Architectures and design process of dedicated systems

Lecture 02 on Dedicated systems

Teacher: Giuseppe Scollo

University of Catania
Department of Mathematics and Computer Science
Graduate Course in Computer Science, 2018-19

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lecture topics

outline:

- dualism of hardware design vs software design paradigms
- codesign models
- example: a Collatz delay component for codesign
- concurrency and parallelism
- proposed problems (in the reserved area)

hardware vs software design paradigms

key professional challenge in hardware-software codesign:

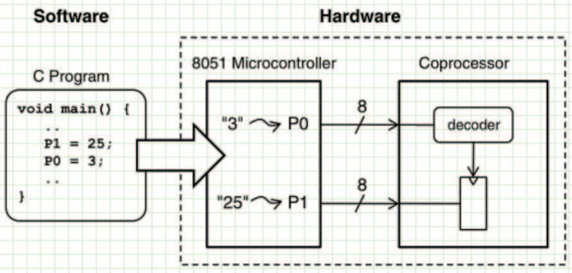
capability to combine two radically different design paradigms

hardware and software are the dual of one another in many respects

here is a comparative synopsis of their fundamental differences (Schaumont, Table 1.1)

	Hardware	Software
Design Paradigm	Decomposition in space	Decomposition in time
Resource cost	Area (# of gates)	Time (# of instructions)
Flexibility	Must be designed-in	Implicit
Parallelism	Implicit	Must be designed-in
Modeling	Model ≠ implementation	Model ~ implementation
Reuse	Uncommon	Common

a simple example highlights the variety of models which come into play in hardware-software codesign:



Schaumont, Fig. 1.3 - A codesign model

- software models: the C program, its microprocessor machine-language executable
- hardware models: microprocessor, coprocessor, hardware interface between them
- a model of the hardware-software interface: which instructions determine which interactions between microprocessor and coprocessor

the details of the formalization of this example in Gezel are omitted

the hardware datapath presented in the first lecture could hardly serve as a coprocessor to accelerate the visualization of a Collatz trajectory

why?

however, it may be embedded in a coprocessor that is designed to accelerate the computation of functions on a Collatz trajectory

for example: the *delay* of the trajectory, its (highest) peak value, etc.

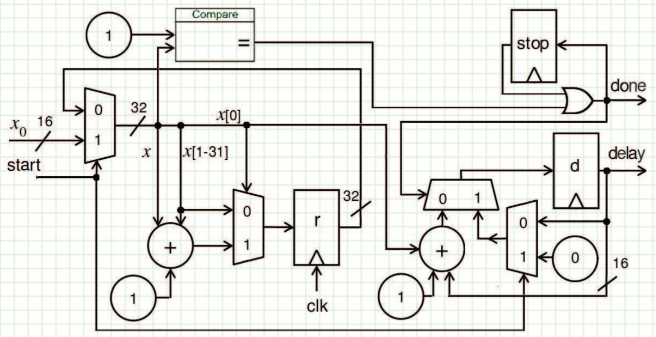
to this purpose a redefinition of the circuit interface is needed, as well as its extension with some control logic, e.g. to stop the computation and output the result upon the first '1' occurrence in the trajectory

N.B. with respect to the Collatz delay, take it into account that:

- the delay grows by 2 at every iteration from an odd value
- '1' is a legal initial value, in which case the delay is 0

Collatz delay datapath, v. 1

an extension of the circuit seen in the first lecture that does not output the trajectory, rather its *delay*:



Hardware datapath for the *delay* of a Collatz trajectory

Gezel representation:

```
dp delay_collatz (
    in start : ns(1) ; in x0 : ns(16) ;
    out done : ns(1) ; out delay : ns(16))
{   reg r : ns(32) ;
    reg d : ns(16) ;
    reg stop : ns(1) ;
    sig x : ns(32) ;
    always { x = start ? x0 : r ;
          r = x[0] ? x + (x >> 1) + 1 : x >> 1 ;
          done = ( x == 1 ) | stop ;
          stop = done ;
          d = done ? ( start ? 0 : d ) : d + 1 + x[0] ;
          delay = d ;
}   }
```

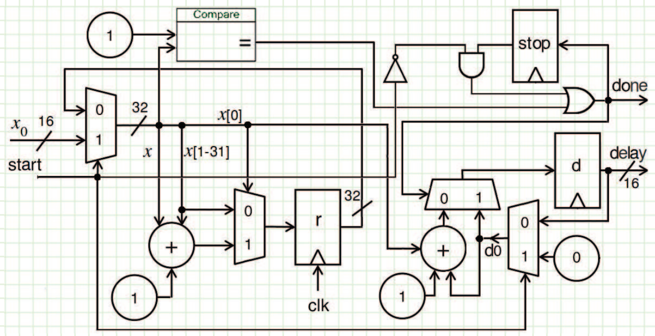
a Collatz delay codesign model

the interface of the datapath just seen suggests an easy implementation of the coprocessor as a memory-mapped I/O device, for example equipped with:

- control register, including the *start* bit
- state register, including the *done* bit
- data registers for the initial input and for the output of the result

but... is the aforementioned datapath adequate to perform the required computation for subsequent interactions with the software?

revised circuit for the delay of Collatz trajectories:



Hardware datapath for the *delay* of Collatz trajectories

Gezel representation:

```
dp delay_collatz_rev (
   in start : ns(1) ; in x0 : ns(16) ;
   out done : ns(1) ; out delay : ns(16))
{  reg r : ns(32) ;
   reg d : ns(16) ;
   reg stop : ns(1) ;
   sig x : ns(32) ;
   sig d0, dd : ns(16) ;
   always { x = start ? x0 : r ;
        r = x[0] ? x + (x >> 1) + 1 : x >> 1 ;
        done = ( x == 1 ) | ( stop & ~start ) ;
        stop = done ;
        dd = 1 + x[0] ;
        d0 = start ? 0 : d ;
        d = done ? d0 : d0 + dd ;
        delay = d ;
}  }
```

concurrency and parallelism are not synonyms:

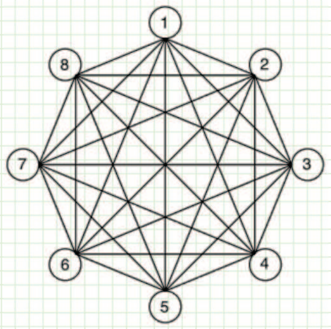
- *concurrent* processes: mutual independence of their computations
- *parallel* processes: simultaneity of their executions on different processors or circuits

concurrency is a feature of the application,
parallelism is a feature of its implementation, that requires:

- concurrency in the application, and
- a parallel hardware architecture

  e.g. the Connection Machine (CM), see figure

Amdahl's law sets at $1/s$ the maximum speed-up that may be achieved by parallel execution of an application that has a fraction s of sequential execution



Schaumont, Fig. 1.9 - Eight node connection machine

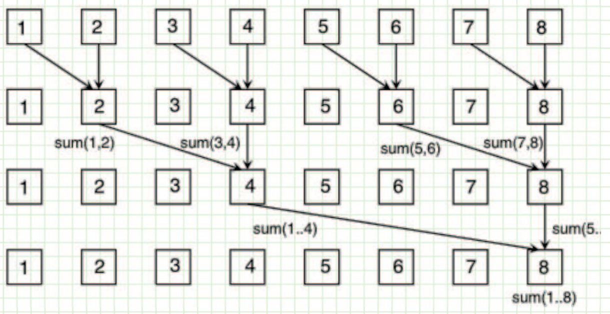
example: parallel addition

is it difficult to devise concurrent algorithms for parallel architectures?

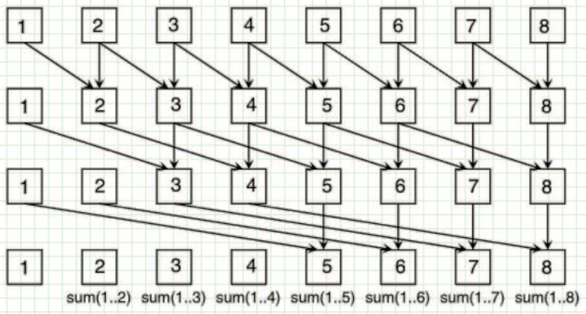
  not necessarily, it depends on programming education and habits

for example, consider the sum of n numbers on the CM, say with $n = 8$, by assegning one of the summands to each processor initially

  the algorithms illustrated next compute the sum in $\lceil \log_2(n) \rceil$ steps



Schaumont, Fig. 1.10 - Parallel sum



Schaumont, Fig. 1.11 - Parallel partial sum

references

recommended readings:

  Schaumont Ch. 1, Sect. 1.5, 1.7

  Zwolinski Ch. 1, Sect. 1.1

for further consultation:

  F. Vahid & T. Givargis Ch. 1, Sect. 1.5-1.6