

Software  
optimization for  
the multi-core  
architecture  
with State of the  
art Design Flow

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# Agenda

- Motivation
- Traditional Design Flow Issue
- Our Vision
- Outline
- State-of-the-art Design Flow
- Case Study - First Target
- Analyze and Profile
- Parallelize
- Architecture Mapping
- Result
- Conclusion
- Next Step



## ■ Keywords of the issues

- Commoditization of hardware platform
  - It is most important to make an excellent feature of the product
- Difficult software development of the multi-core platform
  - Optimization and debugging is very difficult
- The time shortening of the development
  - Time to Market is very important
- Quality of the development
  - We have limitations of manual partitioning and mapping

■ **We need to make the new design flow to solve them !**

■ **We need to catch up state-of-the-art design flow !**



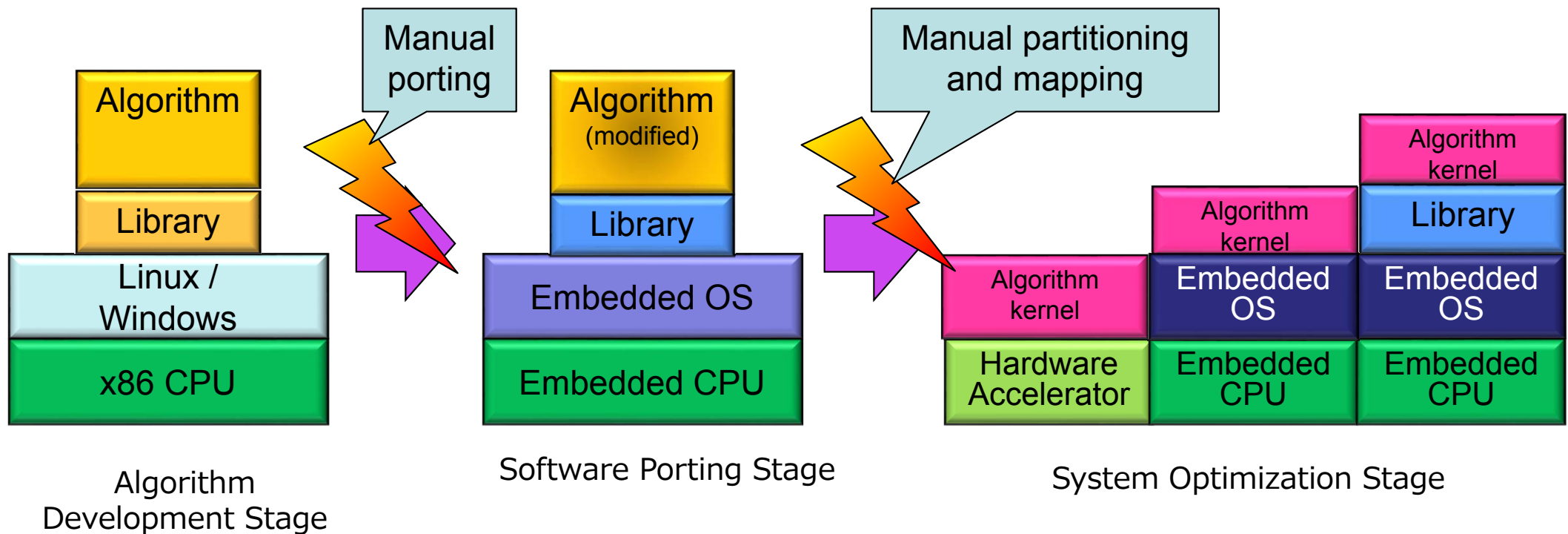
# Traditional Design Flow Issues

## ■ Algorithm Development issues

- Algorithm design is separated from the system design
- Algorithm engineers do not consider system implementation

## ■ Implementation and Optimization issues

- Manual porting of algorithms to target operating system
- Manual partitioning and mapping

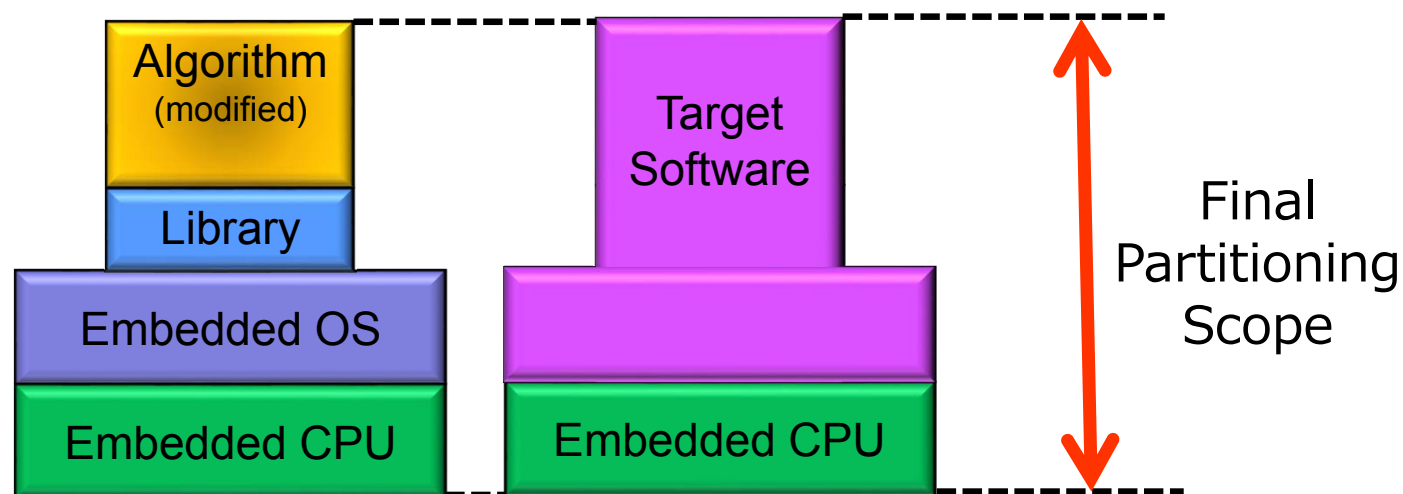


## Our Vision

- To make the seamless design flow from Algorithm design to system implementation for multi-core architecture

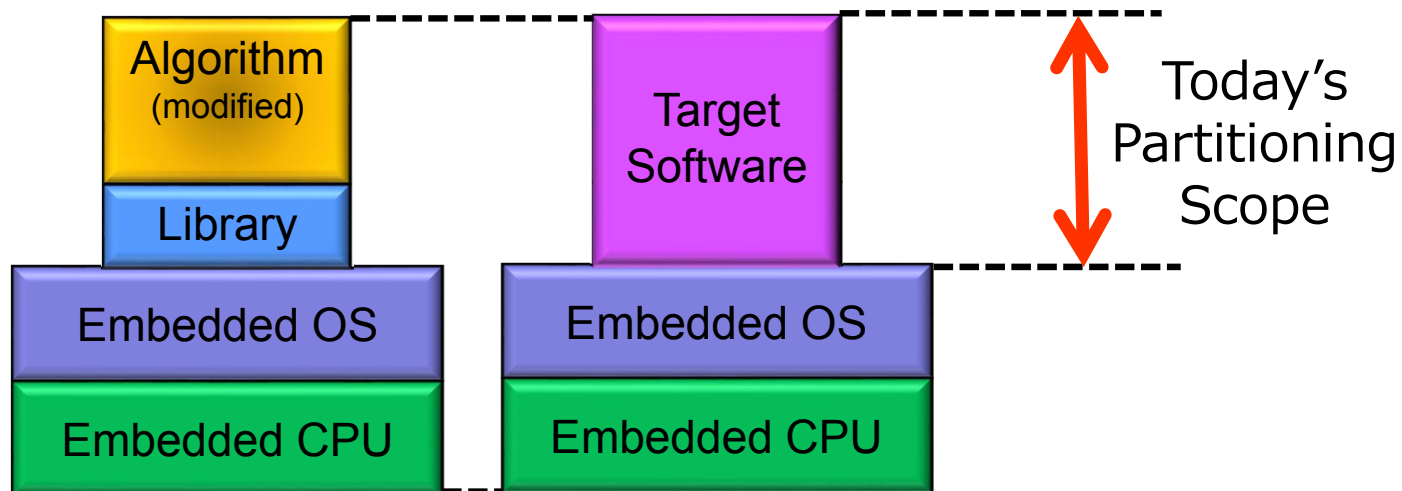
## Our Scope

- Our scope is the entire hardware and software
  - Now I'm trying to make software partitioning design flow for multi-core
  - It is important to divide the whole of software for multi-core
    - It should be including Operating System portion – This is the next step !



# Outline

- We tried to optimize the only software part at the first step
- We tried to evaluate SILEXICA to optimize software part
- We tried to use the JPEG Encoder as the first case study
- We tried to divide JPEG Encoder into some processes
- We got a result that was not expected
- We were inspired by this result
- And, we are considering the next step

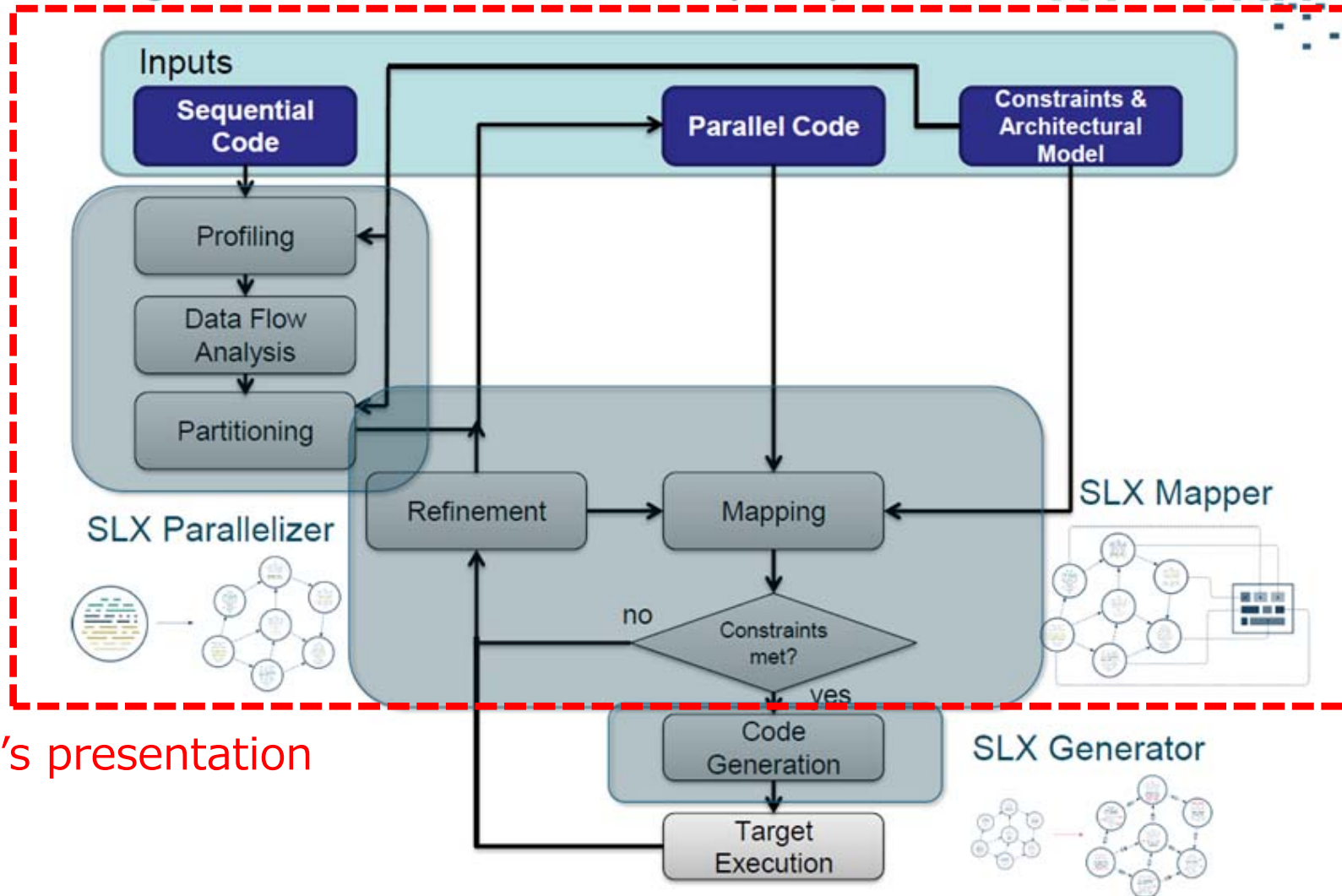




# State-of-the-Art Design Flow

## SILEXICA Design Flow

Using SLX Toolsuite from user perspective



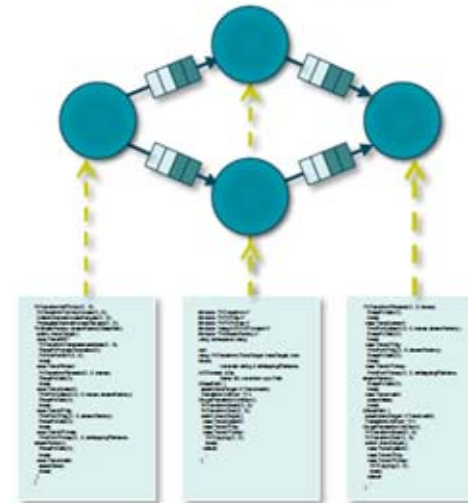
Today's presentation



## ■ CPN

### Parallel Specification: CPN

- CPN: C for Process Networks
  - *Intuitive parallel programming*
- Based on C
  - Processes in C
  - Channels support C types, structs, typedefs, ...



```
__PNkpn Amp __PNin(short A[2]) __PNout(short B[2]) __PNparam(int boost)
{
  while (1)
    __PNin(A) __PNout(B) {
      for (int i = 0; i < 2; i++)
        B[i] = A[i]*boost;
    }
}

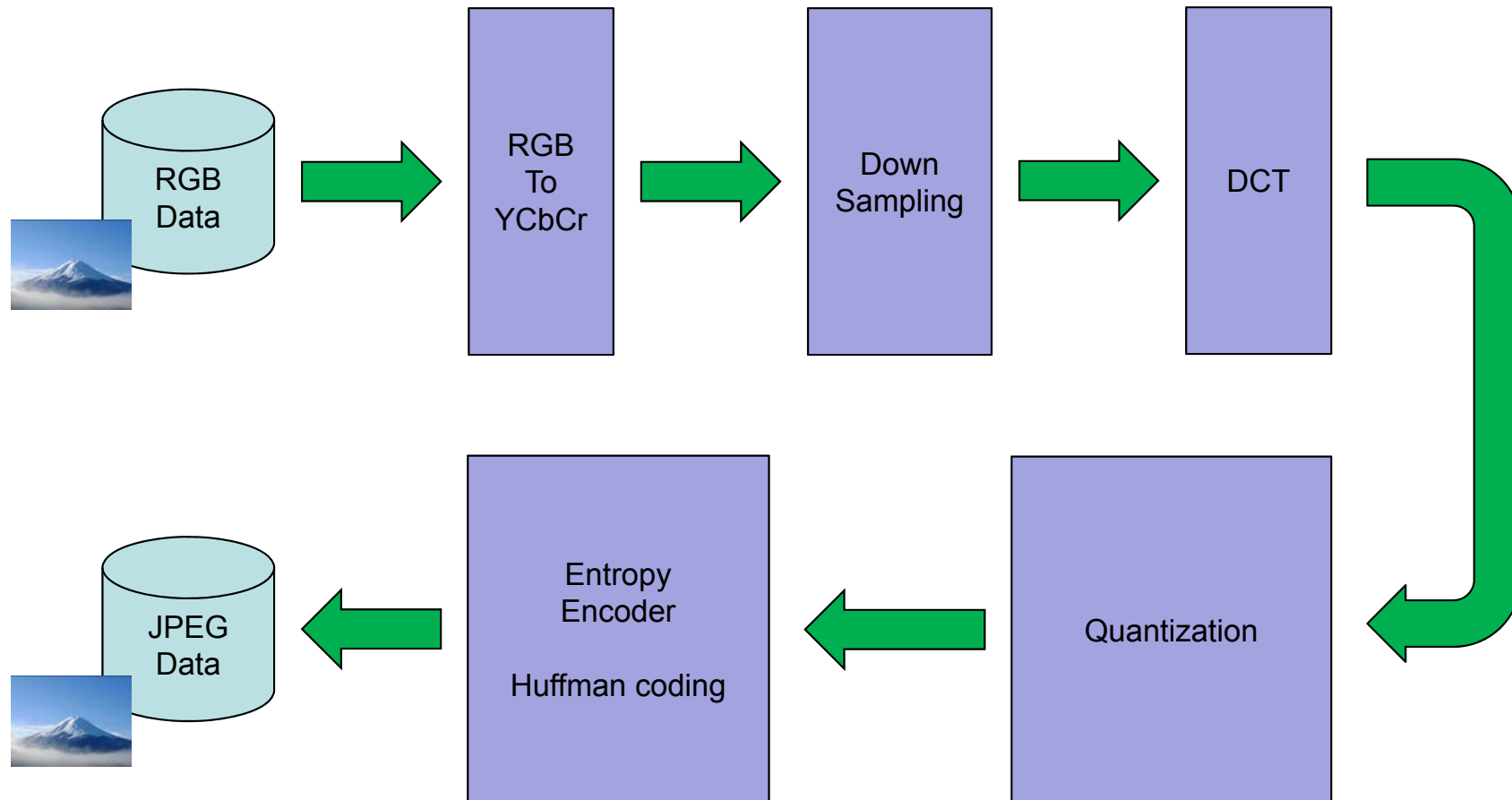
__PNprocess AudioAmp1 = Amp __PNin(C) __PNout(F) __PNparam(3);
__PNprocess AudioAmp2 = Amp __PNin(D) __PNout(G) __PNparam(10);
```





# Case Study

## ■ Generic JPEG Encoder algorithm



## ■ JPEG Encoder condition

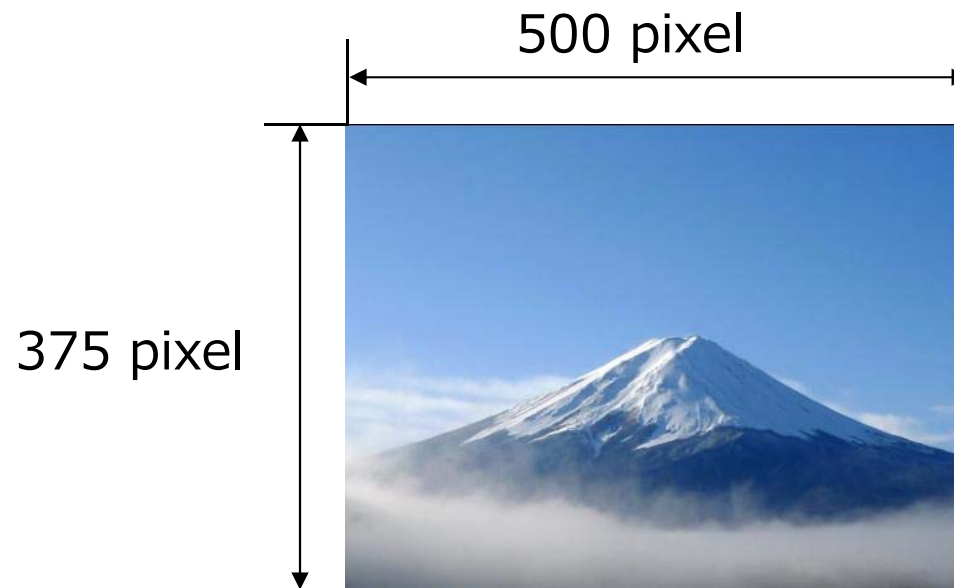
Condition	Value
Number of line at C source code	1121 lines (without comment line)
Number of File	6 files (including header file)
Size of the executable file (Binary size)	494.5K Bytes (Result of SLX compiler)

## ■ Input picture condition

- 500pixel x 375pixel
- RGB format image data

## ■ SILEXICA version

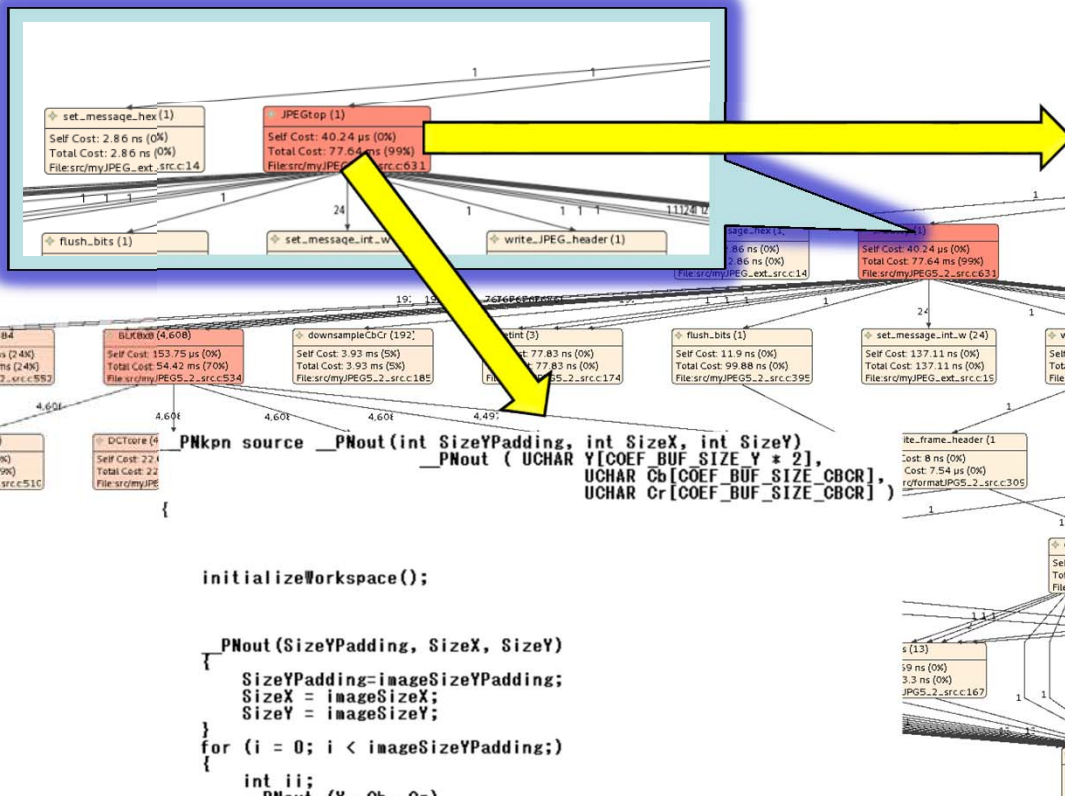
- SLX Tool Suite 2016.1
- 64bit Linux CentOS7





## First Trial – CPN code

- Divide JPEG Encoder into 2 processes



```

main (1)
Self Cost: 2.14 ns (0%)
Total Cost: 77.69 ms (100%)
File: JPEG_Main.c3

PNkn sink _PNin(int SizeYPadding, int SizeX, int SizeY)
_PNin( UCHAR Y[COEF_BUF_SIZE_Y * 2],
       UCHAR Cb[COEF_BUF_SIZE_CBCR],
       UCHAR Cr[COEF_BUF_SIZE_CBCR] )

PNin(SizeYPadding, SizeX, SizeY)
{
    local_imageSizeYPadding = SizeYPadding;
    local_SizeX = SizeX;
    local_SizeY = SizeY;
}

initializeWorkspace();

write_JPEG_header();
for (i = 0; i < local_imageSizeYPadding;
     {
     for (ii = 0; ii < DCTSIZE; ii++)
     {
         i++;
         i++;
     }

     PNin(Y, Cb, Cr)
     {
         for (j = 0; j < imageSizeX; j += DCTSIZE * 2)
         {
             int nC = (j + DCTSIZE >= imageSizeX);

             BLKx8(&Y[j], 0, &DCy, &state, 0);
             BLKx8(&Y[j + DCTSIZE], 0, &DCy, &state, nC);
             BLKx8(&Y[j + DCTSIZE * MAX_IMAGE_WIDTH], 0, &DCy, &state, nR);
             BLKx8(&Y[j + DCTSIZE * (MAX_IMAGE_WIDTH + 1)], 0, &DCy, &state, nC + nR);
             BLKx8(&Cb[j >> 1], 1, &DCCb, &state, 0);
             BLKx8(&Cr[j >> 1], 1, &DCCr, &state, 0);
         }
     }

     flush_bits(&state);
     write_JPEG_trailer();
}

fclose(fpJPG);

QualityScaling (1)
Self Cost: 20.61 ms (26%)
Total Cost: 20.61 ms (26%)
File: src/myJPEG5_2_src.c26
    
```

```

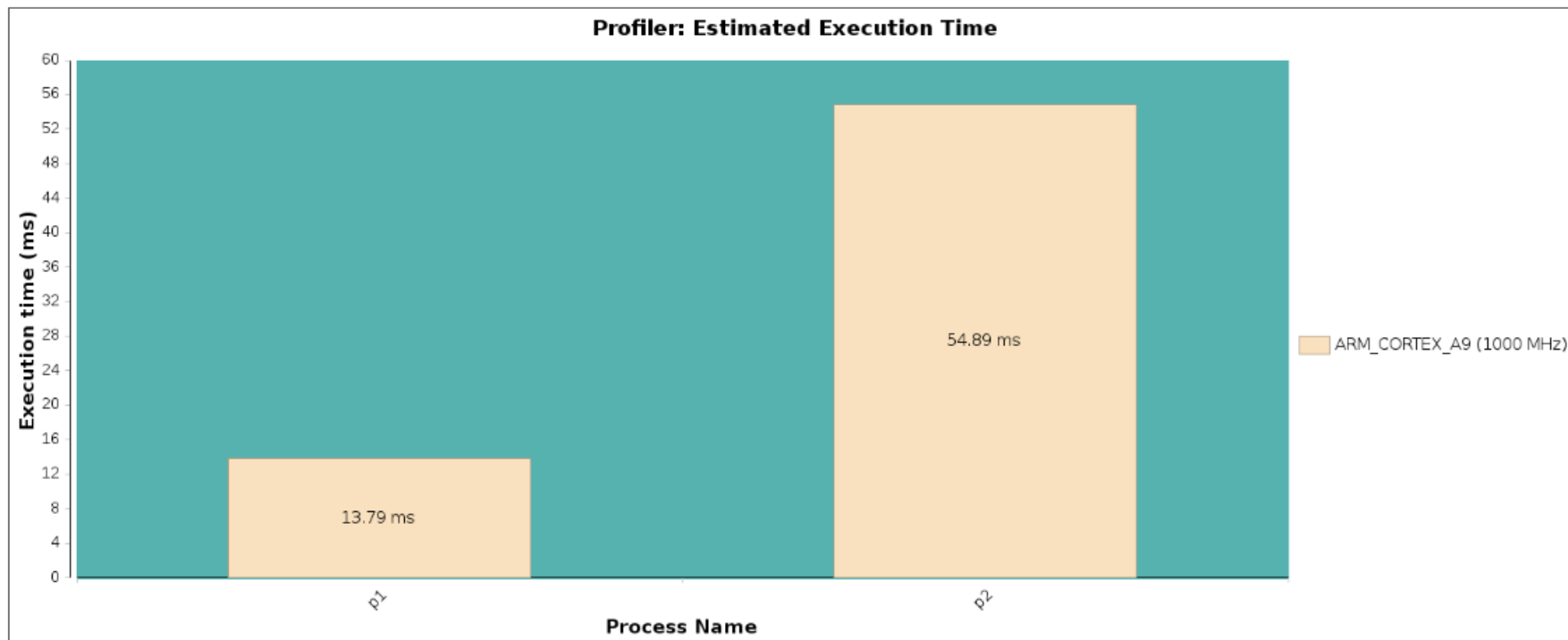
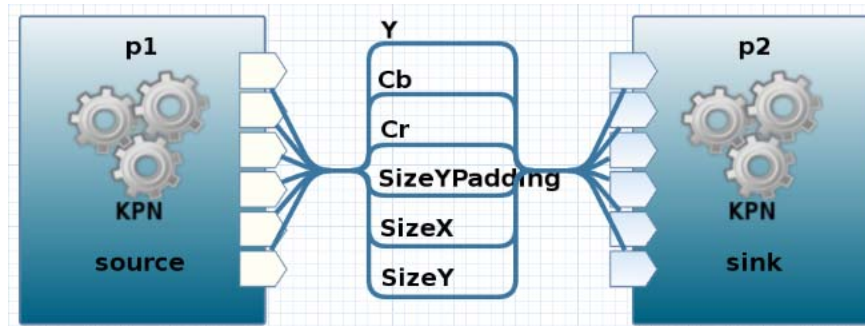
PNkout source _PNout(int SizeYPadding, int SizeX, int SizeY)
_PNout ( UCHAR Y[COEF_BUF_SIZE_Y * 2],
        UCHAR Cb[COEF_BUF_SIZE_CBCR],
        UCHAR Cr[COEF_BUF_SIZE_CBCR] )

initializeWorkspace();

PNout(SizeYPadding, SizeX, SizeY)
{
    SizeYPadding=imageSizeYPadding;
    SizeX = imageSizeX;
    SizeY = imageSizeY;
}
for (i = 0; i < imageSizeYPadding;
     {
         int ii;
         _PNout (Y, Cb, Cr)
         {
             ii = 0;
             ReadOneLine(fpImage, i++, &Y[0], 0);
             ReadOneLine(fpImage, i++, &Y[0], 1);
             downsampleCbCr(i, &Cb[0], &Cr[0], 0);
             for (ii = 1; ii < DCTSIZE; ii++)
             {
                 ReadOneLine(fpImage, i++, &Y[0], 1);
                 ReadOneLine(fpImage, i++, &Y[0], 1);
                 downsampleCbCr(i, &Cb[0], &Cr[0], 1);
             }
         }
     }
}
    
```

## ■ First Trial – Execution time

- Estimate execution time by ARM CA9 architecture model





# Architecture Mapping

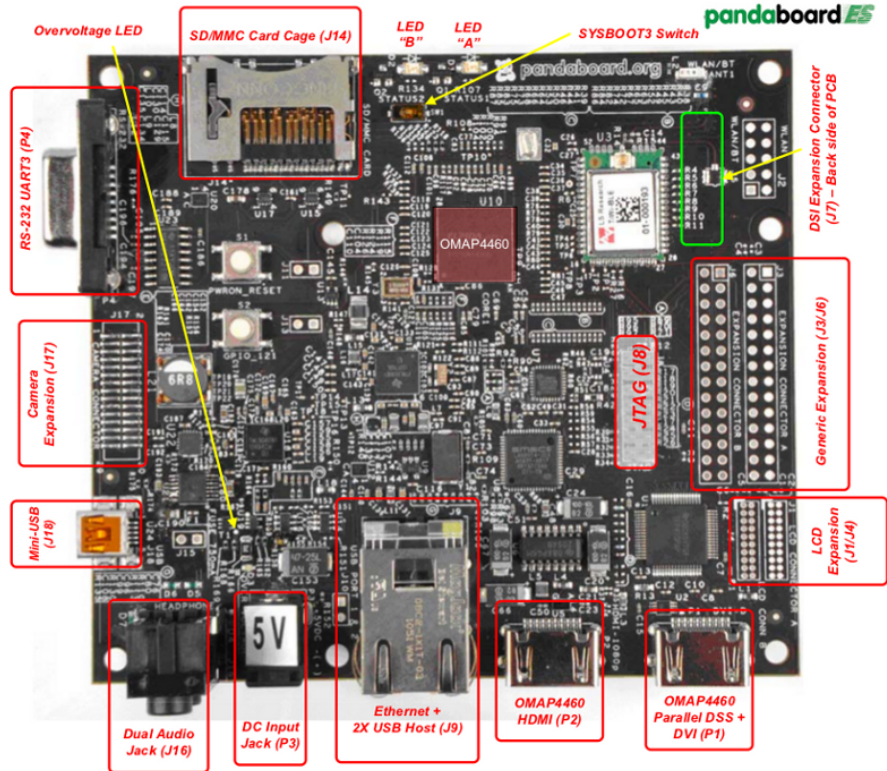
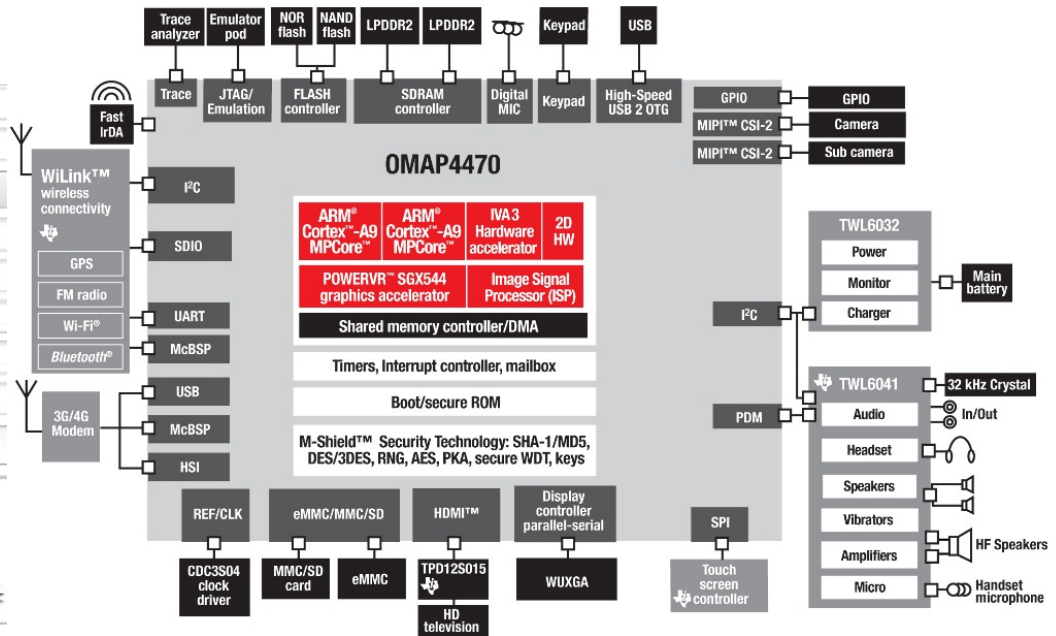
## Mapping to Pandaboard

Platform Overview:

- PandaBoard
  - Processors
    - gpp0 - ARM\_CORTEX\_A9**
    - gpp1 - ARM\_CORTEX\_A9
  - Memories
    - shared\_mem
  - CommPrimitives

Processor Name: gpp0  
 Frequency: 1000  
 Core Type: ARM\_CORTEX\_A9  
 Core Description:  
 Max. ILP: 0  
 Context Load Time: 200  
 Context Store Time: 200

FIFO Priority: RoundRobinFixed, RoundRobinDynamic

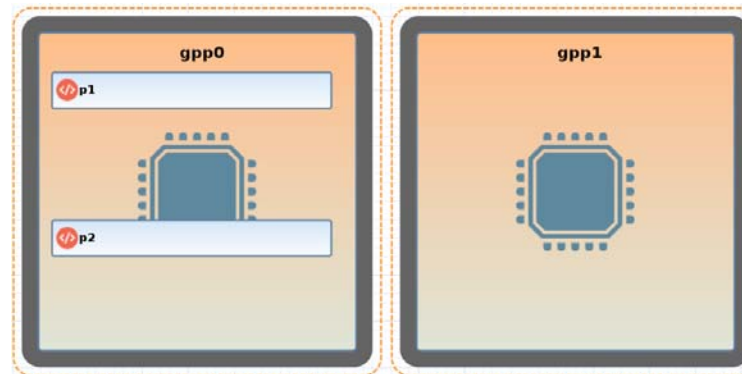


ne	Rise Time	Fall Time	Switch Time	Frequency Ratio	Power Ratio	
poweroff	13.0us	0.0us	300.0ns	0.0	0.0	Add
0.25	3.95us	97.26us	300.0ns	0.25	0.25	Delete
0.5	2.87us	45.77us	300.0ns	0.5	0.42	
0.75	1.63us	18.65us	300.0ns	0.75	0.64	

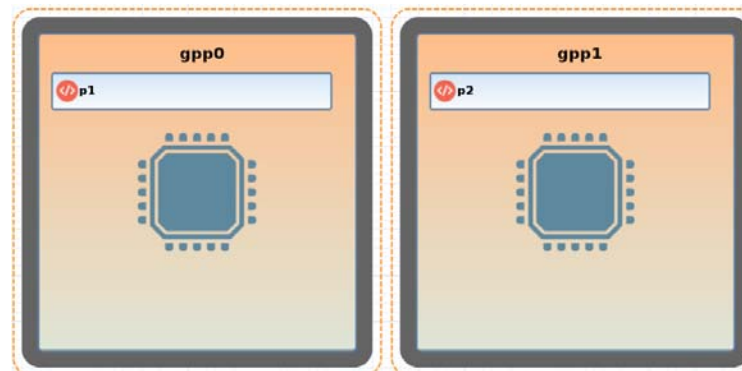
# Architecture Mapping

## ■ Mapping condition

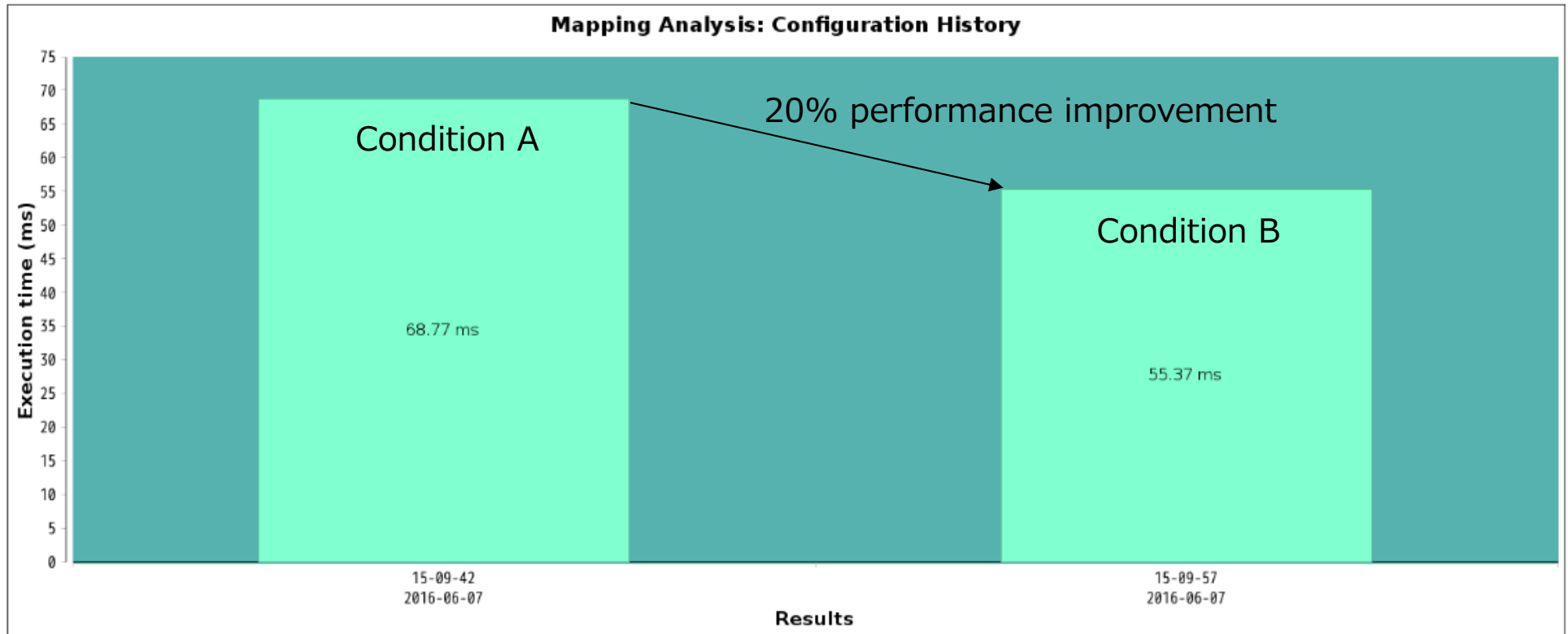
- Condition A - typical
  - Mapping the two processes into one CPU



- Condition B
  - Mapping the two processes into two CPU



## ■ First condition



Performance improvement by parallelization was 20%

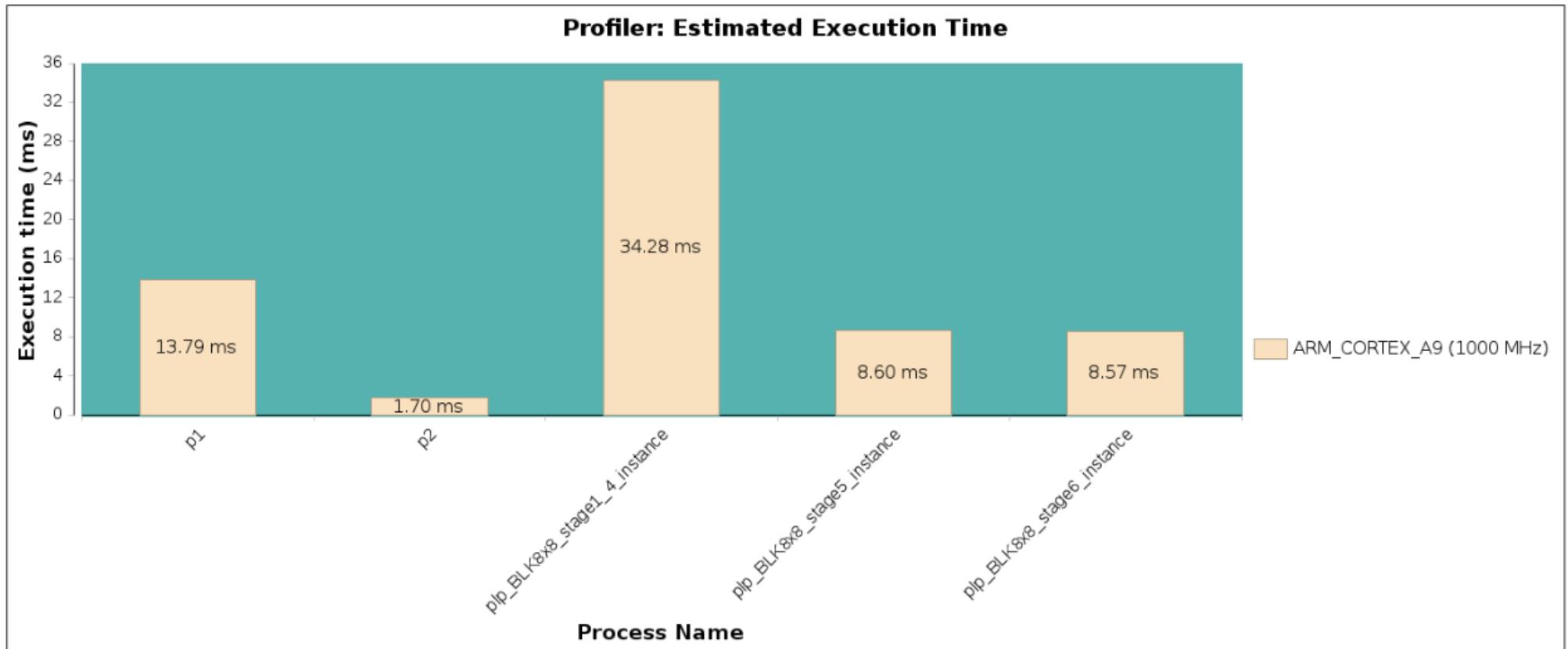






## ■ Second Trial - Execution time

- Estimate execution time by ARM CA9 architecture model

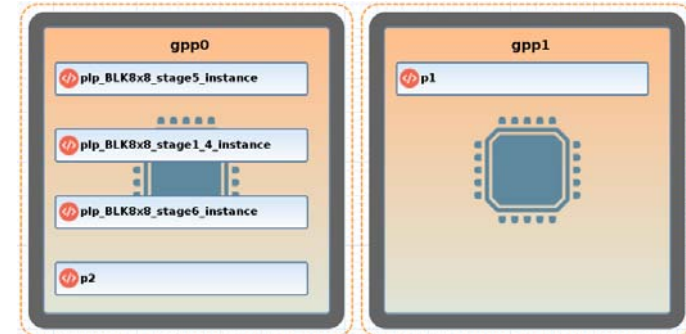




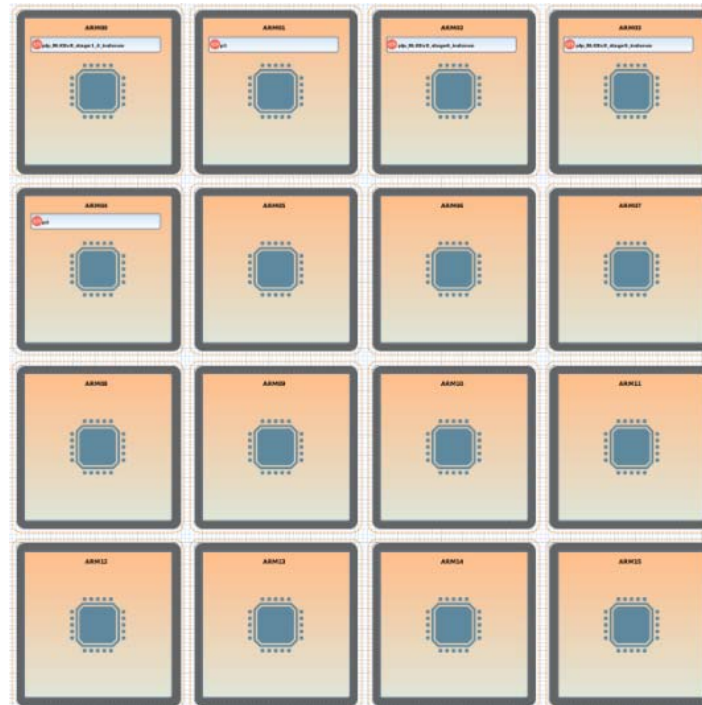
# Architecture Mapping

## ■ Mapping condition

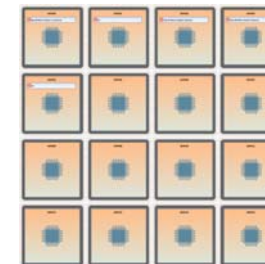
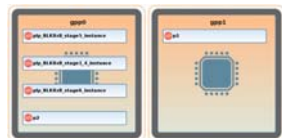
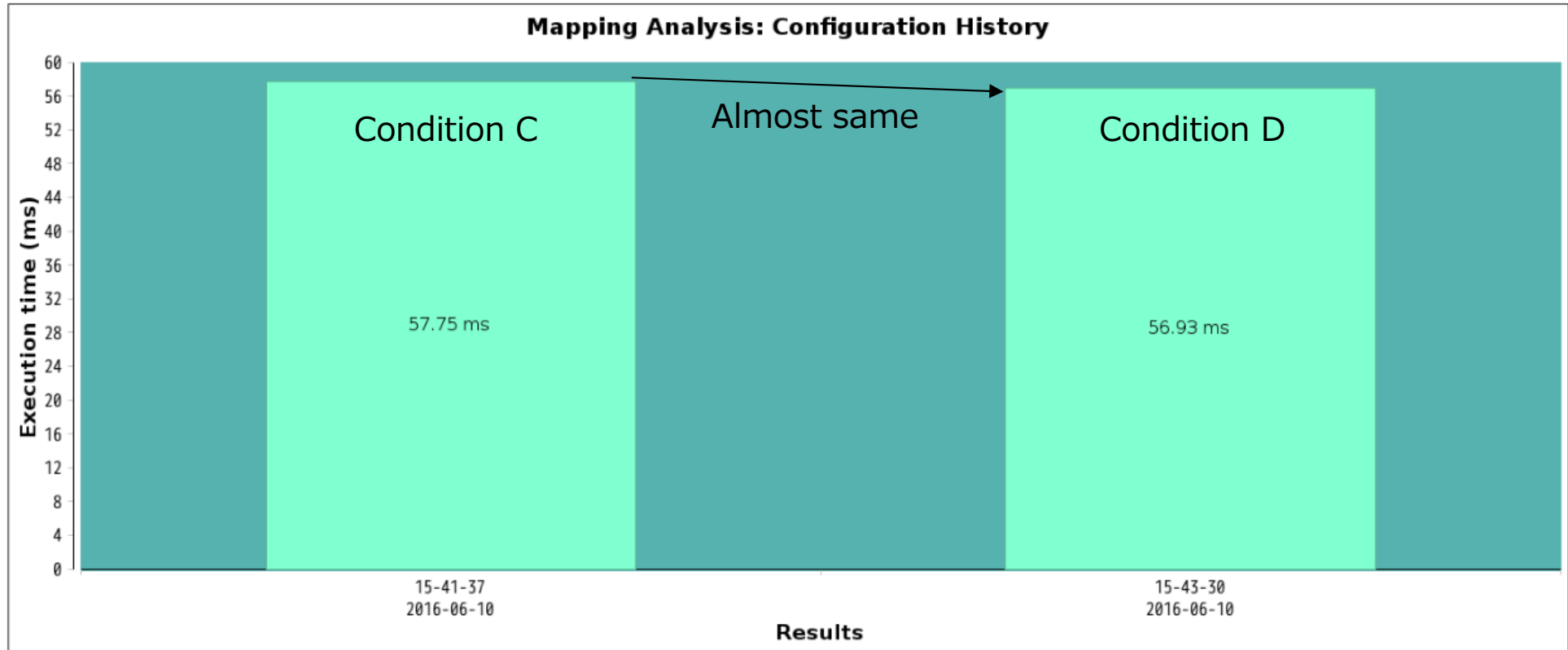
- Condition C – Mapping to Pandaboard
  - Mapping the two processes into two CPU by SLX automatically



- Condition D – Mapping to 16 core ARM architecture
  - Mapping each processes into a CPU by manual



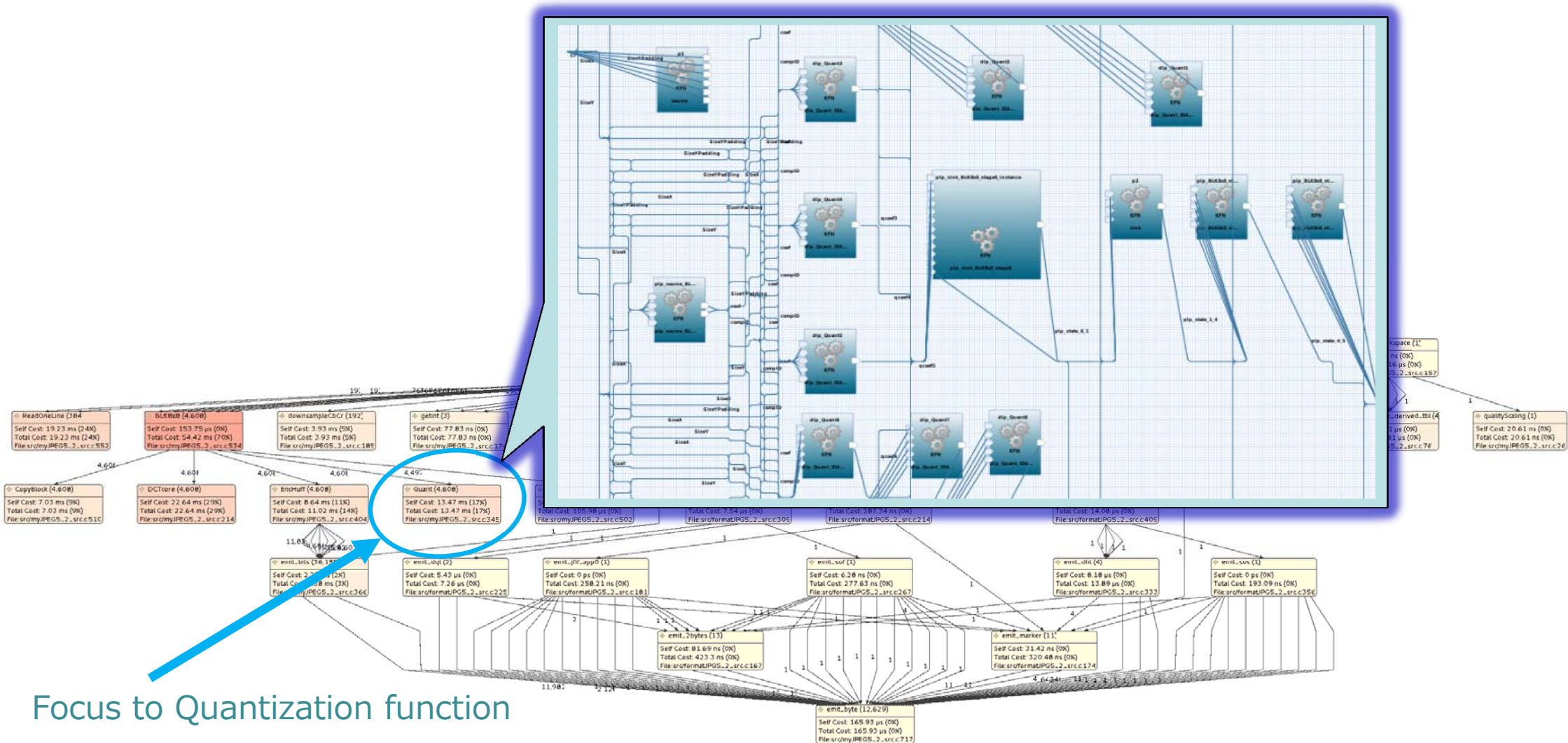
## ■ Second Trial



There is no effect of parallelization

## Third Trial – CPN

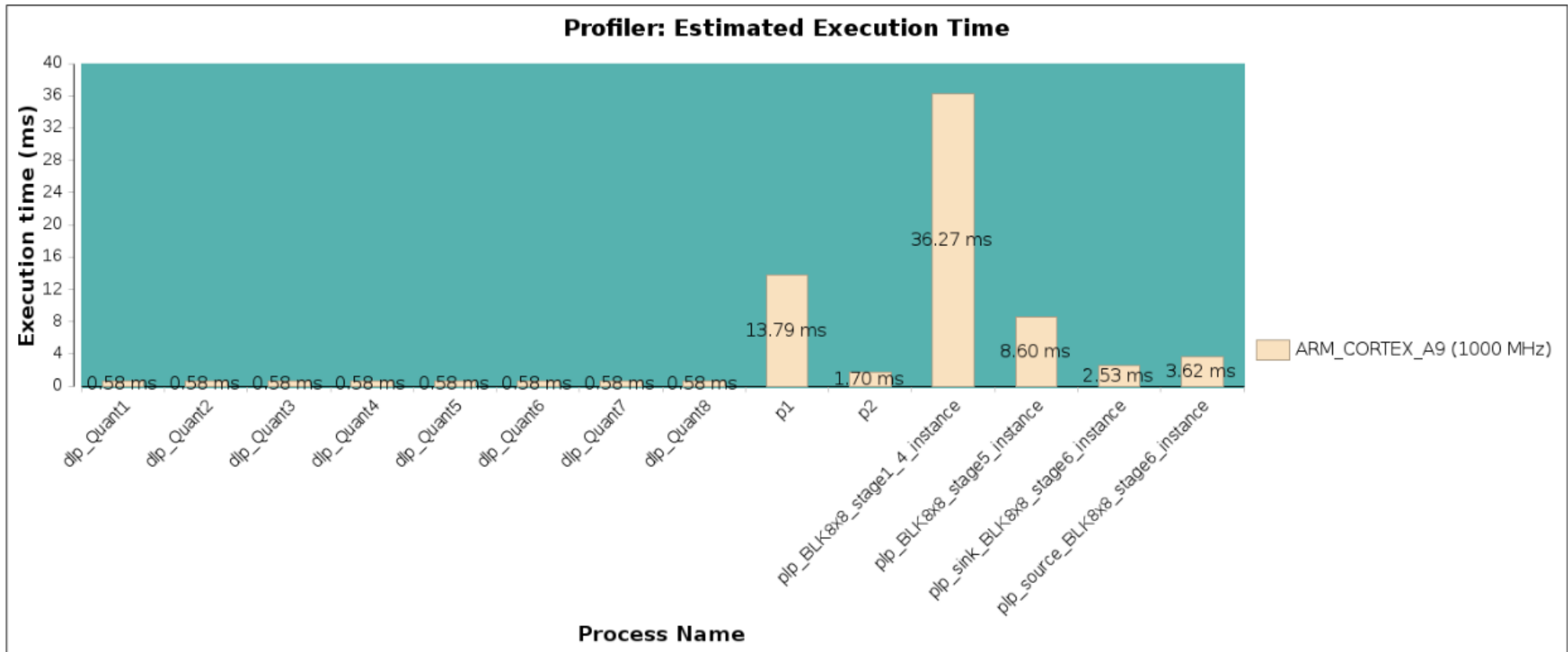
- Divide JPEG Encoder into 14 processes





## ■ Third Trial - Execution time

- Estimate execution time by ARM CA9 architecture model





# Architecture Mapping

## ■ Mapping condition

- Condition E – Mapping to 16 core ARM architecture
  - Mapping each processes into a CPU by SLX automatically





## ■ Comparison in all conditions





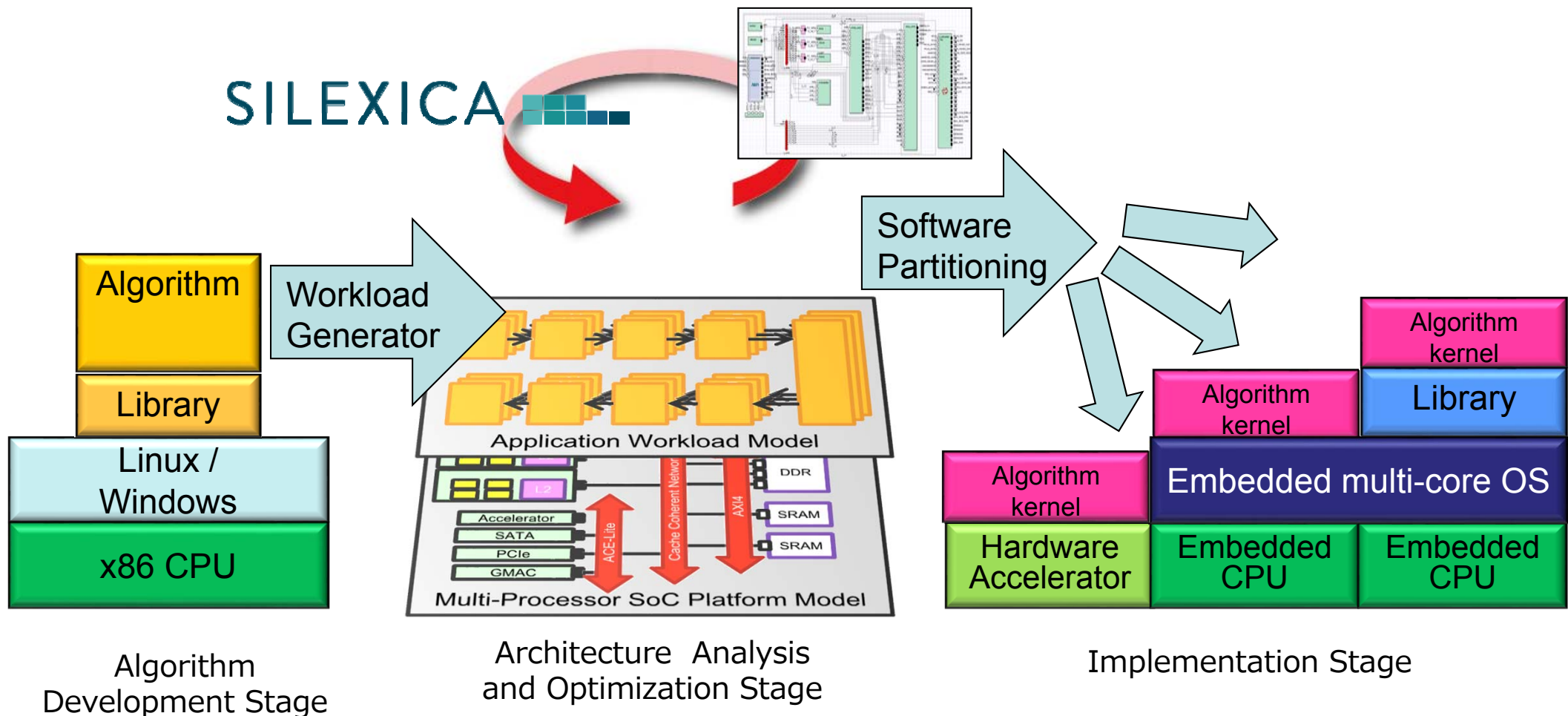


- **We tried to optimize the JPEG Encoder at the first step**
  - We use SILEXICA tool
  - To make the CPN is little difficult
  - SILEXICA is still semi-automatic flow
    - Need the automatic generation of the CPN
  
- **We need some division strategy for optimization**
  - There is a trade-off of division and communication between processes
  - We need the early architecture analysis with using virtual platform
    - We can get the image of strategy for optimization
  
- **We can feel the limitation of commoditization**
  - Hardware platform also important

# Next Step

## ■ Tool-based Architecture Analysis and Optimization

- Fusion of tools – SILEXCIA and Virtual platform technology
  - Analysis architecture for performance by HW and SW co-design





*Thank You!*

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