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Vodafone Chair Mobile Communications Systems, Prof. Gerhard Fettweis

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Data Plane Framework for Software Defined Radio Access Networks

Emil Matus
TU Dresden

MPSoC Forum
Ventura Beach Marriott, CA, USA
July 13-17, 2015

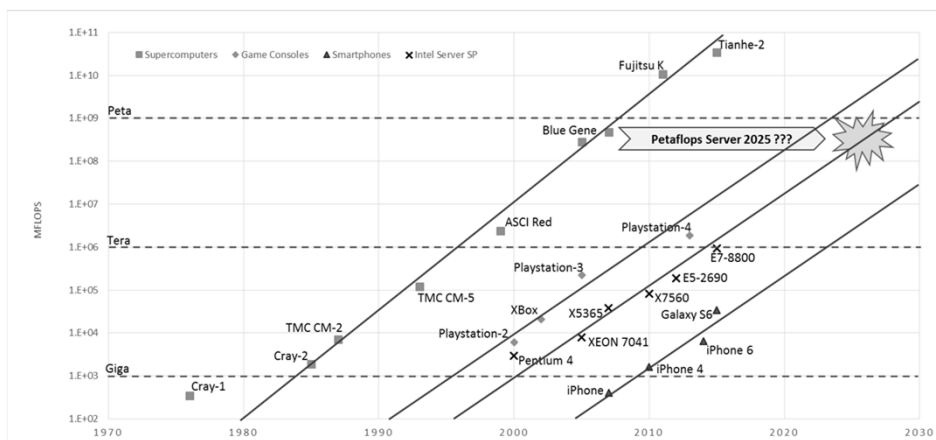
Processing Power Evolution



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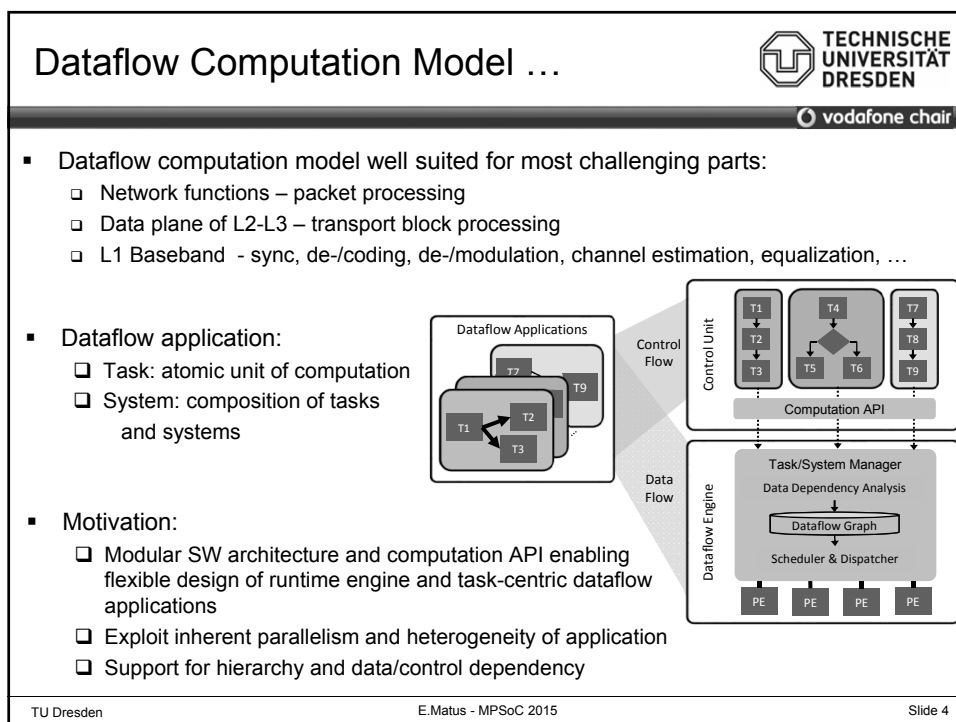
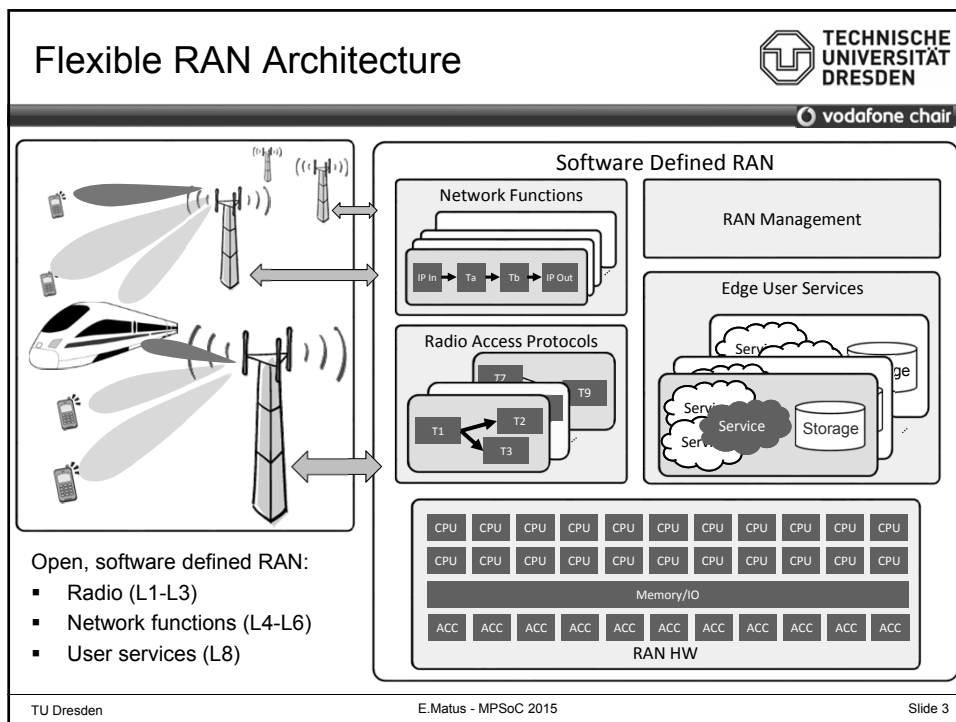
What are the implications for wireless infrastructure if this trend will continue?





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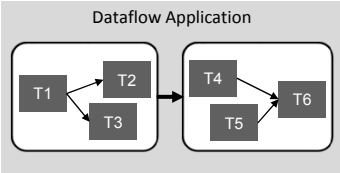


... Dataflow Computation Model



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- Hierarchical Dataflow Approach:
 - ❑ Separated dataflow execution units for system-level and task-level processing → pipelined runtime system
 - ❑ SP – System Processor → Processing of systems
 - ❑ PE – Processing Element → Processing of tasks


Dataflow Application



Systems



Tasks



- Engine configuration according to system capabilities and application requirements:

Application Controller

System Manager

SP1


SP2


Task Manager

PE1

PE2

PE3

 Threads
Node-1

 ACC
Node-2

Engine Controller

Application Controller

Computation API

System Manager

SP1

SP2

System-level Dataflow Engine

Task Manager

PE1



PE2

PE3

Task-level Dataflow Engine

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System Implementation ...


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- Runtime system portable to various target platforms: ARM, x86, Tensilica, ...

System Monitoring

Application Controller

SystemManager

SP

SP

TaskManager

PE

PE

PE

POSIX (pthreads, ...)


Linux (Linux-RT, Bare metal, ...)

CPU


CPU

CPU

CPU

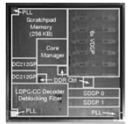


ODROID XU3
Exynos5422
4x A15 + 4x A7
1.8GHz




< 20W

Tomahawk-2 MPSoC
6x Xtensa + 6 ASIPs



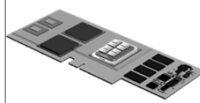
< 2W

Fujitsu Celsius R940
2x Xeon E-2650v3,
2x 10 Core, 2.3GHz




< 500W


EUROSERVER
4x 8core ARM A-53



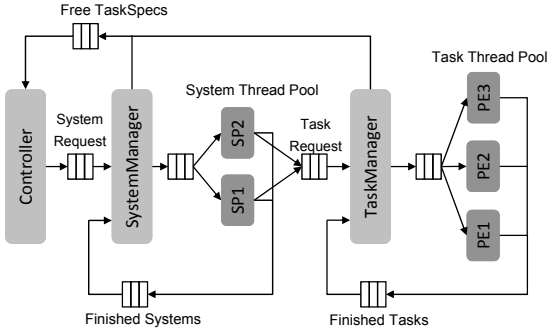
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... System Implementation


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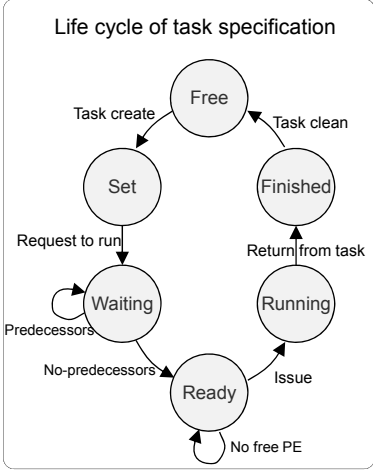


- Pipelined message passing queuing system:
 - ❑ Message passing queues between system components (threads) with various arbitration mechanisms
 - ❑ Pre-allocated buffers and thread pools
 - ❑ Pre-allocated task specification structures
 - ❑ Optimized by thread priority and core affinity



The diagram shows a pipeline of components: Controller, System Manager, System Thread Pool (containing SP1 and SP2), Task Manager, and Task Thread Pool (containing PE1, PE2, and PE3). Data flows from left to right through queues. Labels include 'Free TaskSpecs', 'System Request', 'Task Request', 'Finished Systems', and 'Finished Tasks'.


Life cycle of task specification




A circular state transition diagram for a task. States include: Free, Set, Waiting, Ready, Running, Finished, and back to Free. Transitions are labeled: 'Task create' (Free to Set), 'Request to run' (Set to Waiting), 'Predecessors' (Waiting to Waiting), 'No-predecessors' (Waiting to Ready), 'No free PE' (Ready to Ready), 'Issue' (Ready to Running), 'Return from task' (Running to Finished), and 'Task clean' (Finished to Free).

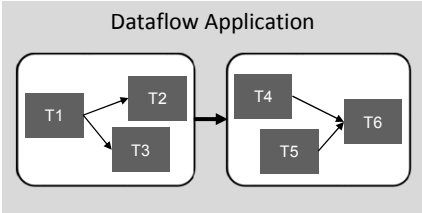
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Task-Centric Computation API


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- TaskC - "Simple" and extensible task-centric programming interface enabling specification of:
 - ❑ Tasks and systems,
 - ❑ IN/OUT arguments,
 - ❑ Dependencies,
 - ❑ WCET ,
 - ❑ Deadline, Priority,
 - ❑ ...



A dataflow graph showing tasks T1, T2, T3, T4, T5, and T6. T1 branches to T2 and T3, which then merge into T4. T4 and T5 merge into T6.

- Support for dynamic and/or static task-graph generation:
 - ❑ Definition by generator function → Dynamic dataflow
 - ❑ Definition by data structure → Static dataflow

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Computation API ...

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- Create Task: `TaskSpec* t = task(fnc, *arg1, *arg2,...);`

```
TaskSpec* t1 =
    task(fx, IN(buf1, BUF1_SIZE), OUT(buf2, BUF2_SIZE));
set(t1, Property, Value);
push_task(t1);
```

- Task dependency:


```
predecessors(TaskSpec* dest_task, TaskSpec *source_task,...)
```

```
TaskSpec* t1 = task(fx, IN(buf1, BUF1_SIZE), OUT(buf2, BUF2_SIZE));
TaskSpec* t2 = task(fy, IN(buf2, BUF2_SIZE), OUT(buf3, BUF3_SIZE));
predecessors(t2, t1);
push_task(t1); push_task(t2);
```

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... Computation API ...

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- Task synchronization: `synchronize();`

```
TaskSpec* t1 = task(fx, IN(buf1, BUF1_SIZE), OUT(buf2, BUF2_SIZE));
push_task(t1);
synchronize();
TaskSpec* t2 = task(fy, IN(buf2, BUF2_SIZE), OUT(buf3, BUF3_SIZE));
push_task(t2);
```

- For/While loops: `for(init; condition; update){ task(...); ... }`

```
for(i=0; i<N; i++){
    TaskSpec* t1 = task((fx, IN(&buf1[i], SIZE1),
                        OUT(&buf2[i], SIZE2)));
    push_task(t1);
}
Synchronize();
```

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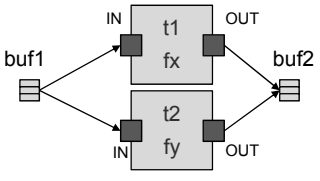
... Computation API

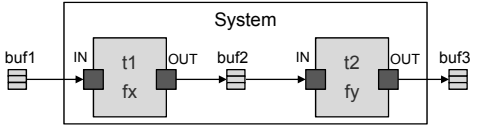
- Create Task:**

```



if (condition){
    task(TASK1, ...);
}
else{
    task(TASK2, ...);
}

if(cond){
    TaskSpec* t1 = task(fx, IN((buf1, BUF1_SIZE), OUT((buf2, BUF2_SIZE)));
    push_task(t1);
}
else{
    TaskSpec* t2 = task(fy, IN(buf2, BUF2_SIZE), OUT(buf3, BUF3_SIZE));
    push_task(t2);
}
                
```



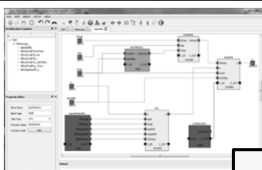
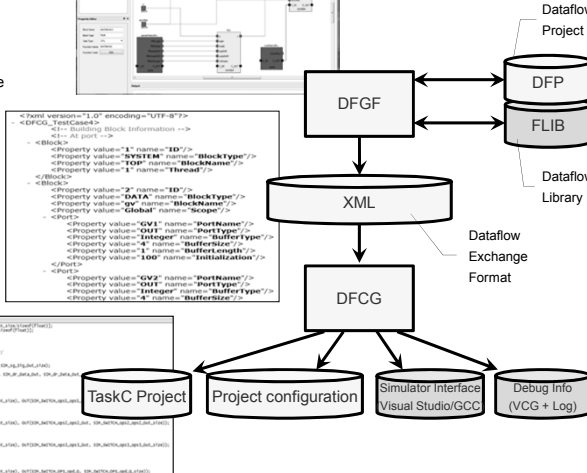
- Hierarchy:**


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Modeling and Code Generation Toolflow

- Model definition:**
 - Dataflow GUI (DFGF)
 - XML description
 - C++ API
- Code generation:**
 - Dataflow Code Generator (DFCG)
 - Generation of internal data structure
 - Flattening
 - Scheduling & Optimization
 - Target specific code generation
 - Generated code:
 - Memory management
 - Task/Data synchronization
 - Task interfaces
 - Buffer checking (overflow)
 - Debug info
- Debugging:**
 - Visual Studio/ GCC project
 - Autoverification vs. MATLAB reference

```

<?xml version="1.0" encoding="UTF-8"?>
<DFCG_TaskCase4>
  <!-- Setting Block Information -->
  <Block name="t1" type="IO"/>
  <Property value="SYSTEM" name="BlockType"/>
  <Property value="t1" name="BlockName"/>
  <Property value="1" name="Thread"/>
  </Block>
  <Block name="t2" type="IO"/>
  <Property value="SYSTEM" name="BlockType"/>
  <Property value="t2" name="BlockName"/>
  <Property value="1" name="Thread"/>
  </Block>
  <Port name="QW1" type="PortName"/>
  <Property value="QW1" name="PortType"/>
  <Property value="Integer" name="BufferType"/>
  <Property value="3" name="BufferLength"/>
  <Property value="4" name="BufferSize"/>
  </Port>
  <Port name="QW2" type="PortName"/>
  <Property value="QW2" name="PortType"/>
  <Property value="Integer" name="BufferType"/>
  <Property value="4" name="BufferLength"/>
  <Property value="4" name="BufferSize"/>
  </Port>
                
```

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