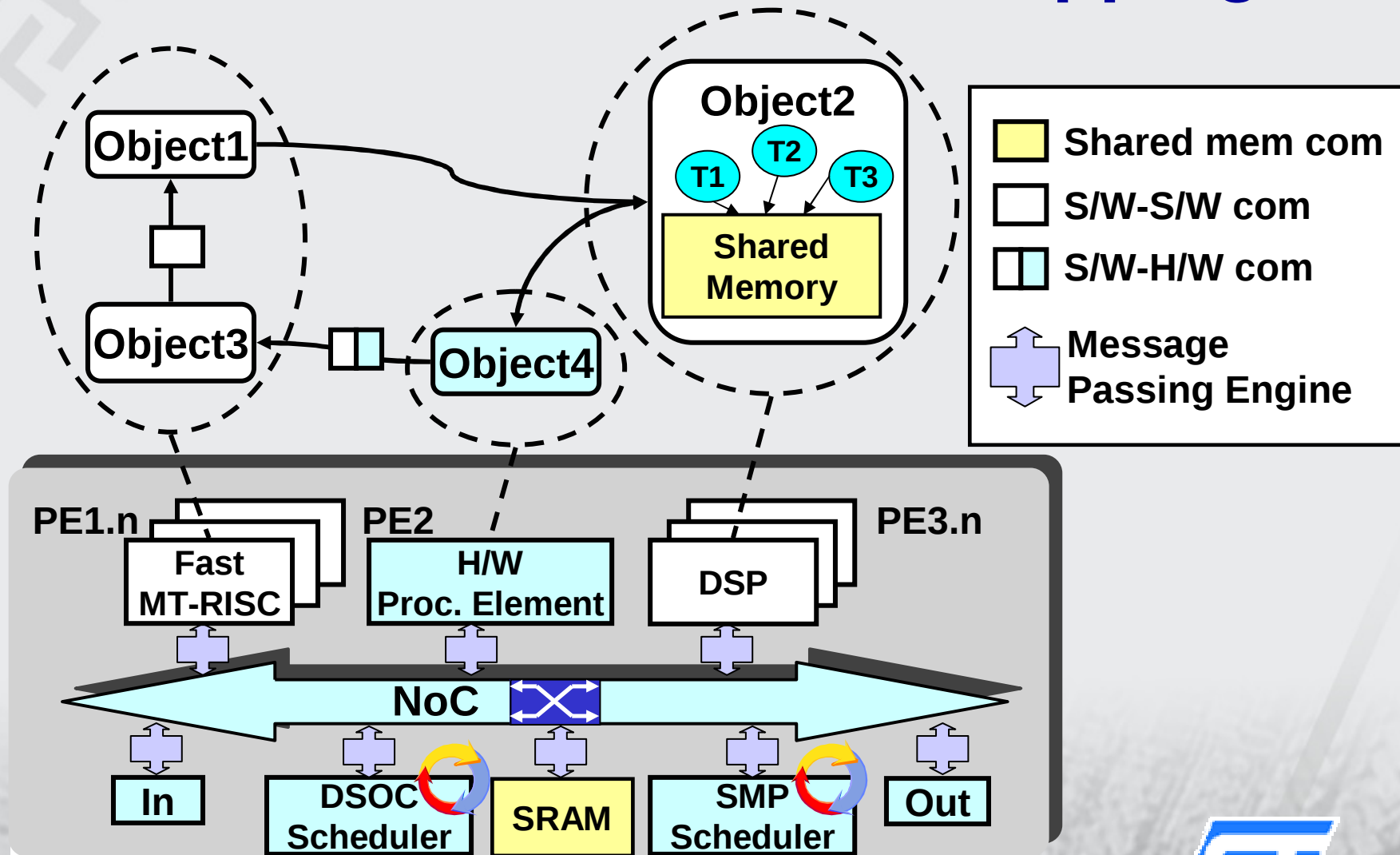
Fork 1~256 threads:

10 instructions
(50ns @200MHz)

+ 12 cycles/thread
(in conc. engine)



SMP/DSOC to Platform Mapping



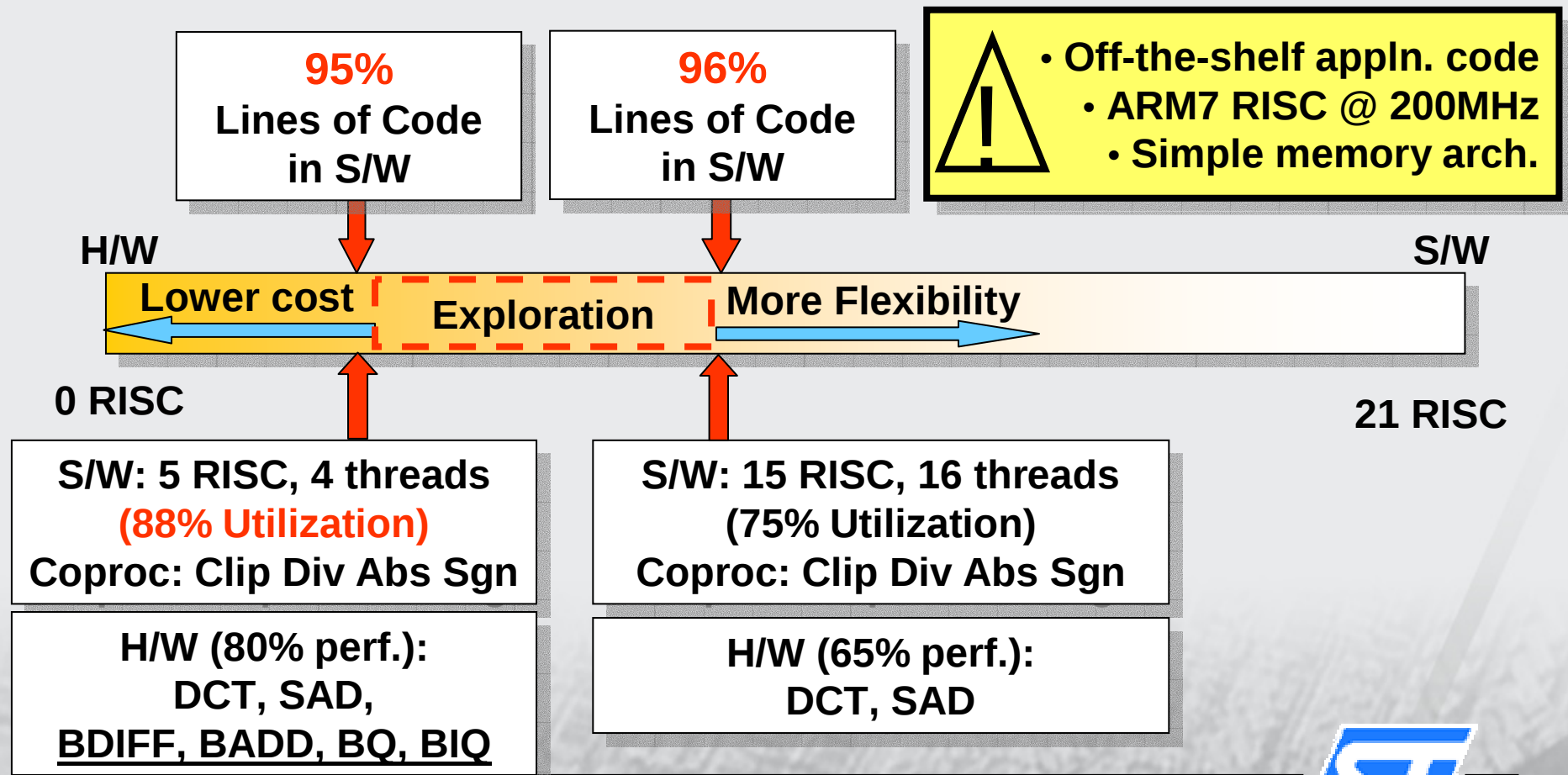
Outline

- ❑ *FlexMP* architecture platform
 - Multi-threaded processors, Flexible H/W
 - Network-on-Chip (NoC) interconnect
- ❑ MultiFlex Tools and Methodologies
 - Multi-Processor SoC analysis and debug tools
 - MP-SoC compilation, H/W O/S
- ❑ *Applications*
 - *MPEG4 video codec*
 - 10 Gb/s IPv4 packet forwarding
 - 2.5 Gb/s traffic manager
 - 3G basestation



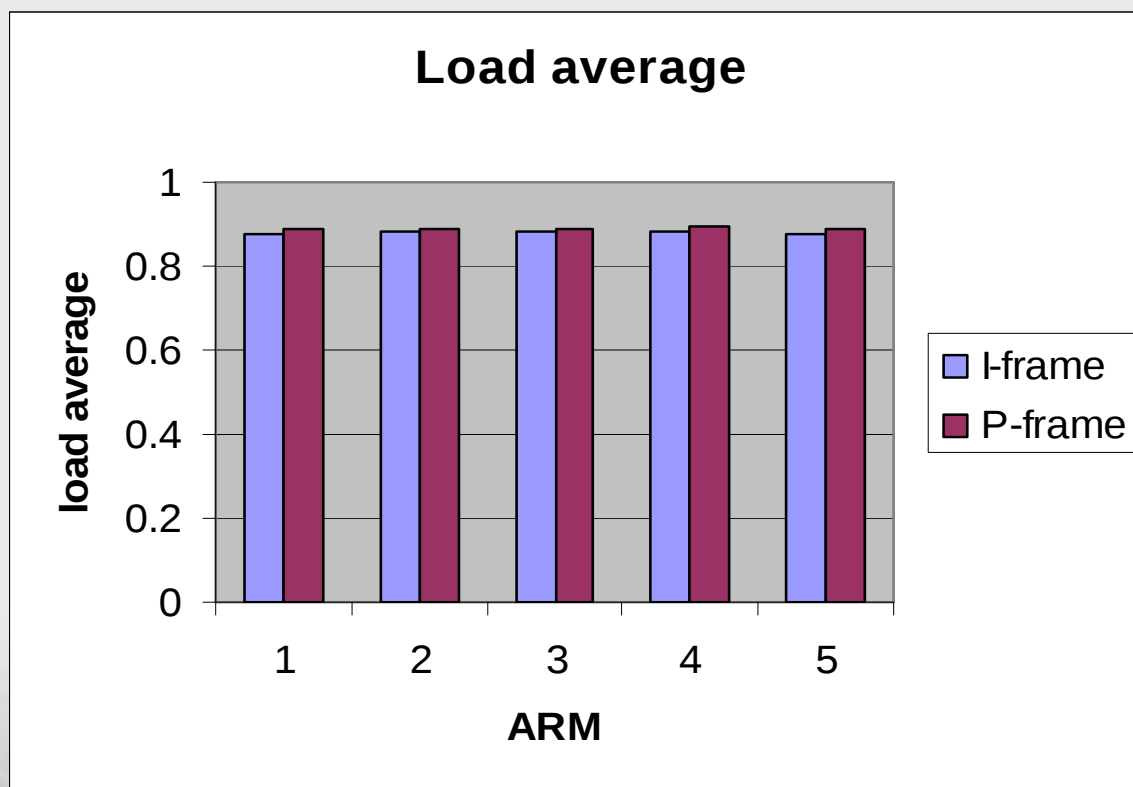
MPEG4 Codec Exploration

- ➡ 30 frame/sec, VGA resolution (4.1 GIPS required)
- ➡ High-level model using SMP and Message Passing

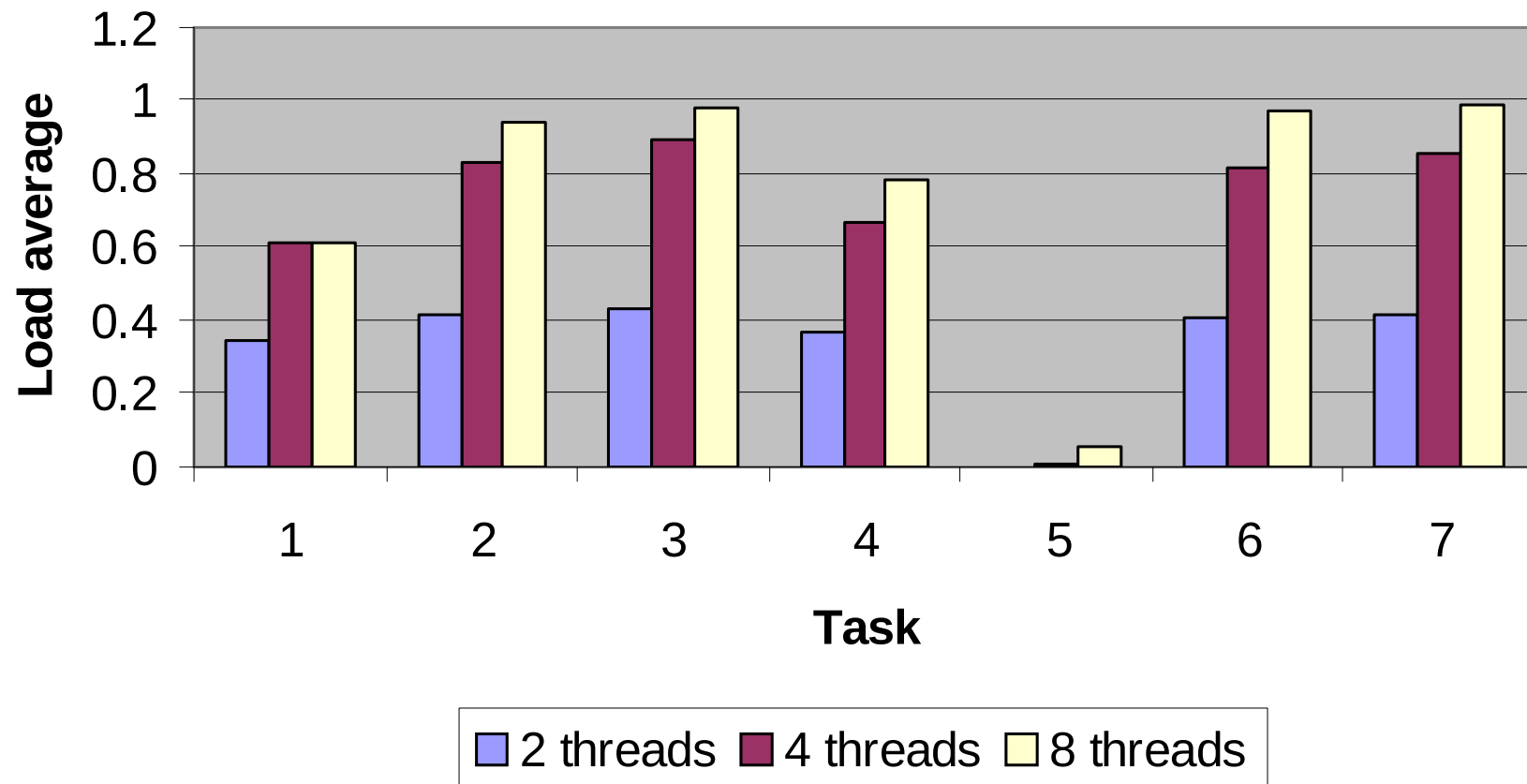


Load balancing

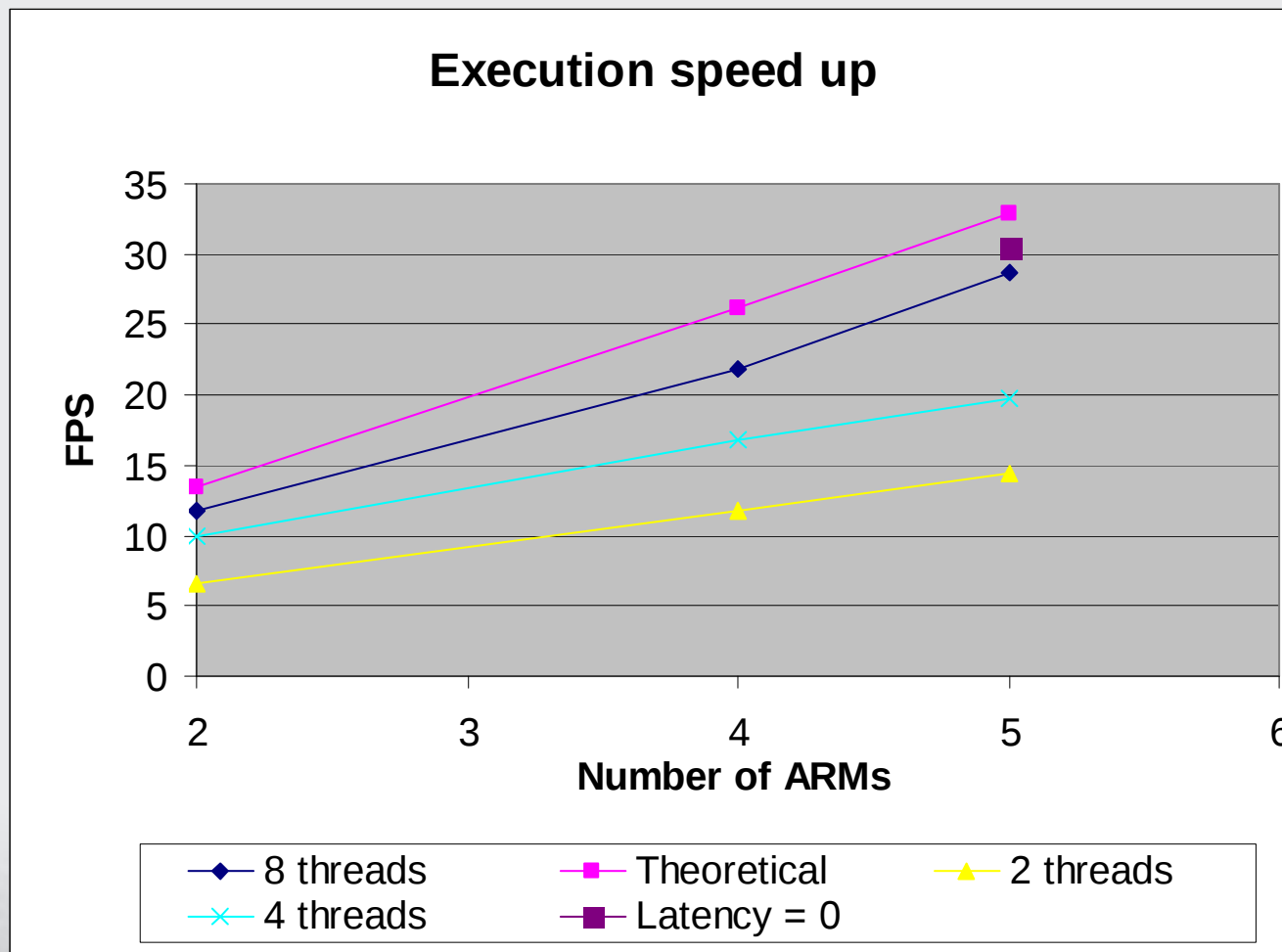
- ❑ The total load average is about 88%
- ❑ The load is well balanced over the 5 ARMs thanks to concurrency engine



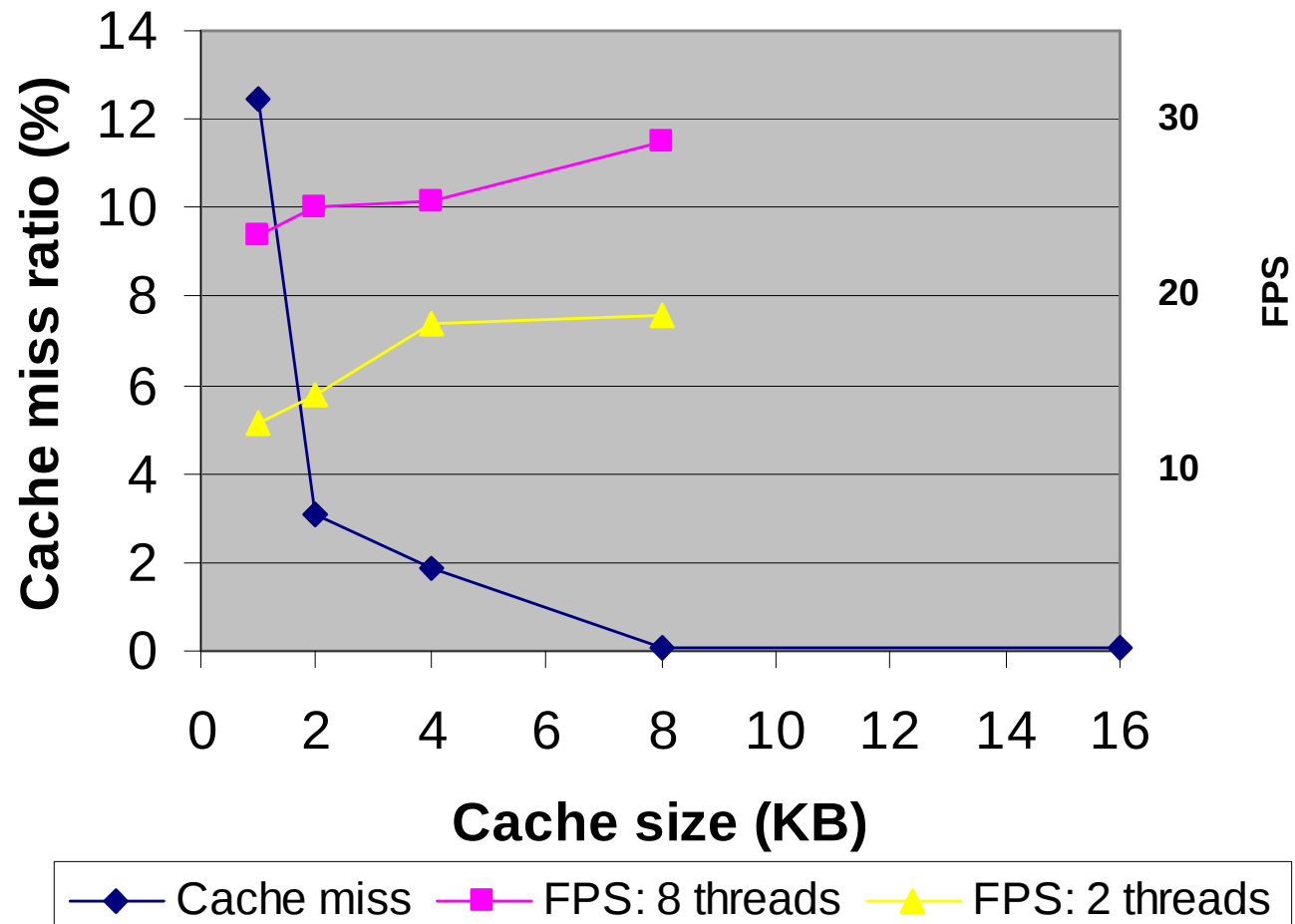
HW multithreading



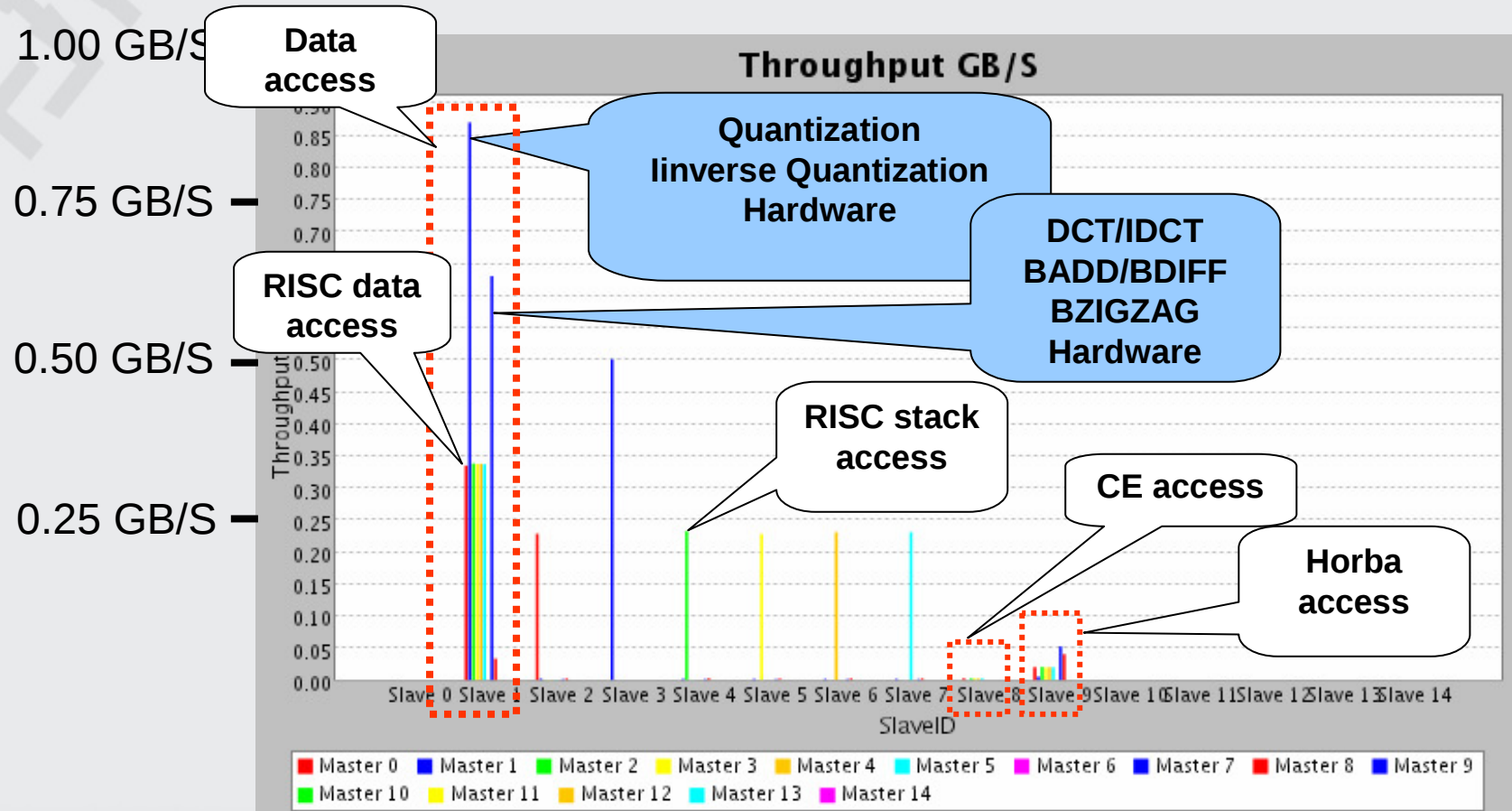
Execution speed up



Cache analysis



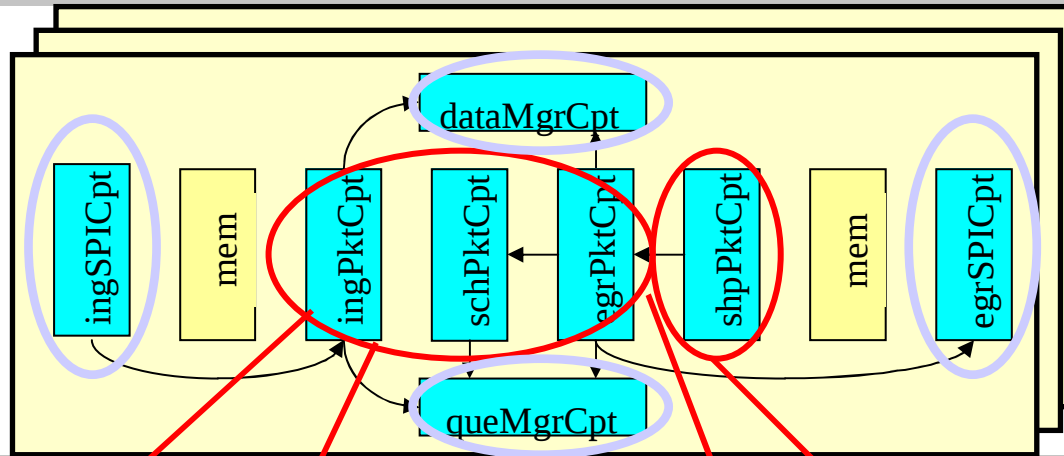
Local Noc Data Bandwidth (p-frame)



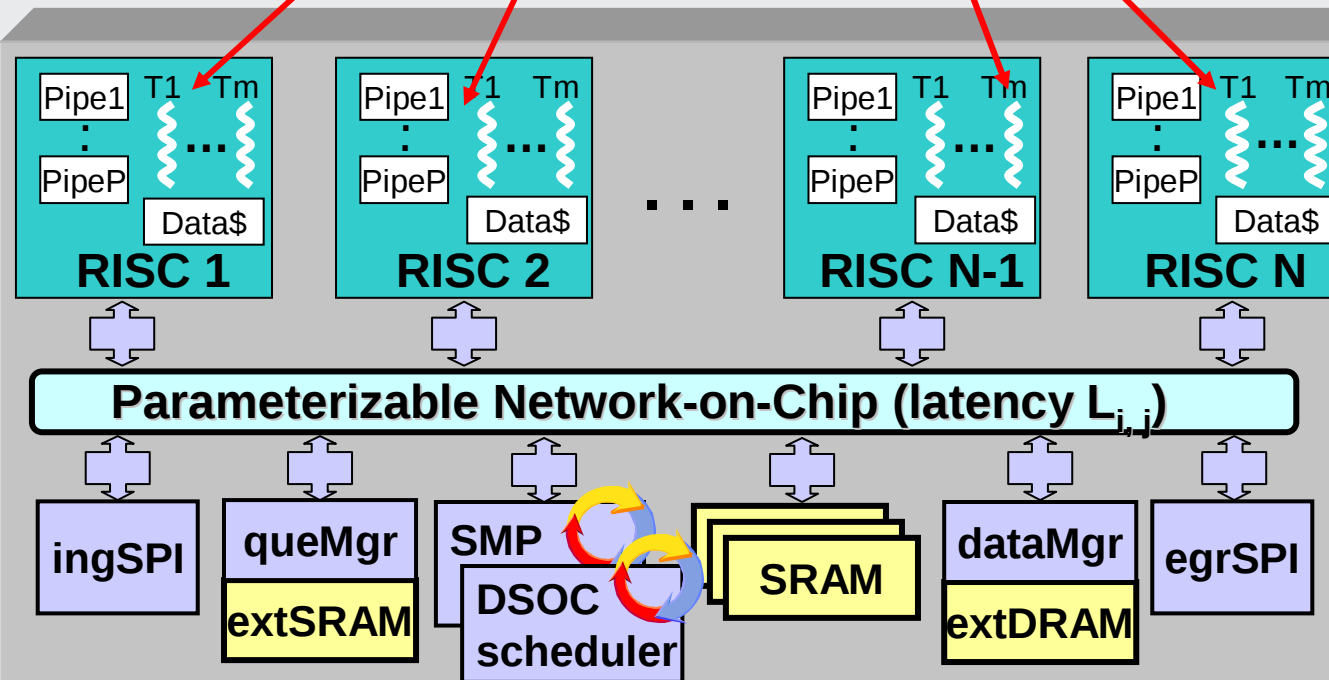
□ Use of H/W load balancing engines (CE and HORBA)

➤ **Only 3.8% data bandwidth overhead**

**DSOC+
SMP
Traffic
Manager
(2.5Gb/s)**



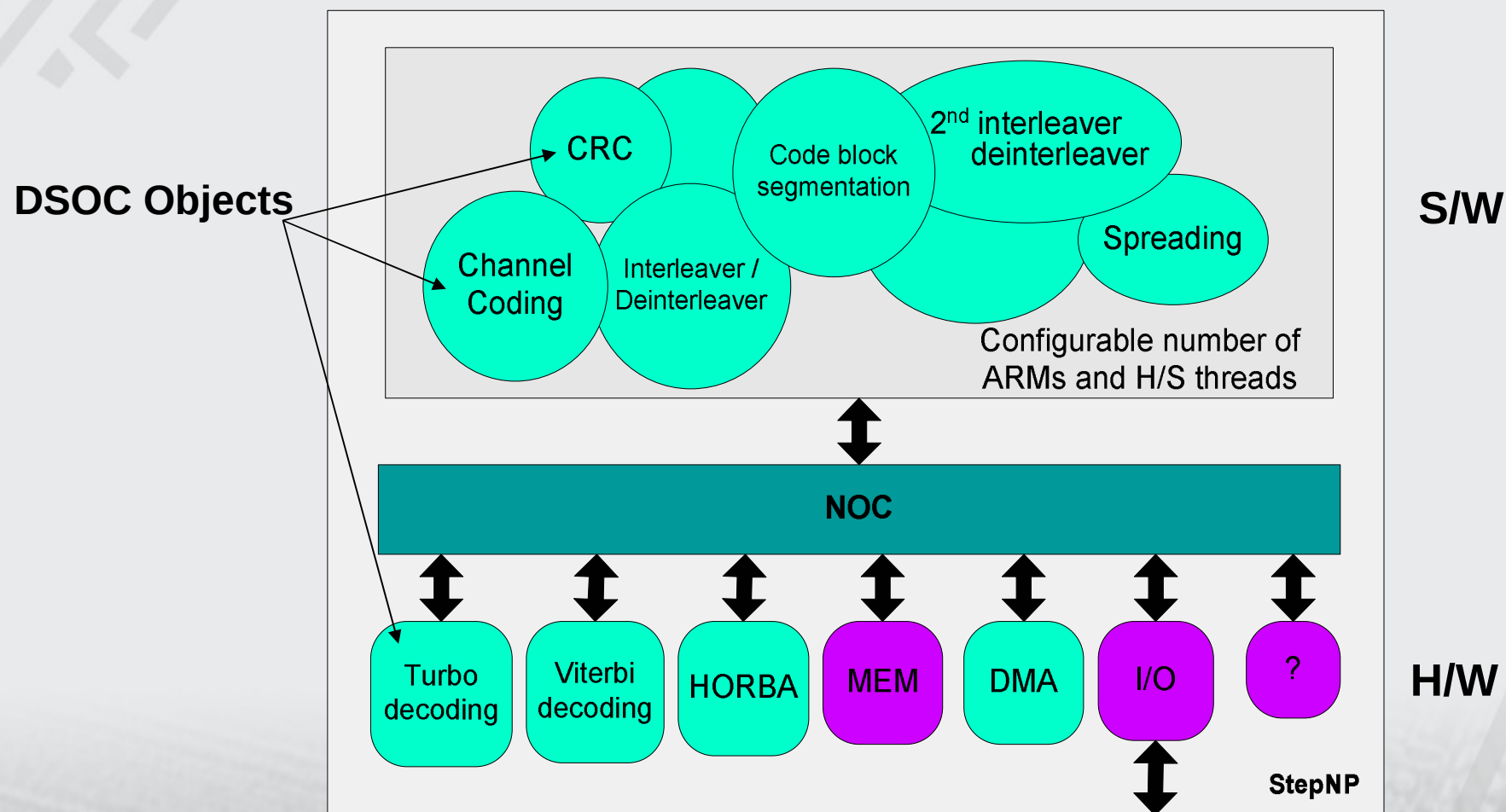
processors $N = 8-12$
 # clock = 500 MHz
 # pipe stages = 4
 # threads $T_m = 8$
 # D\$ sets = 256
 D\$ size = 4 KB
 Latency= 40ns,
 +/-25% jitter
 SRAM banks = 4
 SRAM acc = 10 ns



Results:

- 85-92% PE utilization
- Msg passing code <20%

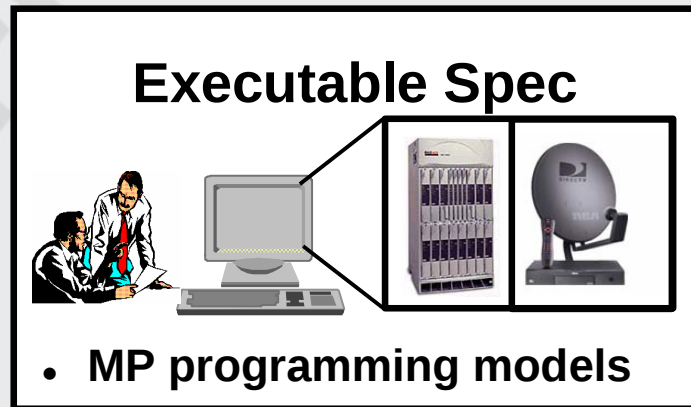
3G Basestation Platform Exploration



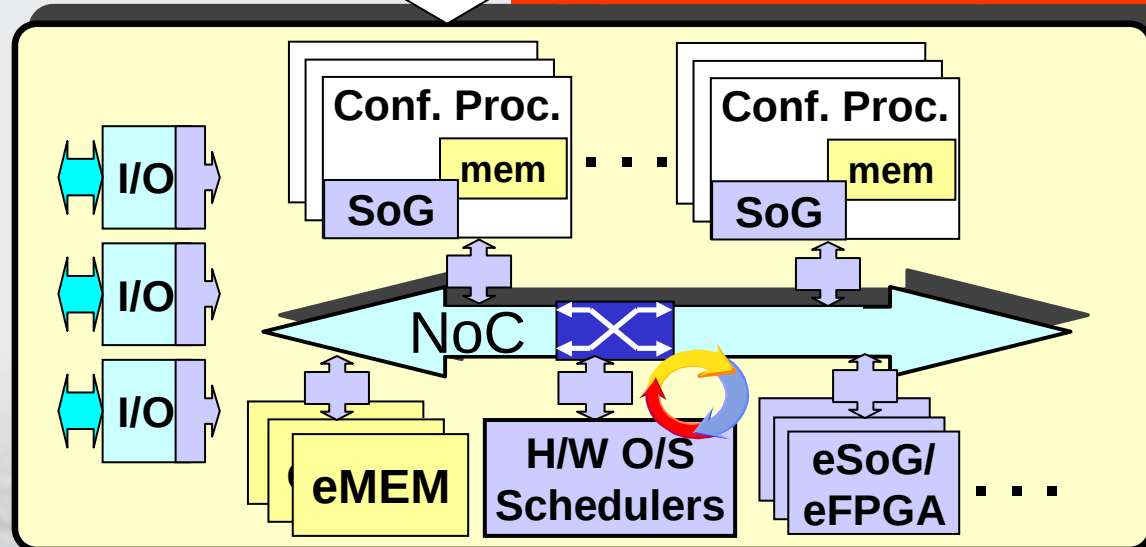
MultiFlex MP-SoC Tools: Summary

Value-added:

- Platform independent eS/W
- Platform scalability
- High PE utilization (85-97%)
- Ease of programming



Application to platform mapping



- Multi-media
- Networking
- 3G basestation

