

Tools and dataflow-based programming models for heterogeneous MPSoCs

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PEGPUM Workshop. HiPEAC Conference

Amsterdam, January 21st 2015

Acknowledgements



- ❑ German Cluster of Excellence: Center for Advancing Electronics Dresden (www.cfaed.tu-dresden.de)



- ❑ Collaborative research center (CRC): Highly Adaptive Energy-Efficient Computing (HAEC)



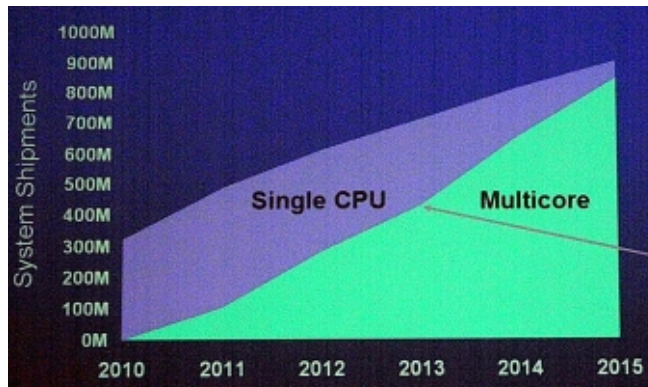
CRC 912: Highly Adaptive Energy-Efficient Computing

- ❑ Silexica Software Solutions GmbH

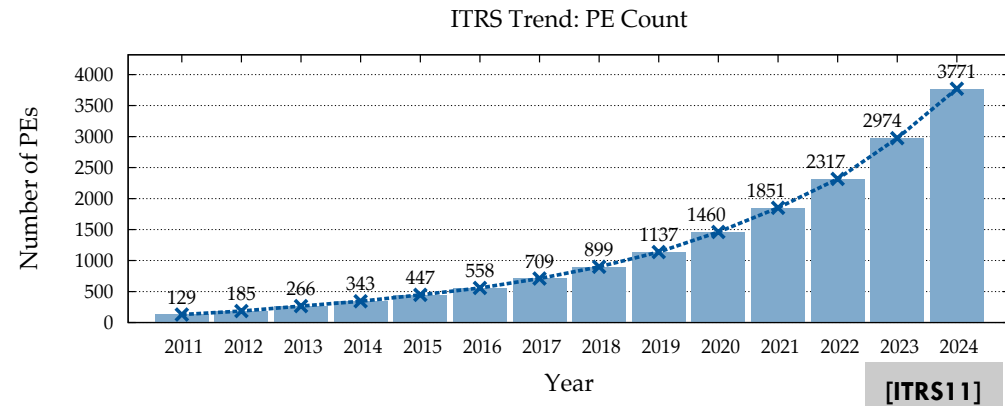


Multi-Processor on Systems on Chip (MPSoCs)

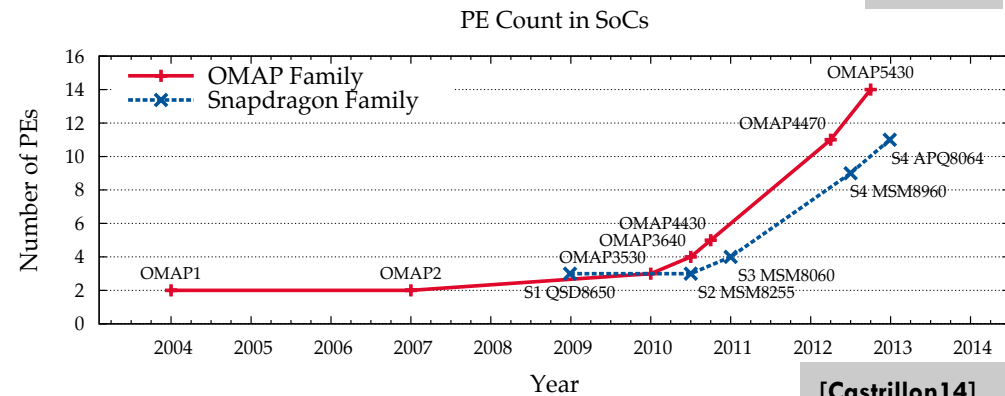
- ❑ HW complexity
 - ❑ Increasing number of cores
 - ❑ Increasing heterogeneity
- ❑ Multi-cores everywhere
 - ❑ Ex.: Smartphones, tablets and e-readers



[EETimes11]



[ITRS11]

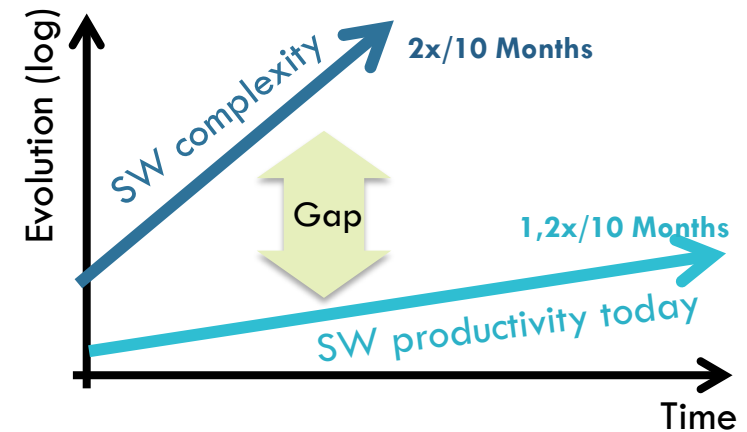


[Castrillon14]

MPSoCs: SW productivity gap

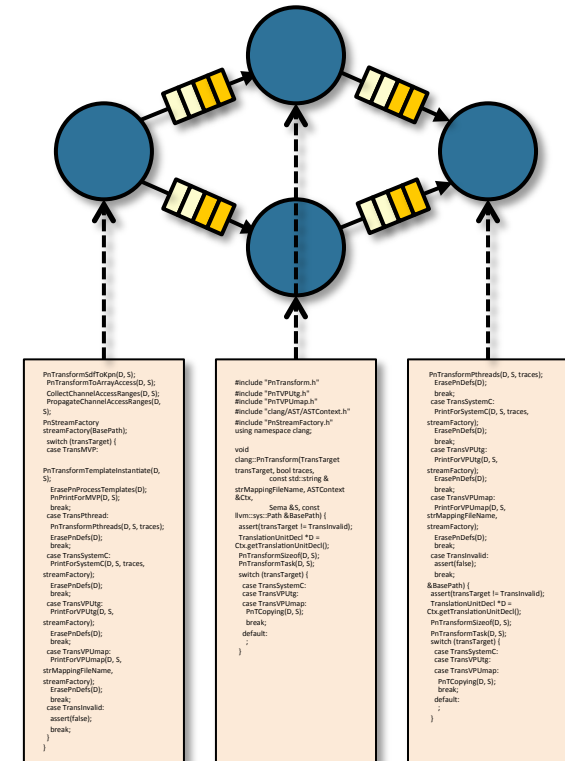
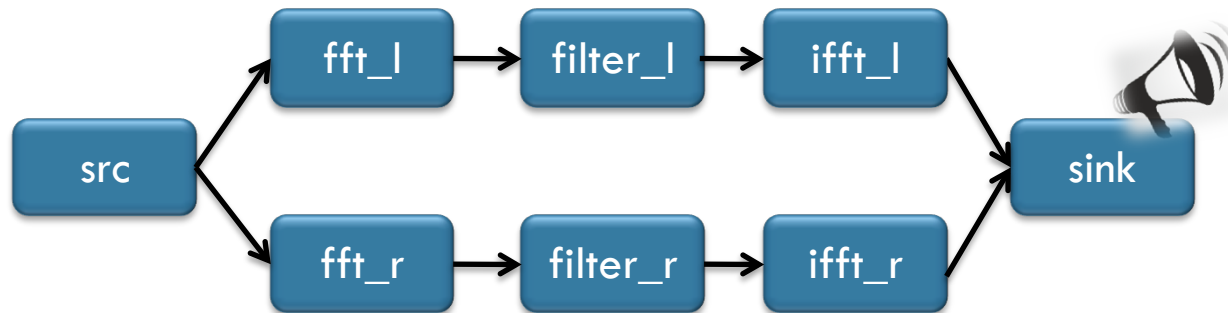
- ❑ SW-productivity gap: complex SW for ever-increasing complex HW
 - ➔ Cannot keep pace with requirements
 - ➔ Cannot leverage available parallelism
- ❑ Difficult to reason about time constraints
 - ❑ Even more difficult about energy consumption

- ❑ Need domain-specific programming tools and methodologies!
 - ➔ In this presentation: **Dataflow/process networks for signal processing and multimedia**



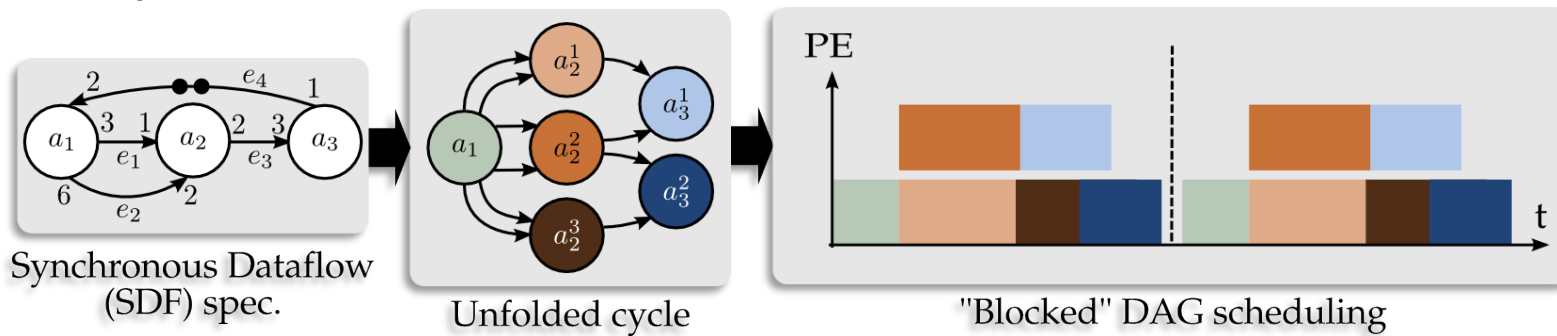
Dataflow and process networks

- ❑ Graph representation of applications
 - ❑ Implicit repetitive execution of tasks
 - ❑ Good model for streaming applications
 - ❑ Good match for signal processing & multi-media applications
- ❑ Stereo digital audio filter



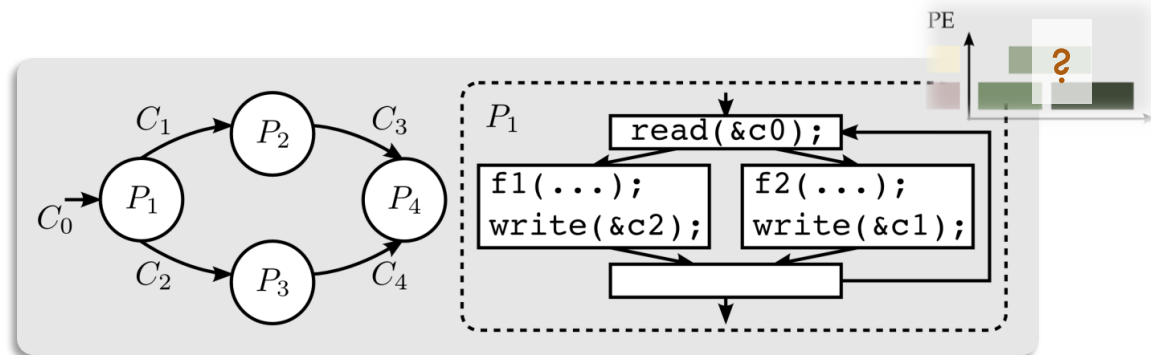
Dataflow models: static vs. dynamic

Static: Synchronous dataflow models



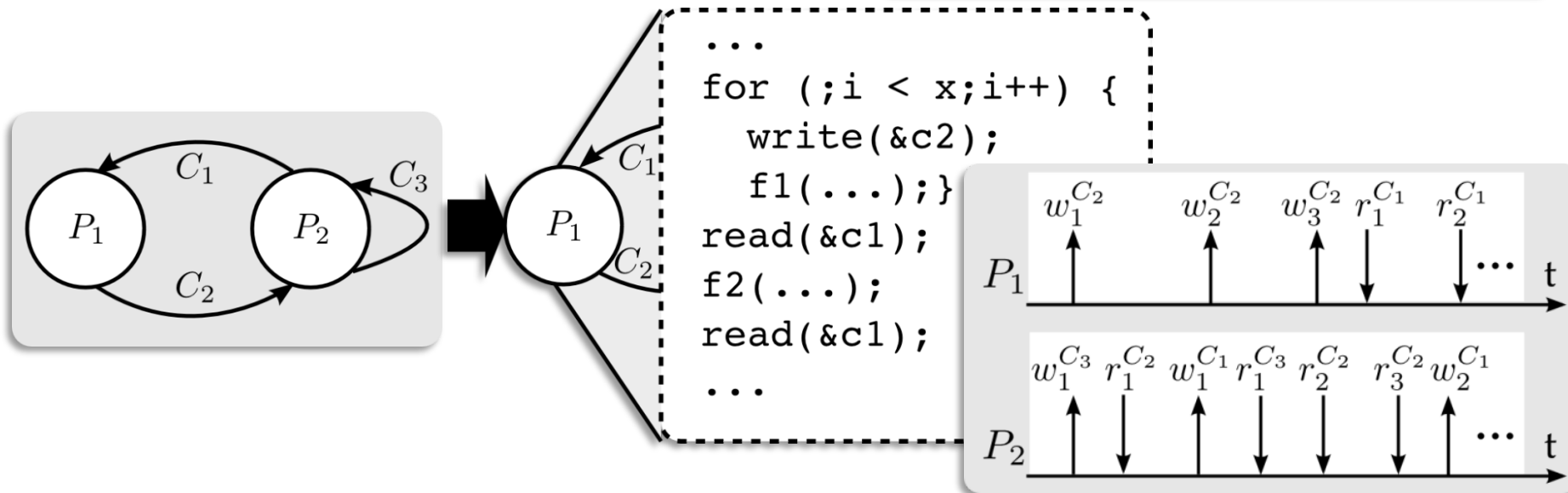
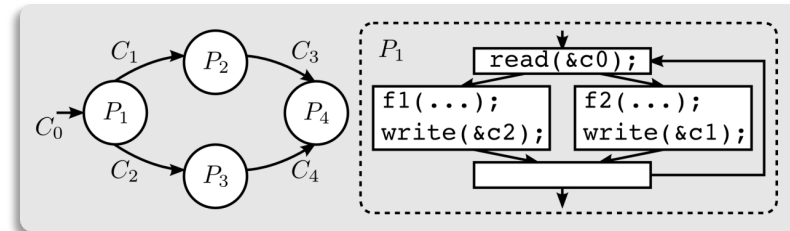
KPNs (& DDFs)

- ❑ No "hardcoded" rates
- ❑ More expressiveness
- ❑ More difficult to analyze

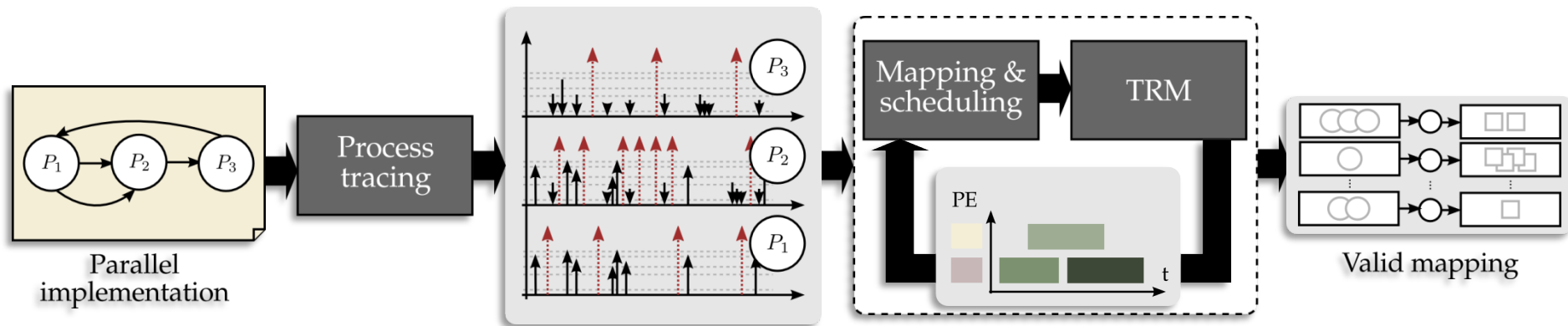


Dealing with dynamic behavior: tracing

- White model of processes: source code analysis and tracing



Trace-based mapping and scheduling

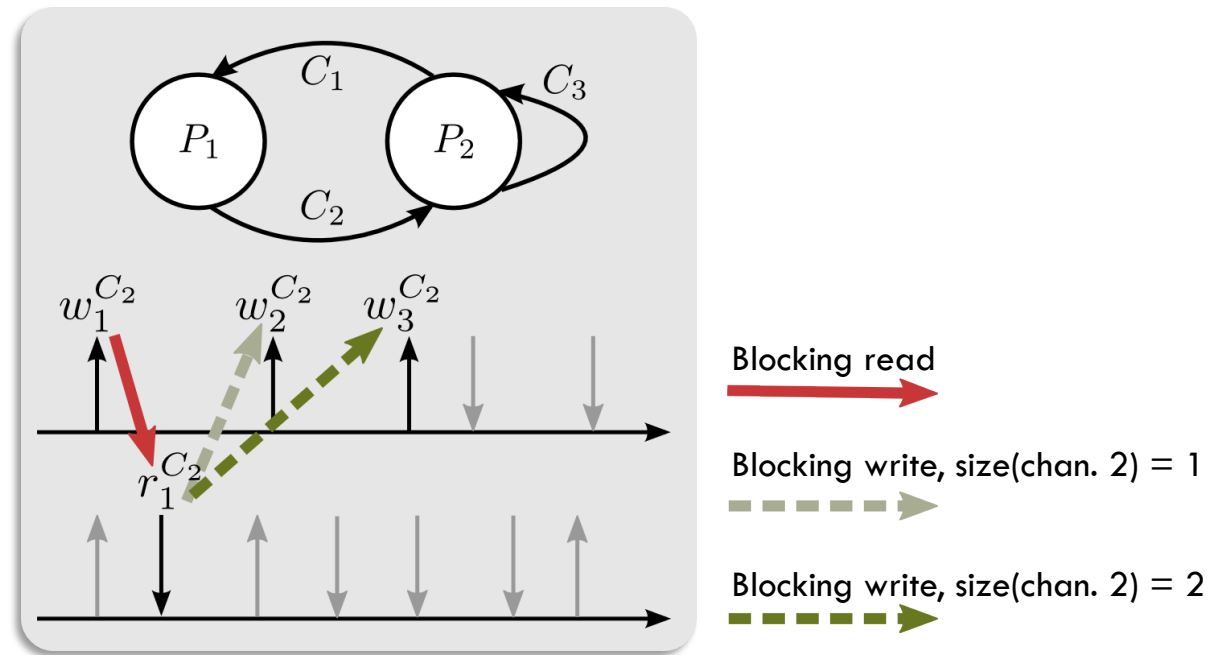


- ❑ Mapping: Trace-based heuristics
 - ❑ Mapping & scheduling: Analyze traces and propose mapping
 - ❑ Iterate: Improve mapping (if required)

[DATE10, IEEE-TII13]

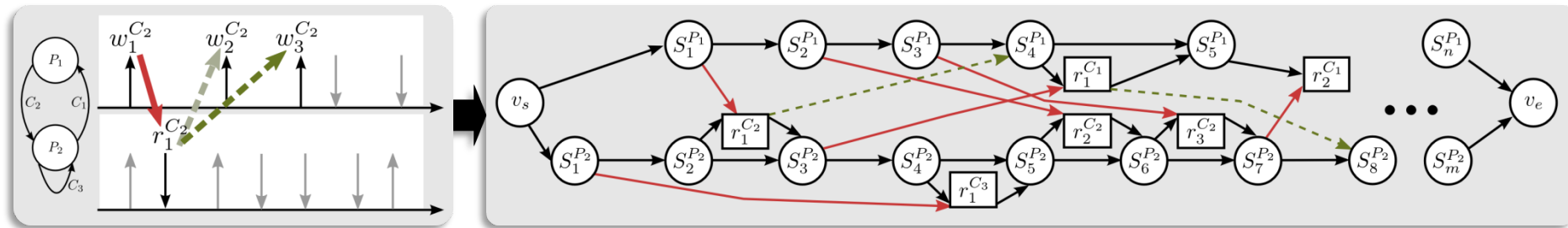
Trace-based algorithms

- Event traces can be represented as large dependence graphs



Trace-based algorithms (2)

□ Sample trace graph



size(chan. 2) = 2, size(chan. 1,3) = 1

□ Possible to reason about

- Channel sizes and memory allocation
- Mapping and scheduling onto heterogeneous processors

Dealing with heterogeneity: group-based mapping (GBM)

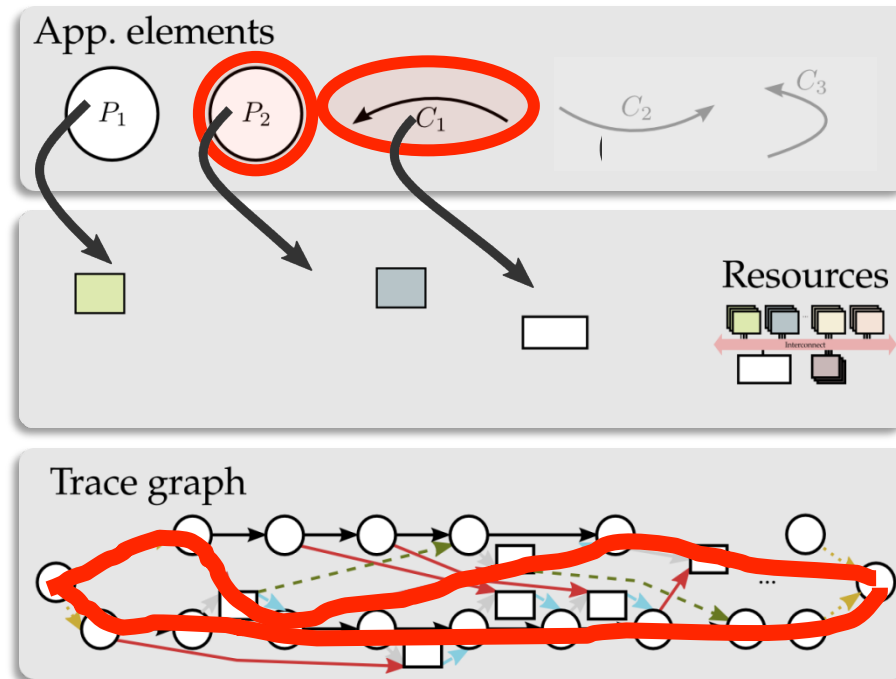
1) Initialize: All to all

2) Select element: Trace graph critical path

3) Reduce group

4) Assess & propagate

5) Quasi-homogeneous

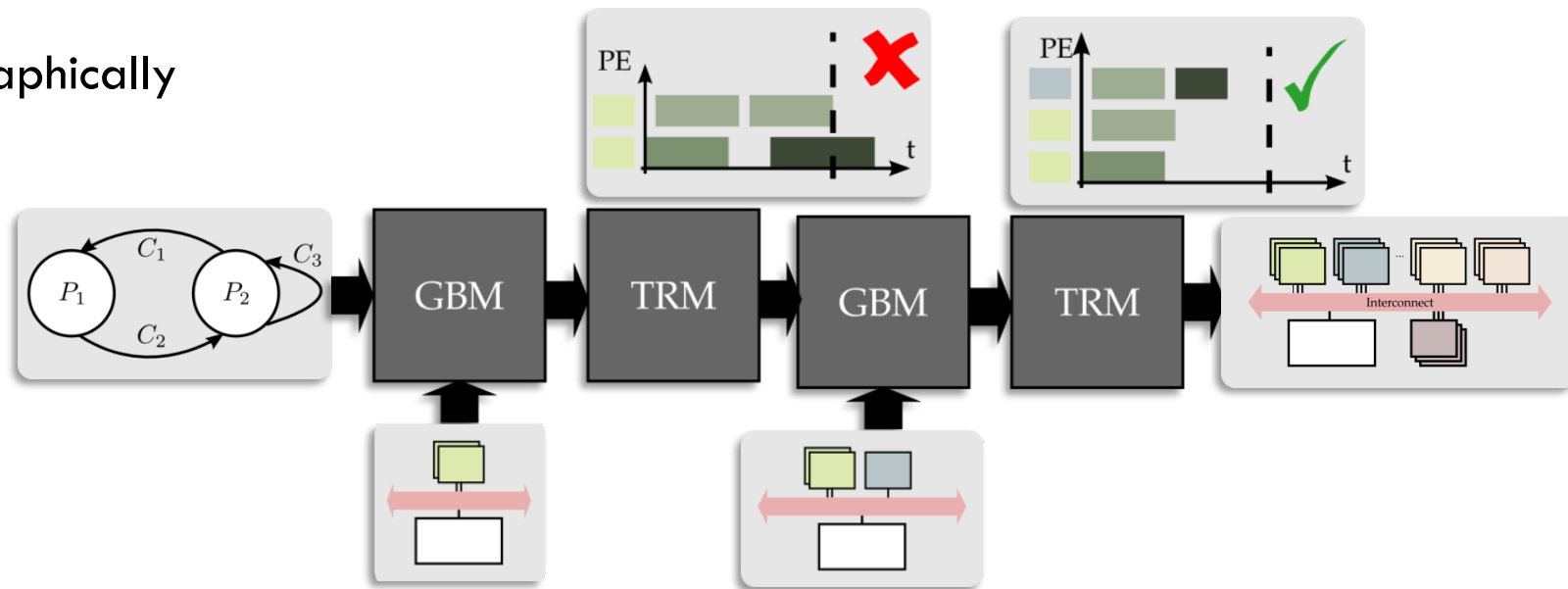


[DAC12]

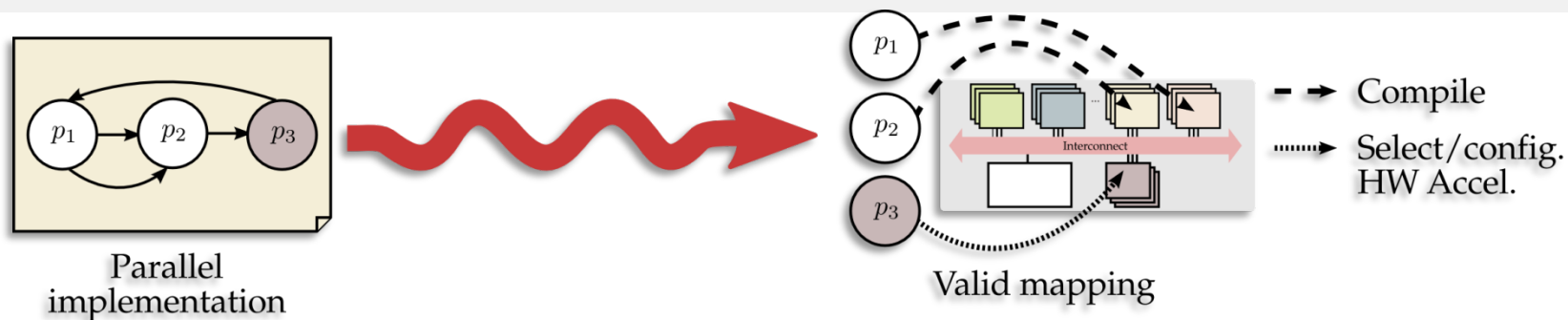
Dealing with real-time applications

- ❑ Idea: intelligently add resources until a valid mapping is found
 - ❑ Resources: memories and processors

- ❑ Graphically



Dealing with SW/HW acceleration



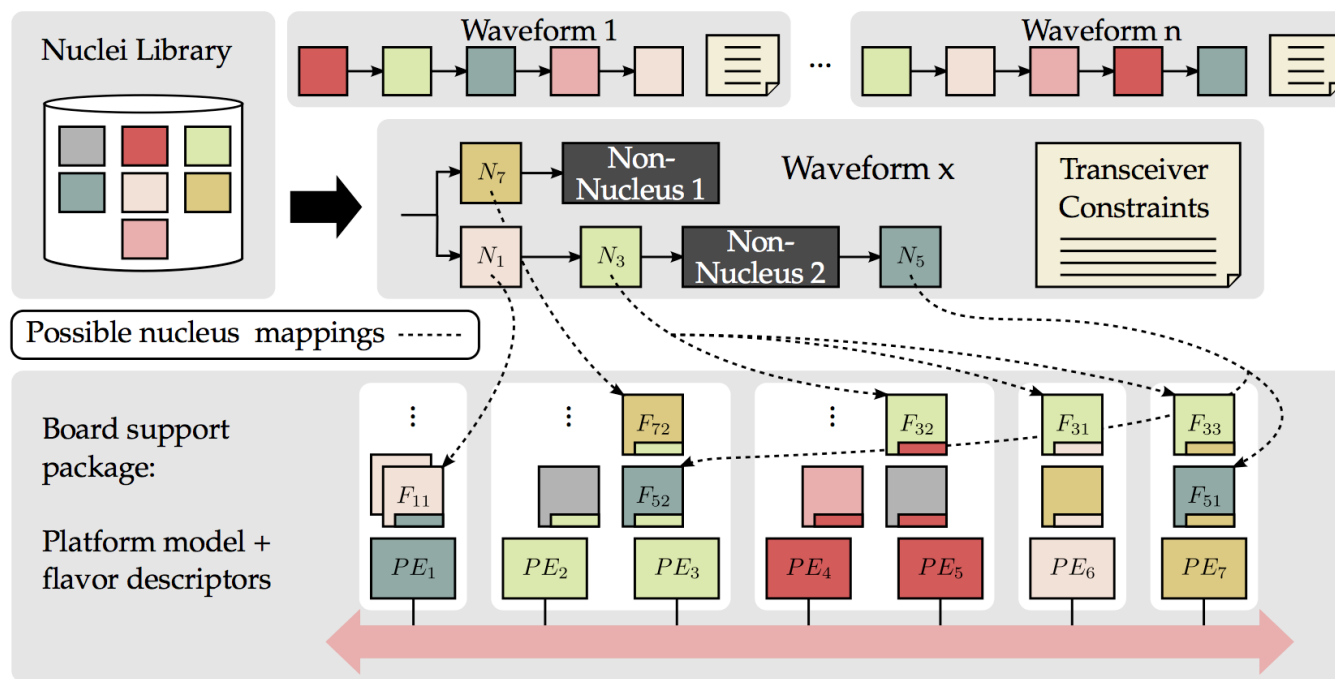
- ❑ Specialized platforms: HW/SW acceleration
 - ❑ Compilation and source-based performance estimation **not applicable**
- ❑ Approach
 - ❑ Framework for marking accelerated routines
 - ❑ Tool flow to select and configure accelerators

[SDR10, ALOG11]

Dealing with SW/HW acceleration (2)

□ “Nucleus” tool flow

[MILCOM09, Castrillon14]



Implementation: C extension for KPNs

□ FIFO Channels

```
typedef struct { int i; double d; } my_struct_t;
__PNchannel my_struct_t C;
__PNchannel int A = {1, 2, 3}; /* Initialization */
__PNchannel short C[2], D[2], F[2], G[2];
```

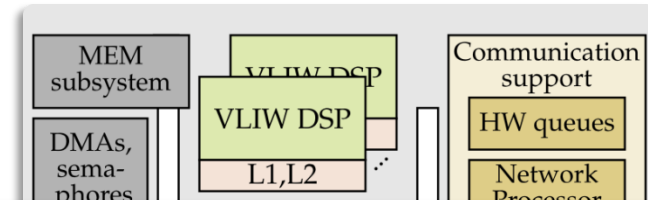
□ Processes & networks

```
__PNkpn AudioAmp __PNin(short A[2]) __PNout(short B[2])
    __PNparam(short boost){
    while (1)
        __PNin(A) __PNout(B) {
            for (int i = 0; i < 2; i++)
                B[i] = A[i]*boost;
        }
    __PNprocess Amp1 = AudioAmp __PNin(C) __PNout(F) __PNparam(3);
    __PNprocess Amp2 = AudioAmp __PNin(D) __PNout(G) __PNparam(10);
```

[PARCO'14]

Implementation: platform model

Example: Texas Instruments Keystone



```

-<Platform>
  <Processors List="dsp0 dsp1 dsp2 dsp3 dsp4 dsp5 dsp6 dsp7"/>
  <Memories List="local_mem_dsp0_L2 local_mem_dsp1_L2 local_mem_dsp2_L2 local_smem_dsp1_L2 local_smem_dsp2_L2 local_smem_dsp3_L2 local_smem_dsp4_L2 local_smem_dsp5_L2 local_smem_dsp6_L2 local_smem_dsp7_L2 local_mem_dsp3_DDR local_mem_dsp4_DDR local_mem_dsp5_DDR local_mem_dsp6_DDR local_mem_dsp7_DDR"/>
  <CommPrimitives List="IPCII_SL2 IPCII_DDR EDMA3_SL2 EDMA3_DDR EDMA3_DMA0 EDMA3_DMA1 EDMA3_DMA2 EDMA3_DMA3 EDMA3_DMA4 EDMA3_DMA5 EDMA3_DMA6 EDMA3_DMA7"/>
</Platform>
<Processor Name="dsp0" CoreRef="DSPC66"/>
<Processor Name="dsp1" CoreRef="DSPC66"/>
...
<Processor Name="dsp7" CoreRef="DSPC66"/>
-<Memory>
  <LocalMemory Name="local_mem_dsp0_L2" Size="524288" BaseAddress="0x00000000"/>
</Memory>
...
  
```

```

-<CommPrimitive>
  <CPDMA Name="EDMA3_DDR">
    <Description>EDMA over DDR</Description>
  -<Costs>
    <Cost End="800" Function="11442.60163-0.15775*x"/>
    <Cost Start="801" Function="11204.94186+0.316143*x"/>
  </Costs>
  <DMAs List="local_mem_dsp0_DDR local_mem_dsp1_DDR local_mem_dsp2_DDR local_mem_dsp3_DDR local_mem_dsp4_DDR local_mem_dsp5_DDR local_mem_dsp6_DDR local_mem_dsp7_DDR"/>
</CPDMA>
</CommPrimitive>
  
```

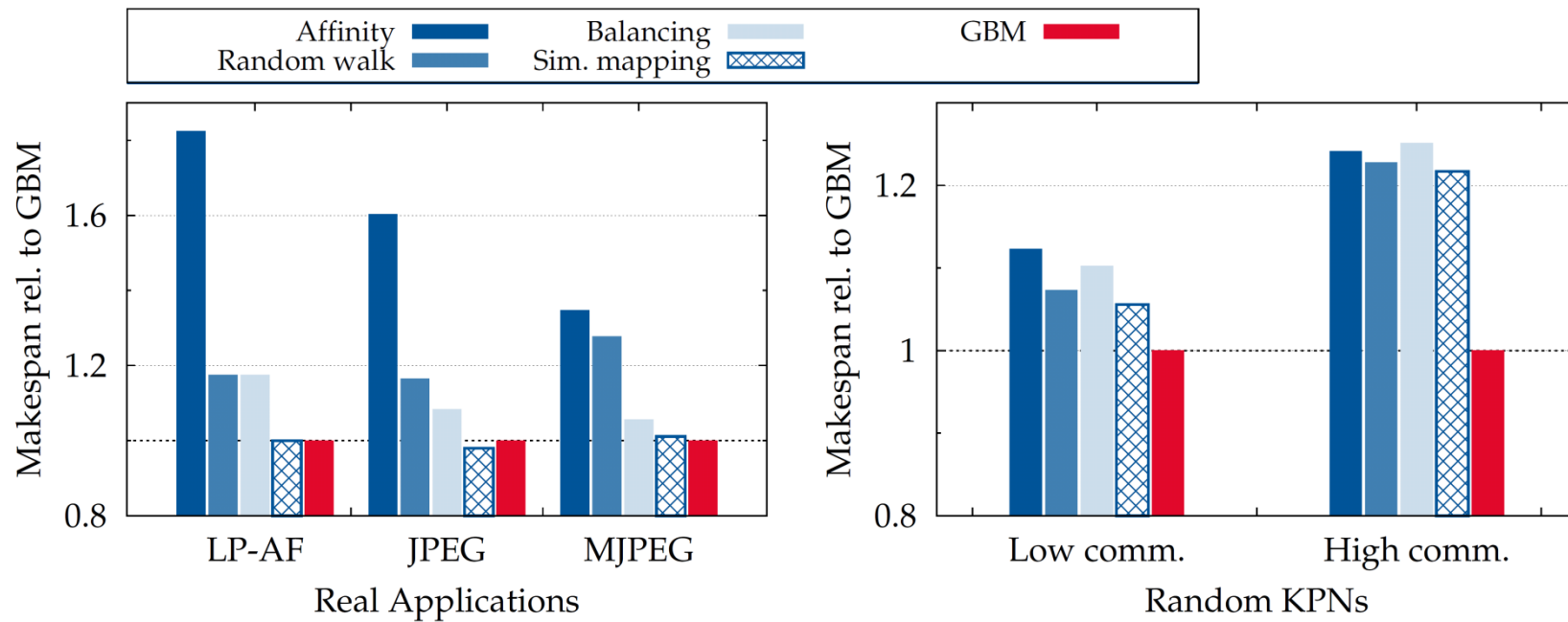
```

-<Core Name="DSPC66" CoreType="DSPC66" Category="DSP">
  <MultiTaskingInfo MaxNumberOfTasks="-1">
    <ContextSwitchInfo StoreTime="1000" LoadTime="1000"/>
    <SchedulingPolicies List="FIFO PriorityBased"/>
  </MultiTaskingInfo>
  <CostTable>
    <Operation Name="Load">
      <VariableType Name="Char">
        <Cost>1</Cost>
      </VariableType>
      <VariableType Name="Double">
        <Cost>1</Cost>
      </VariableType>
    </Operation>
  </CostTable>
  <CacheList List="L1 L2"/>
</Core>
  
```

[SOC13]

Example: multi-media applications

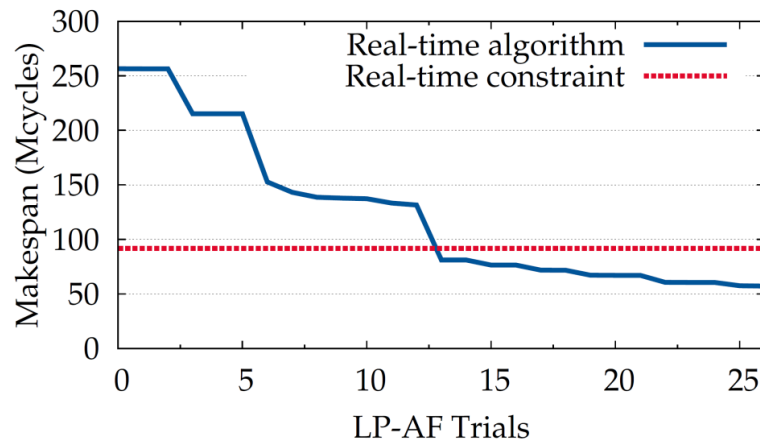
- Platform: 2 RISCs, 4 VLIW, 7 Memories



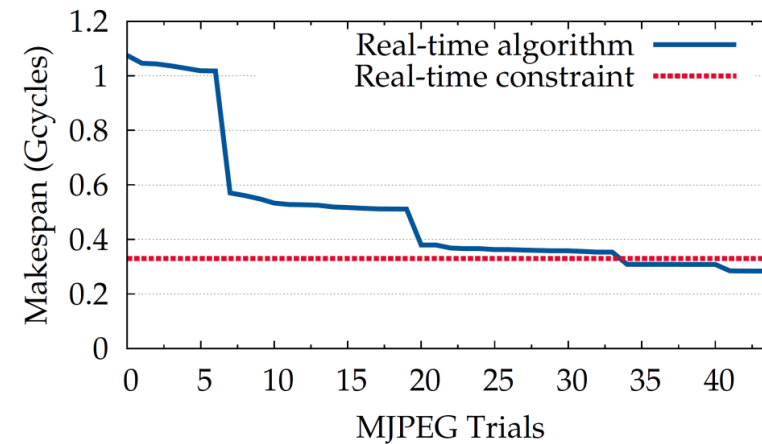
Example: multi-media applications (2)

□ Dealing with real-time constraints

Iterative Mapping



Iterative Mapping



Tool: ~1 min. for LP-AF, ~7 min. for MJPEG

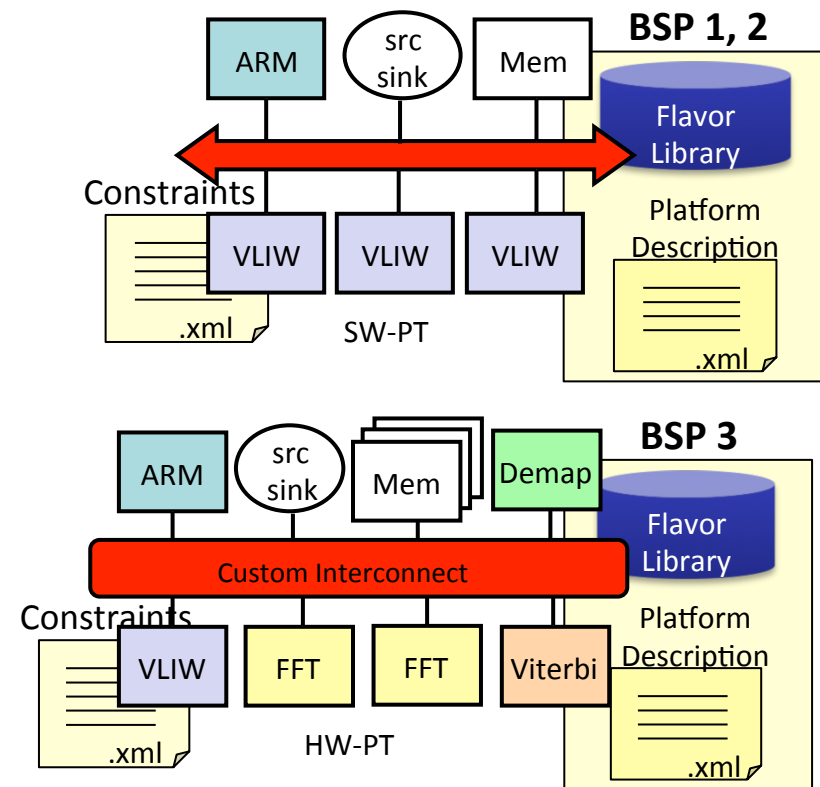
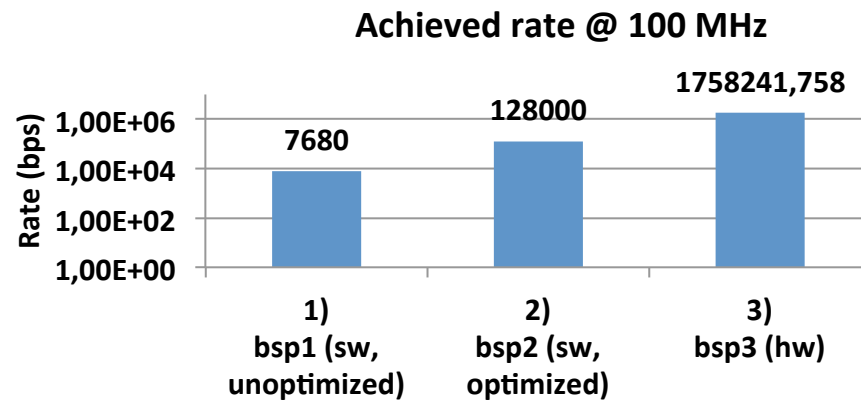
~10 min.

Sim.: ~6 days for LP-AF, ~24 for MJPEG

~10 days ($\sim \times 10^3$)

SDR results: portable performance

- ❑ Application: MIMO OFDM receiver
- ❑ Hardware
 - ❑ Platform 1: Baseline software
 - ❑ Platform 2: Optimized software
 - ❑ Platform 3: Optimized SW + HW



Summary

- ❑ Programming methodology for dataflow applications
 - ❑ Programming model adapted to application domain
- ❑ Energy-efficiency
 - ❑ Aware of **heterogeneous** platforms with hardware acceleration
 - ❑ Do not use more resources than needed

- ❑ Outlook – Adaptability within HAEC CRC
 - ❑ Adapt HW to SW needs (e.g., wireless on-chip interconnect)
 - ❑ Adapt parallelism (with implicit parallel constructs) for scalability
 - ❑ More abstract application-specific software synthesis



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Thanks!

Questions?