

A design methodology for TTA protocol processors

Presentation by

Seppo Virtanen

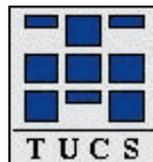
seppo.virtanen@utu.fi

<http://users.utu.fi/seaavi>

Embedded Systems lab,

Turku Centre for Computer Science (TUCS)

<http://www.tucs.fi>





Introduction

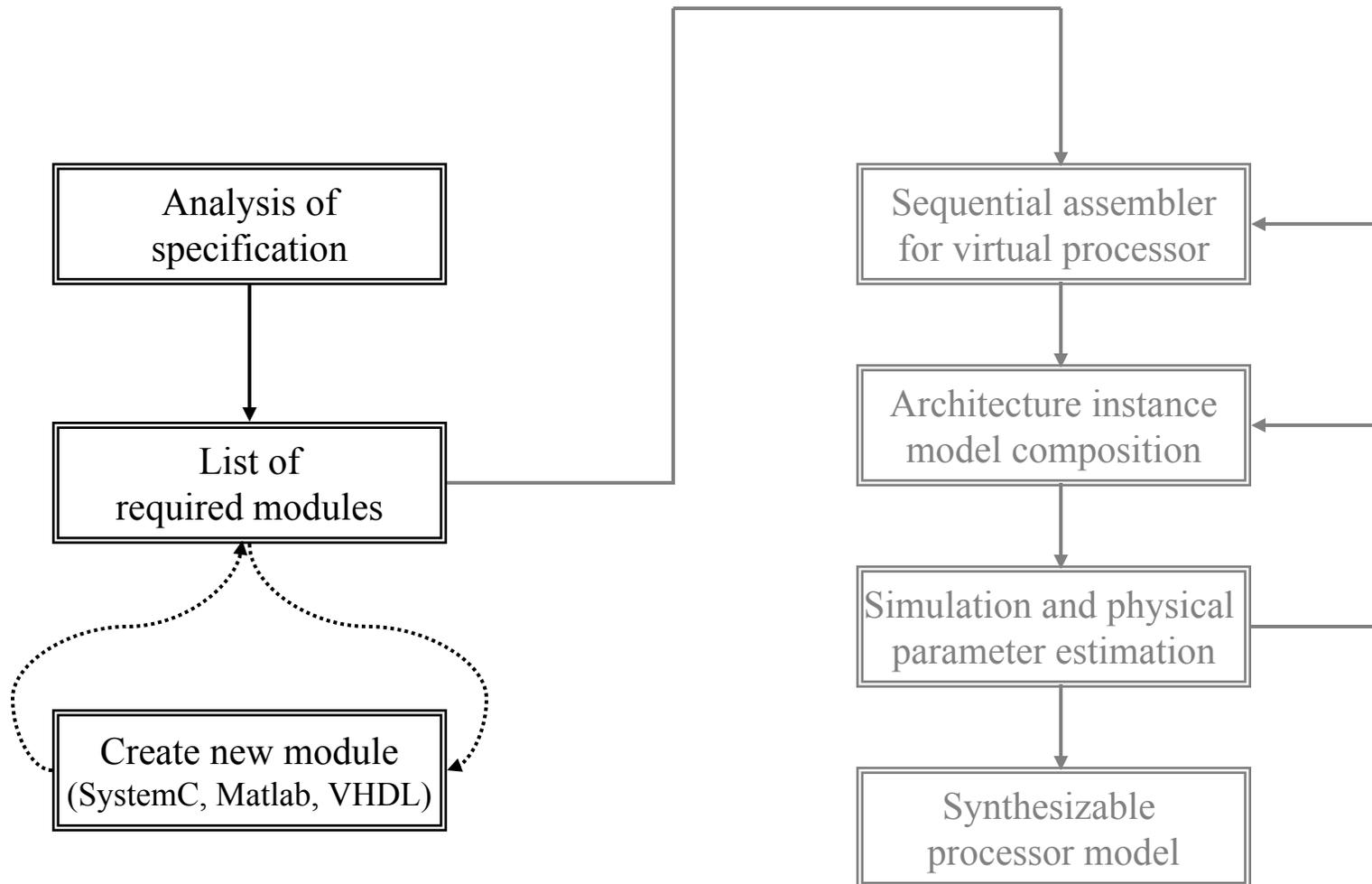
- TACO goal: specify a methodology for designing programmable processors with hardware optimized for a given protocol processing application
 - Start with an app spec, result of flow is a VHDL model
 - Find frequently appearing operations in application
 - explore a set of protocol processor architectures to find candidates for implementation
 - Candidates must be able to execute the target application correctly within given timing constraints
 - Candidates must be feasible in terms of area and power use
- Building blocks needed
 - Base architectural framework: TTA
 - Rules for suggesting parts of app to be implemented in hardware
 - Models for simulation, estimation and synthesis
 - Mechanism for model integration and interaction



Architectural framework

- TTA
- Each functional unit performs a protocol processing task
- The number and types of FU's used chosen depending on requirements of target application
- Some supported tasks
 - Checksum calculation
 - Up/down counters
 - Boolean evaluations
 - Bit field matching
 - Bit field masking
 - Shifting

Design flow: application analysis

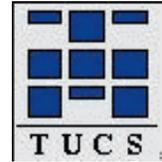




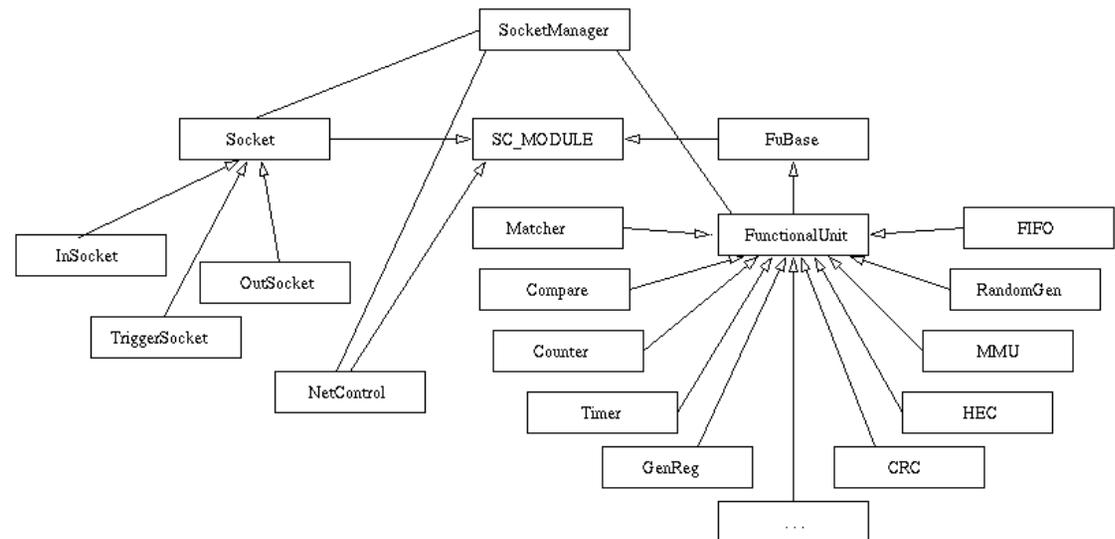
Application analysis

- Identify frequently appearing operations in the protocol processing application
 - e.g. CRC, Boolean, counting, timing, matching
 - These become FU's of processor
 - A method for finding such operations is described in D. Truscan's presentation
- Compare to existing modules in our VHDL and SystemC module library
- Add module into library if operation can not be performed with existing modules, and create a Matlab representation of it

SystemC Simulation framework



- Implementations of FU's, sockets, interconnection buses, dispatch logic written in SystemC 1.0.1
- Heterogenous level of abstraction
 - Inter-module communication at RTL level
 - Internal functionality of modules at higher levels
- Object oriented techniques used:
 - Inheritance
 - Polymorphism





SystemC Model Details

- Parent class encompasses all mutual features of subclasses, both functionality and interfaces
- Leaf classes contain distinctive additions to functionality and interface \Rightarrow leaf classes remain relatively simple
- Benefits: more compact and readable code, fewer errors, design of new FU's is faster
- Some modules are dynamically created and connected in the SystemC simulation setup
 - Makes construction of simulators easier and faster \Rightarrow Faster design space exploration

SystemC model: main.cpp example



- The following code in main.cpp creates three buses, one matcher unit and four sockets
- Sockets are created when needed, always connected

```
Bus* bus1: new Bus("Bus1");  
Bus* bus2: new Bus("Bus2");  
Bus* bus3: new Bus("Bus3");  
Matcher* m1: new Matcher("Matcher1");  
bus1 -> insertOperand(m1);  
bus2 -> insertData(m1);  
bus3 -> insertTrigger(m1);  
bus1 -> insertResult(m1);  
bus2 -> insertResult(m1);
```



Matlab estimation model

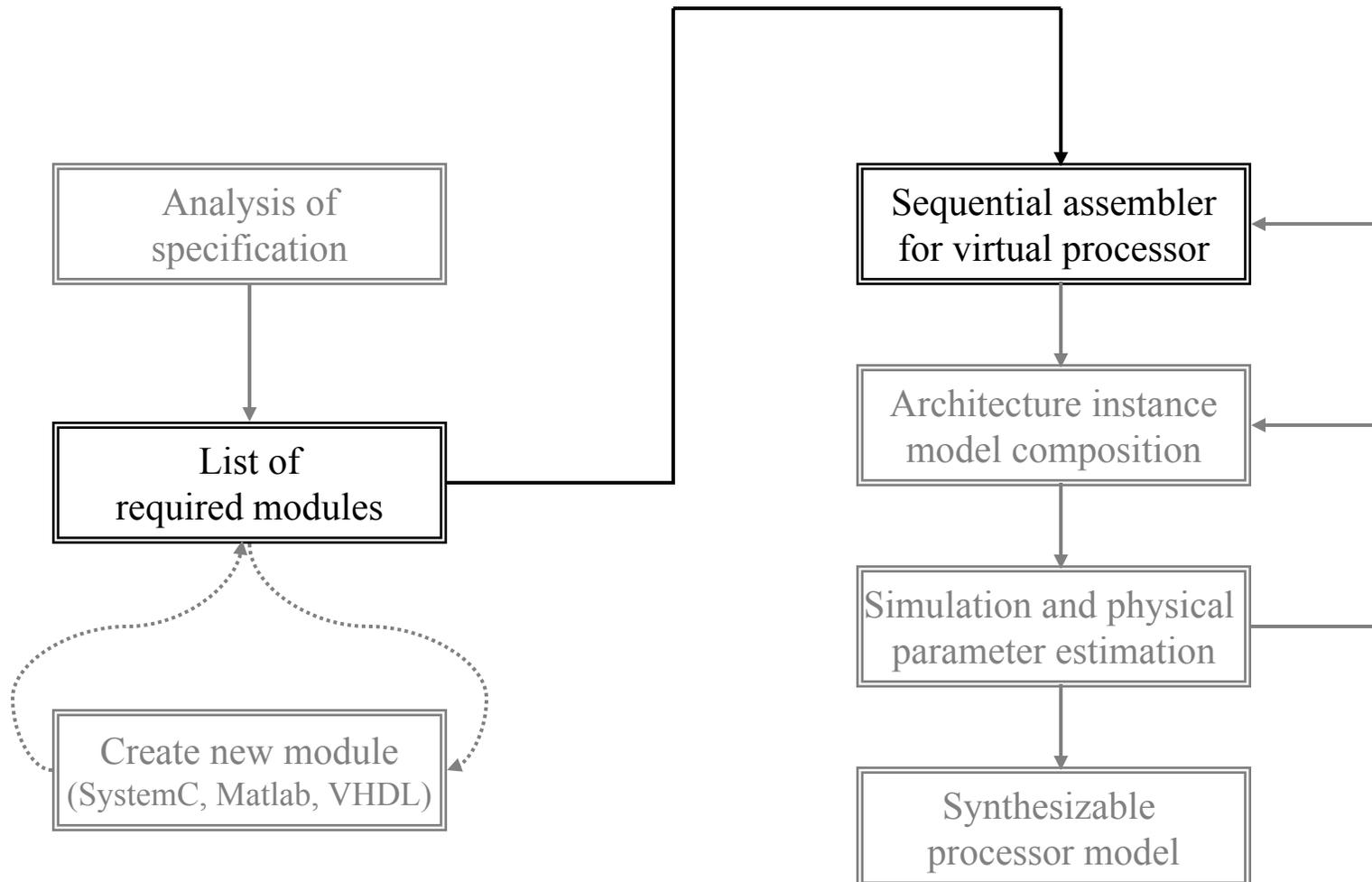
- Set of scripts and functions in M-language
 - equations for delay, area, power estimation
- Delay: estimate pipe stage lengths
- Area: estimate based on delay constraints (gate / repeater size)
- Power/task energy: estimate based on supply voltage, cycle length, cycle count
- More details in Tero Nurmi's presentation



VHDL synthesis model

- Hybrid model: common operations of modules modeled in structural VHDL, module-specific parts modeled in behavioral VHDL
- Code reuse possible
 - e.g. functional units: replace module-specific part (module interface structure remains unmodified)
 - e.g. module duplicates: only module identification information needs to be changed

Design flow: virtual assembler



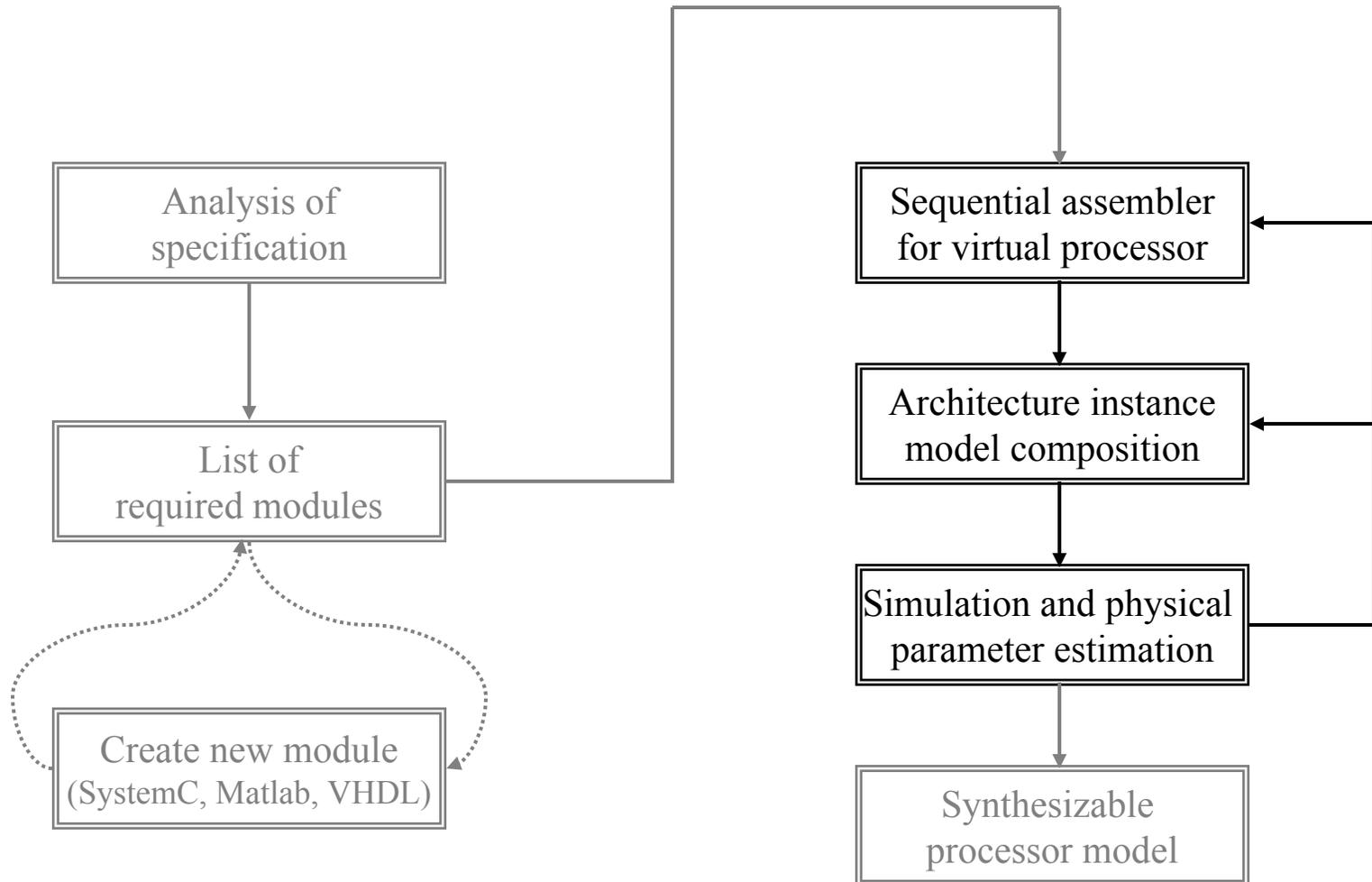


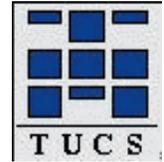
Virtual Processor Assembler

- Virtual processor = a processor with one interconnection bus and one of each required type of functional units.
- After establishing that required modules exist:
 - Refine application specification until it becomes a list of consecutive data moves between modules
 - e.g. move counter result to input of a Boolean unit
 - List of consecutive moves = virtual processor assembler code
 - virtual assembler used as basis for deriving architecture instances



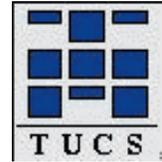
Design flow: Design iteration cycle





Design Iteration Cycle

- Construct SystemC simulation model of an architecture instance based on virtual ASM
 - Either manually or using the Design Tool
 - Application code must be tuned for the instance
- Verify functionality through simulation
- Provide simulation results to Matlab model for estimating physical characteristics
- Analyze simulation and estimation results
- Explore more instances or proceed to VHDL model synthesis



Setting up model instances

- Three different models in three different OS's
 - Simulation, estimation and synthesis setup takes time!
 - Top level code needed for every model for every architecture
 - In practice 3 persons needed to carry out experiments
 - Unwanted features possible due to coding errors

a) Generated SystemC code

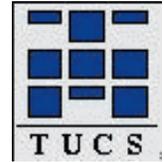
```
sc_clock clk("clock",20);
NetControl nc("NetCtrl1");
nc.clk(clk);
Bus* bus1 = new Bus("Bus1");
Bus* bus2 = new Bus("Bus2");
Bus* bus3 = new Bus("Bus3");
Matcher* m1 = new Matcher("Mtchr1", clk);
bus1->insertOperand(m1);
bus2->insertOperand(m1);
bus3->insertOperand(m1);
bus1->insertData(m1);
bus2->insertData(m1);
bus3->insertData(m1);
bus1->insertTrigger(m1);
bus2->insertTrigger(m1);
bus3->insertTrigger(m1);
bus1->insertResult(m1);
bus2->insertResult(m1);
bus3->insertResult(m1);
nc.initialize();
```

b) Generated Matlab code

```
matcher = [2 4 129 0.5]
```

c) Generated VHDL code

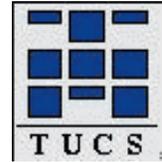
```
signal highway : tacobus_matrix(2 downto 0);
signal matcher1_T, matcher1_O1 : std_ulogic_vector(w-1 downto 0);
signal matcher1_O2, matcher1_R : std_ulogic_vector(w-1 downto 0);
signal matcher1_IStm1_act, matcher1_ISopm1_act : std_ulogic;
signal matcher1_ISodm2_act, matcher1_OSrm1_act : std_ulogic;
--matcher 1
TM1: input_socket
generic map(idi_matcher1tm1, 1, 0, 1, w, "111")
port map(clk, rst, Glock, squash, dst_id, highway, matcher1_IStm1_act, matcher1_T, open);
OPM1: input_socket
generic map(idi_matcher1opm1, 1, 0, 1, w, "111")
port map(clk, rst, Glock, squash, dst_id, highway, matcher1_ISopm1_act, matcher1_O1, open);
ODM1: input_socket
generic map(idi_matcher1odm1, 1, 0, 1, w, "111")
port map(clk, rst, Glock, squash, dst_id, highway, matcher1_ISodm2_act, matcher1_O2, open);
matcher1: matcher_fu
port map(clk, rst, Glock, matcher1_T, matcher1_O1, matcher1_O2,
         matcher1_IStm1_act,matcher1_ISopm1_act,
         matcher1_ISodm2_act, matcher1_OSrm1_act, matcher1_R, a);
RM1: output_socket
generic map(ido_matcher1rm1, 1, 0, 1, "111")
port map(clk, rst, Glock, squash, src_id, matcher1_R, matcher1_OSrm1_act, highway, open);
```



Solution: TACO design tool

- First version in Delphi for Windows (Pascal)
 - Not very customizable
 - Only one supported OS
 - However, made it clear that a tool of this kind is needed
- Current version in Java
 - Very customizable; adding a HW block requires only creating templates for code generation
 - Platform independent
 - Generates correct code every time; no debugging
 - Designer can visually identify key hardware blocks and their interconnections
 - Helps the designer in evaluating design quality

TACO Design Tool



The screenshot displays the TACO Protocol Processor Designer software interface, version 0.0000. The main workspace is a grid of functional units (FUs) arranged in a 5x2 layout. The units are:

- Counter1 (OC1, TC1, RC1)
- Counter2 (OC2, TC2, RC2)
- Matcher1 (OPM1, ODM1, TM1, RM1)
- ChecksumIPv61 (OPCH1, ODCH1, TCH1, RCH1)
- Mmu1 (OPMM1, ODMM1, TMM1, RMM1)
- LocalInfo1 (OL1, TL1, RL1)
- Masker1 (OPMK1, ODMK1, TMK1, RMK1)
- Shifter1 (OS1, TS1, RS1)
- RoutingTable Unit1 (ORT1, TRT1, RRT1)
- Comparator1 (OCM1, TCM1, RCM1)

Three vertical red rectangles are drawn over the workspace, labeled 1, 2, and 3, indicating specific columns of units. The interface includes a menu bar (File, Edit, Window) and a toolbar. On the right side, there are three floating windows:

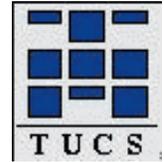
- FU Chooser:** A list of functional units with 'Comparator' selected. It shows socket names (OCM, TCM, RCM) and the FU operation: 'Compare two data words (<, >, = etc.)'.
- Masker info:** Shows socket names (OPMK, ODMK, TMK, RMK) and the FU description: 'Replace a bit segment with'.
- Socket Editor:** A dialog for 'Disconnect/Connect OPMM to bus:' with a list containing '1', '2', and '3'. It has 'Close', 'Disconnect', and 'Connect' buttons.

At the bottom right, there is a **Code Generator** window with buttons for 'Modify default Matlab parameters', 'Set folder for generation', and 'Generate'.



Tool integration in design flow

- Design a prototype using the tool
- Generate top level files for SysC, Mlab, VHDL
- Simulate prototype in SystemC
 - Obtain clock constraint, bus util, register stats
- If simulations are OK, estimate physical characteristics in Mlab using simulation results
 - Estimates for area and power
- Analyze simulation and estimation results
- Explore more instances or proceed to VHDL model synthesis



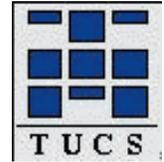
Turn-around Time

- Setting up SystemC simulations and Matlab estimations is fast thanks to the Design Tool
- Simulations and estimations run fast
 - ➔ Design iteration and design space exploration at the system level is fast
- Logic synthesis setup is fast
 - VHDL code is generated by the design tool
- Design steps from logic synthesis onwards consume most of the design time



Design Experiment

- Protocol Processor for ATM AIS processing in a 622 Mbps network
- Alcatel 0.35 μm standard cell library
- A HEC FU had to be created into SystemC and VHDL component libraries
- Different architecture instances constructed by varying number of buses and FU's
 - 1,2 or 3 buses
 - Single or dual FU's for required operations



Results of Experiment

- Add buses and/or FU's → reduce clock cycles
- Add FU's → consume more energy and area, use buses more efficiently
- Add buses → consume less energy (in the 0.35 μm technology generation)

Archit. instance	Exec. cycles	Req. clock	Move slots	Unused slots	Bus util.
single-1	121	178 MHz	121	0	100%
single-2	68	100 MHz	136	15	89%
single-3	49	72 MHz	144	42	71%
double-1	90	132 MHz	90	0	100%
double-2	53	78 MHz	106	1	99%
double-3	36	53 MHz	108	2	98%

Table 1: Worst case clock frequencies and data bus utilizations. *Single-2* indicates the use of one FU of each needed type and two buses in the interconnection network, *double-3* the use of two FU's of each needed type and three buses.

Archit. instance	Energy estim.	Logic area estimate	Logic area actual	μP area estimate
single-1	187 nJ	2.08 mm ²	-	2.63 mm ²
single-2	74 nJ	0.89 mm ²	-	1.20 mm ²
single-3	58 nJ	0.89 mm ²	0.87 mm ²	1.27 mm ²
double-1	179 nJ	1.88 mm ²	-	2.39 mm ²
double-2	105 nJ	1.41 mm ²	-	1.96 mm ²
double-3	81 nJ	1.41 mm ²	1.25 mm ²	2.09 mm ²

Table 2: Estimated task energies, estimated and actual logic areas, and estimated processor area.



Conclusions

- The TACO design methodology supported this kind of application-specific system design and system level design space exploration well
- The Design Tool considerably speeds up setting up simulations, estimations and synthesis
- TACO system level simulations and estimations provided reliable results when compared to post-synthesis simulation results
- Combining results of system level simulation and system level physical parameter estimation gives the designer reliable design feasibility feedback at early stages of the design process