

An Interface-Circuit Synthesis Method with Configurable Processor Core in IP-Based SoC Designs

Shunitsu Kohara, Naoki Tomono, Junpei Uchida,
Yuichiro Miyaoka, Nozomu Togawa,
Masao Yanagisawa, Tatsuo Ohtsuki

Department of Computer Science, Waseda University

January 26th, 2006



Outline

- ✓ Introduction
- ✓ IP-Based SoC Design Method
 - ✓ Design Flow
 - ✓ Architecture Model
 - ✓ Interface
- ✓ IFC_Synthesizer
 - ✓ IFC Architecture
 - ✓ IFC Synthesis Method
- ✓ Experimental Results
- ✓ Conclusion



Introduction

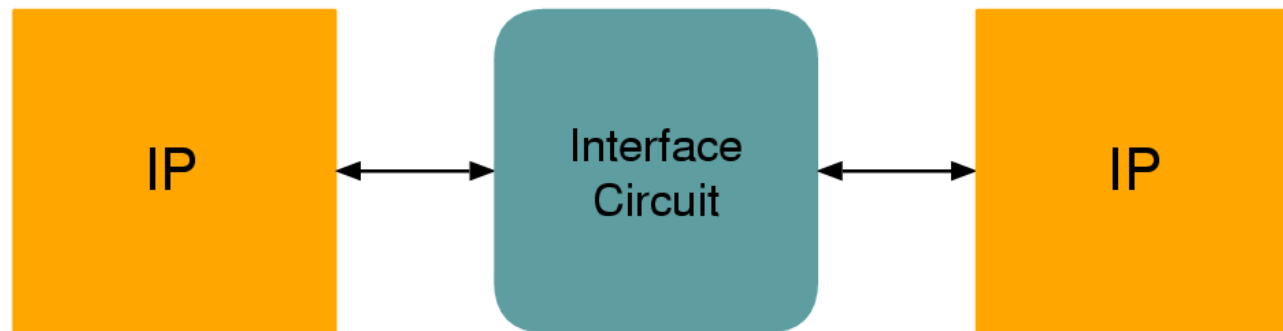


Introduction (1)

- ✓ Requirements for SoC design
 - ✓ Small Area, high performance and low energy
 - ✓ Design in a short period and low cost
- ✓ Method for designing in a short period
 - ✓ IP-Based Design:
Reuse of IPs (Intellectual Property)
 - ✓ Configurable Module:
Adjustment for performance / area cost

Introduction (2)

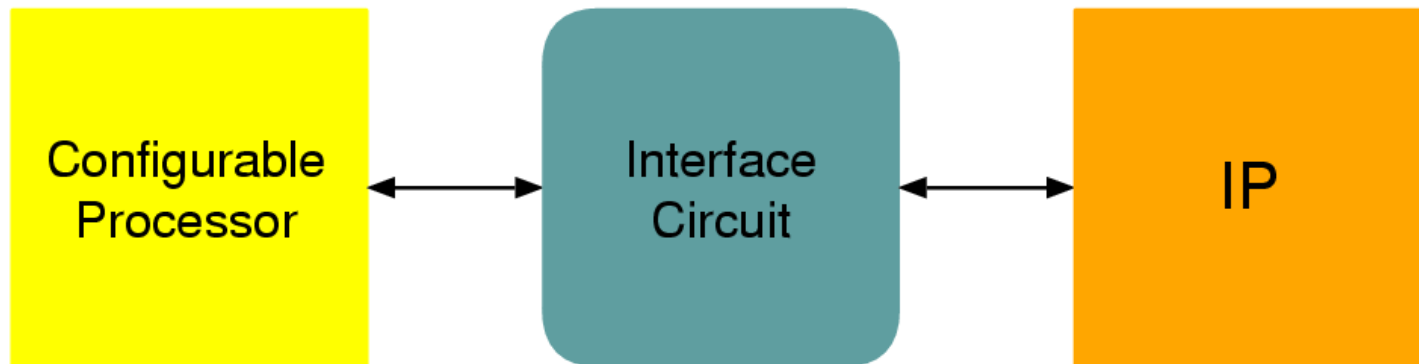
IP-Based SoC Design:



- ✓ Interface circuit should be designed automatically
- ✓ Previous works about an interface generation target such a situation

Introduction (3)

IP-Based SoC Design with Configurable Processor Core:



- ✓ Interface circuit is affected by the configurable processor core



Introduction (4)

Our Proposal:

- ✓ IFC Architecture
- ✓ IFC Synthesis Method

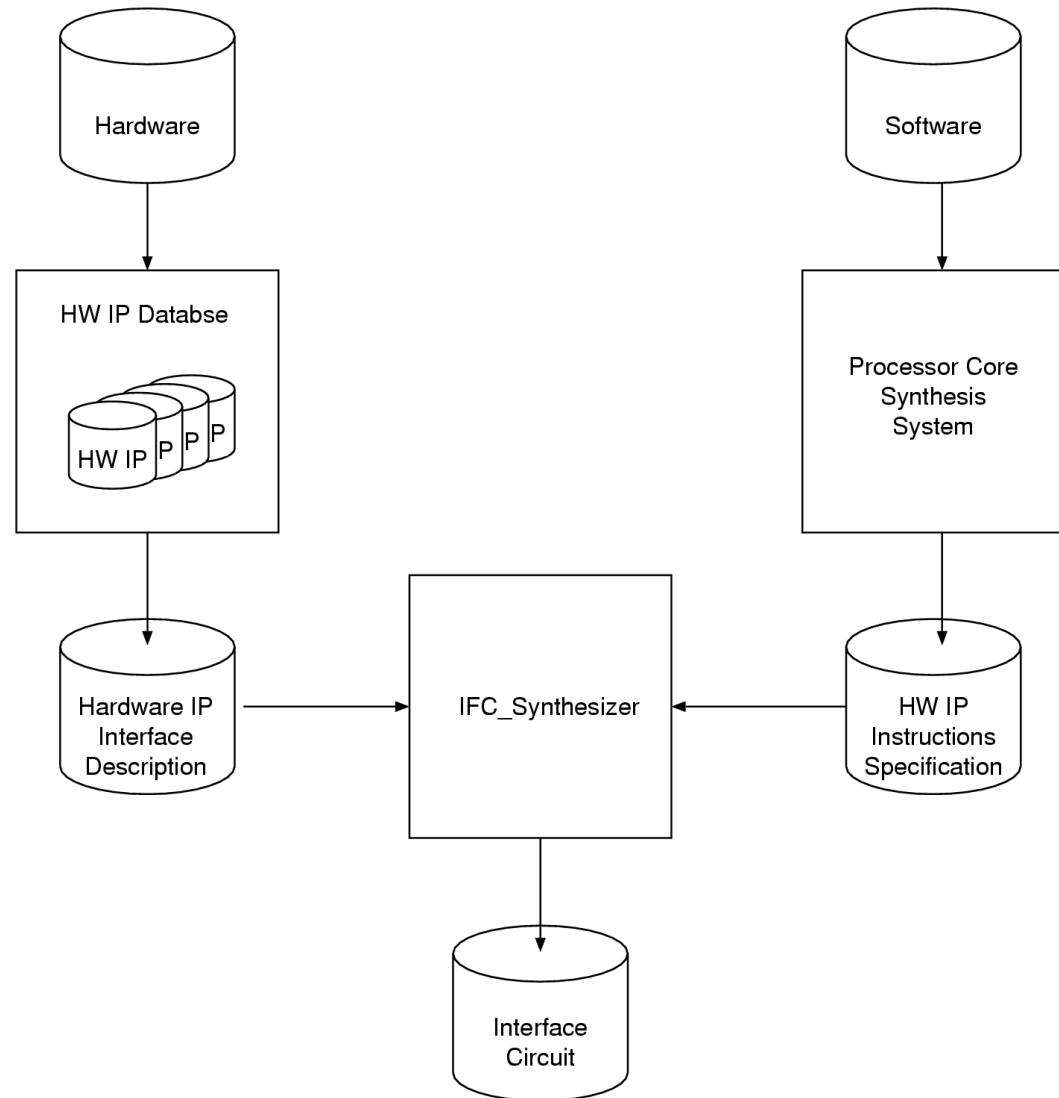
IFC: An Interface Circuit between
a Configurable Processor Core and
a Hardware IP



IP-Based SoC Design Method

Design Flow

1. Application HW/SW partitioning
2. (HW part) Selecting HW IPs from DB
3. (SW part) Processor Core Synthesis
4. Interface Circuit Synthesis



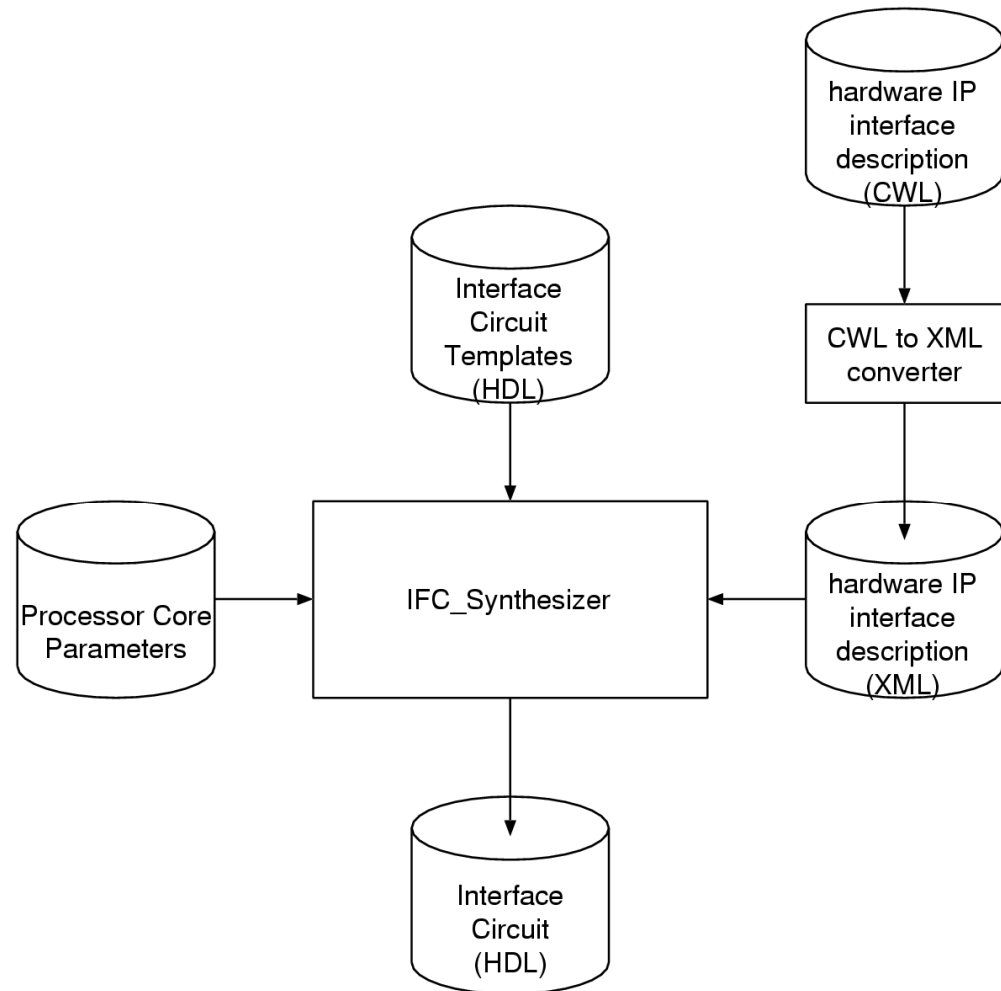
IFC_Synthesizer

Input:

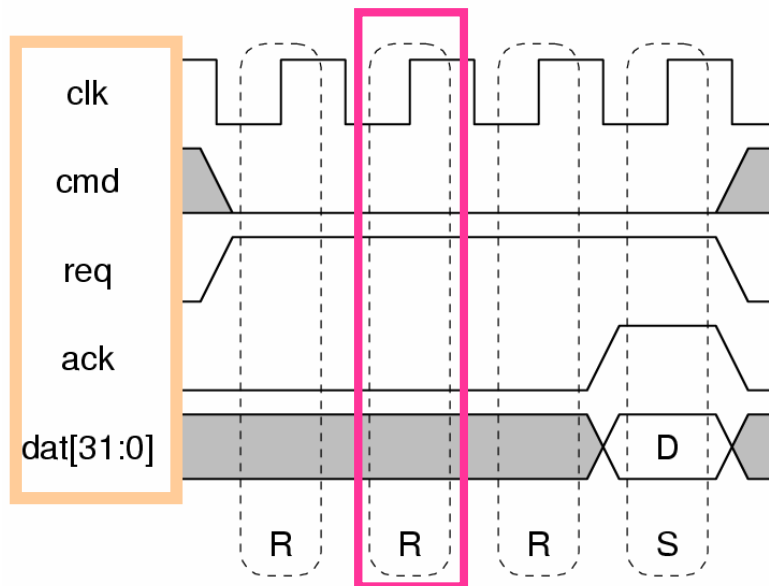
- ✓ Hardware IP Interface Description (CWL)
- ✓ Processor Core Parameters
- ✓ IFC Templates (HDL)

Output:

- ✓ Interface Circuit (HDL)

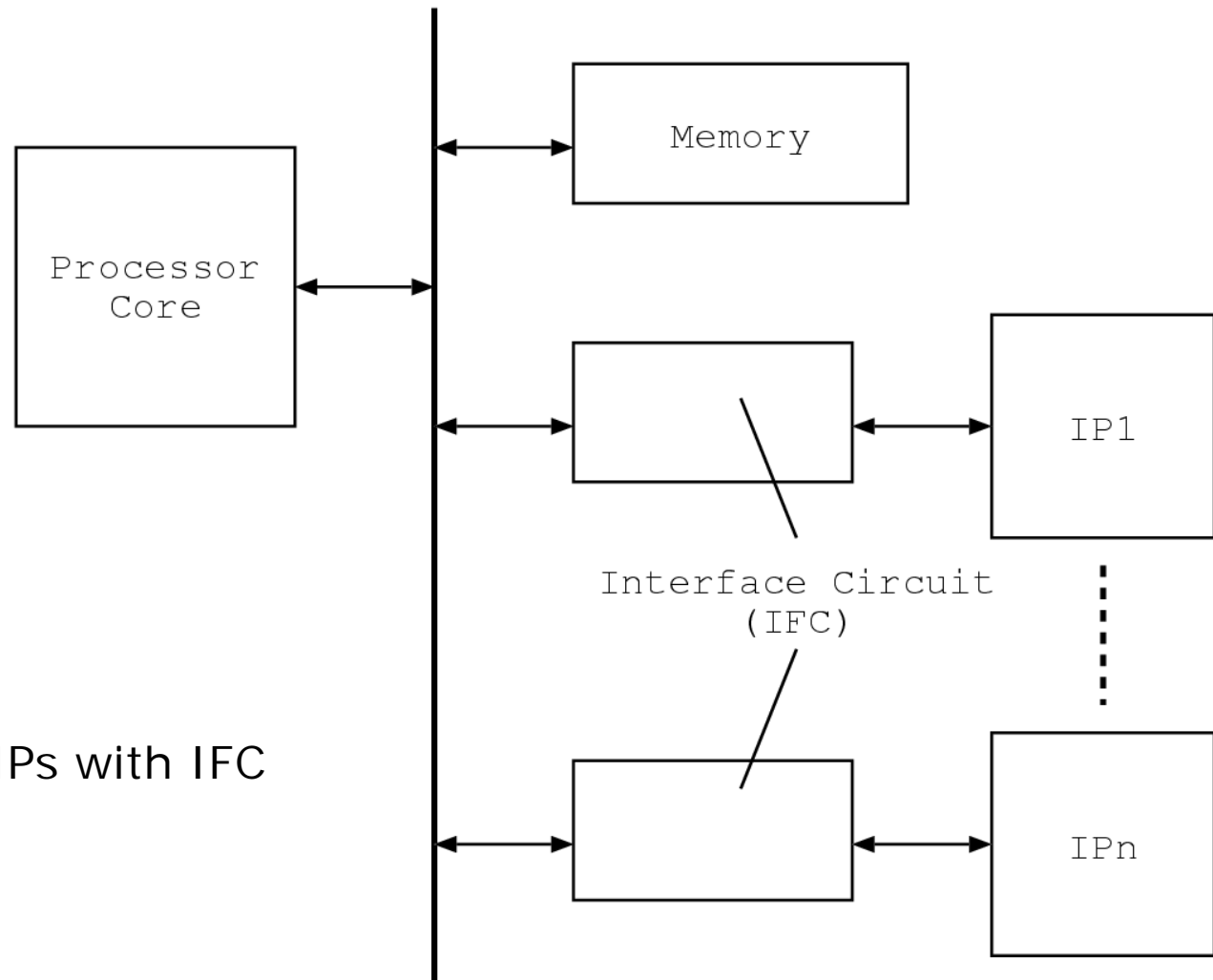


Interface Description Language: CWL (Component Wrapper Language)



```
interface ex1:
  port:
    input.clock      clk;
    input.control    cmd;
    input.control    req;
    output.control   ack;
    output.data[31:0] dat;
  endport
  alphabet:
    signalset all = {clk, cmd, req, ack, dat};
    W:          {R, ?, 0, 0, ?};
    O(Xa):      {R, 0, 1, 0, ?};
    ERR:        {R, 0, 1, 1, ?};
  endsignalset
endalphabet
word:
  read(reg[9:0] Xa, reg[7:0] Xd) :
    Q(Xa) W{0,8} [ O(Xd) | ERR ];
endword
endinterface
```

Architecture Model



- ✓ A Processor Core
- ✓ A Memory
- ✓ Several Hardware IPs with IFC
- ✓ A Shared Bus



Interface between Processor Core and Hardware IP

- ✓ Based on ARM7TDMI Coprocessor Interface
 - ✓ Signal Interface
for Handshake Protocol
 - ✓ Instruction Interface
for Data Processing and Transferring



Signal Interface

name	meaning	direction
nCPI	Not CoProcessor Instruction	Processor -> CoProcessor
CPA	CoProcessor Absent	CoProcessor -> Processor
CPB	CoProcessor Busy	CoProcessor -> Processor

* Here, CoProcessor = Hardware IP



Instruction Interface

Hardware-IP-Instructions:

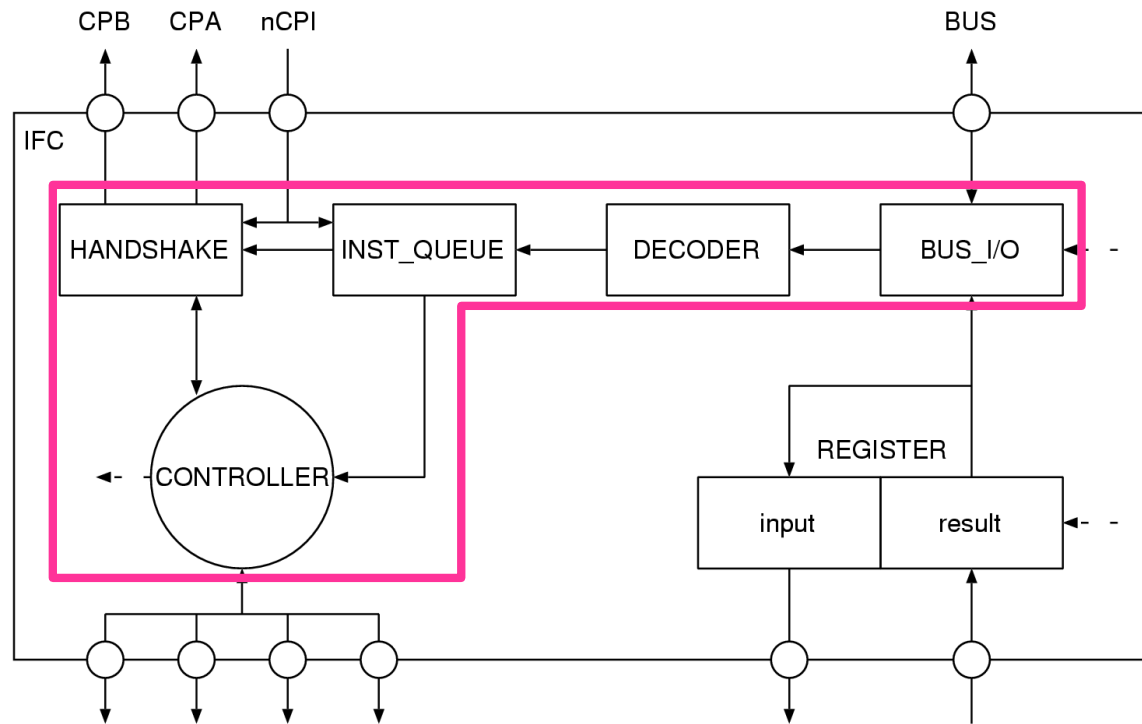
- ✓ CDP (CoProcessor Data Operation)
Operate data in the Hardware IP
- ✓ LDC/STC (CoProcessor Load/Store Operation)
Transfer data between IP and memory
- ✓ MRC/MCR (Register Transfer Operation)
Transfer data between IP and processor core



IFC_Synthesizer

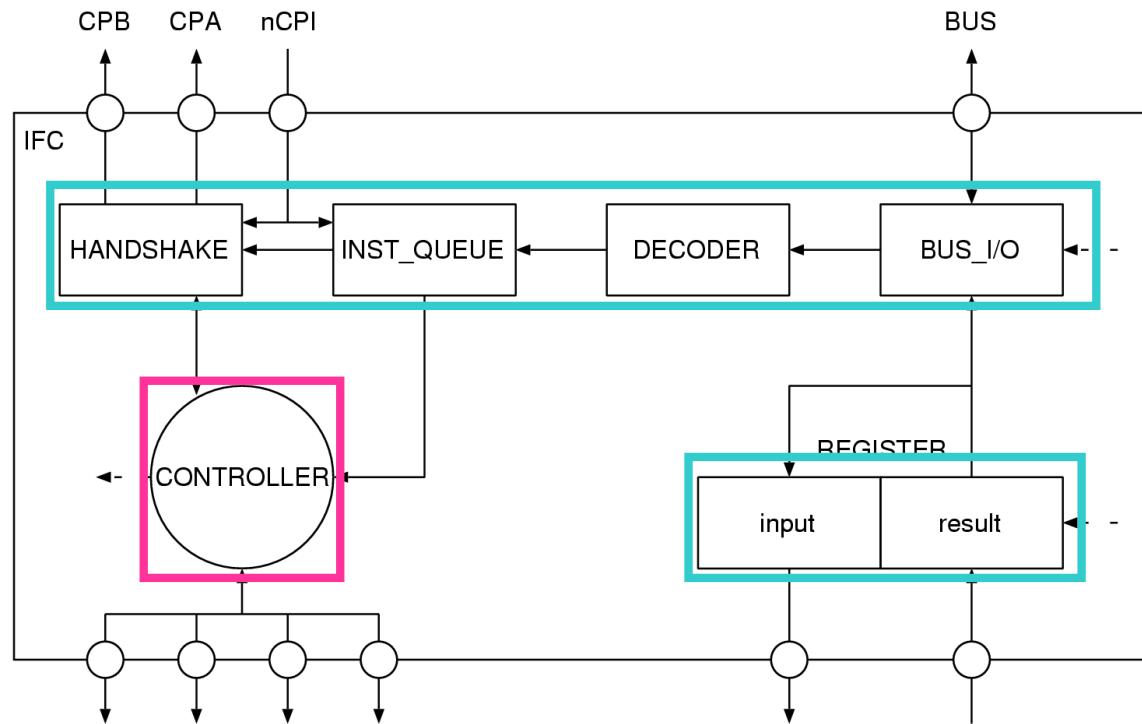
- ✓ IFC Architecture
- ✓ IFC Synthesis Method

IFC Architecture – control



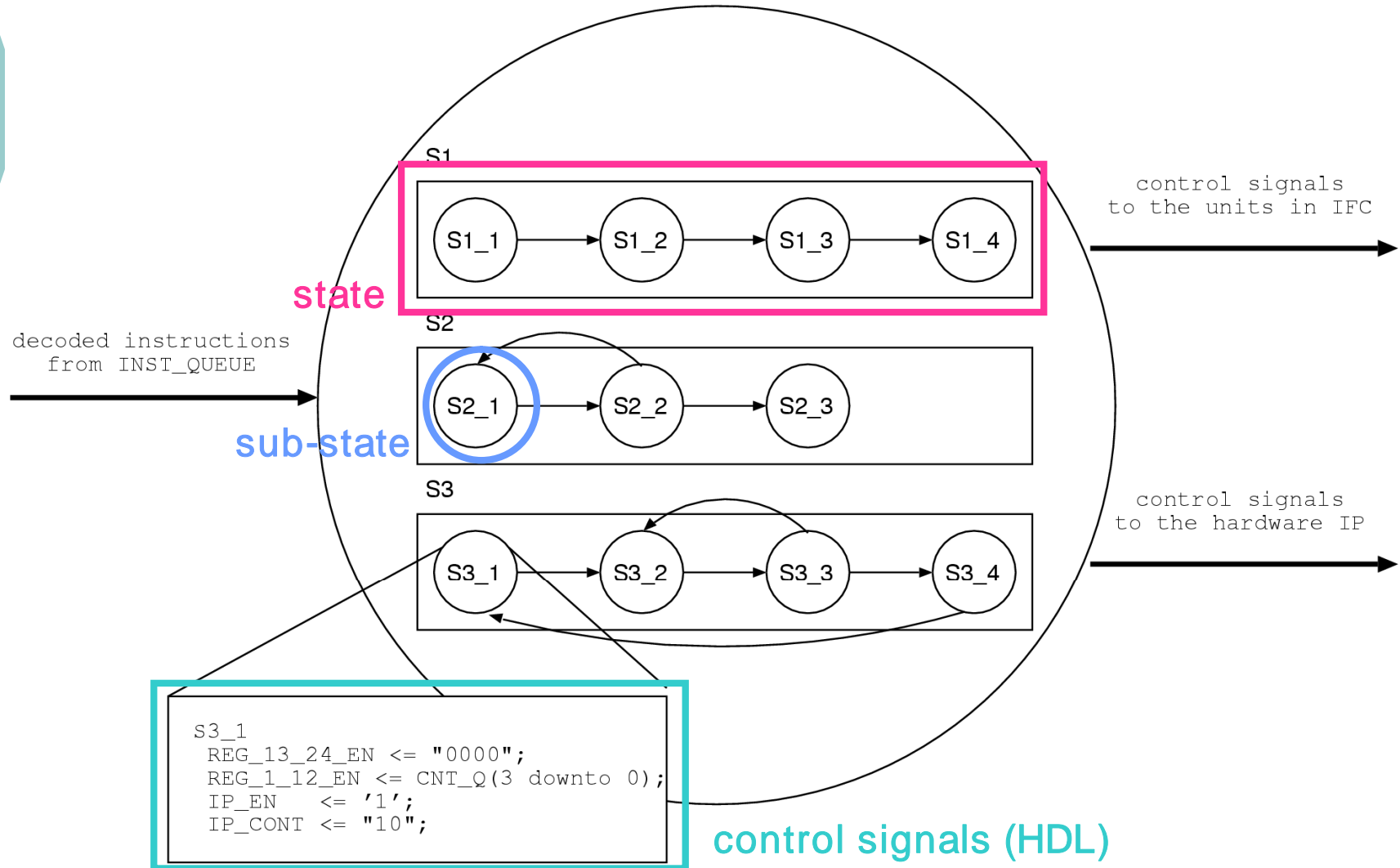
- ✓ DECODER: Decoding Hardware-IP-Instructions
- ✓ INST_QUEUE: Preserving decoded bit vectors
- ✓ HANDSHAKE: Handling handshake protocol
- ✓ CONTROLLER: Controlling all units in IFC with control signals

IFC Synthesis Method



- ✓ Synthesizing CONTROLLER is essential
- ✓ Refer to the paper about the others

CONTROLLER





CONTROLLER Synthesis Algorithm

1. Ports Decision

External and internal ports in IFC are decided

2. States Decision

States for processing and transferring data are decided

3. Sub-states Decision

Sub-states, which define control signals to all the units, are decided

4. Sub-state Transitions Decision

Transitions among sub-states are decided

Step1: Ports Decision

```
port:
  input.clock          CLK;
  input.enable         EN;
  input.control[1:0]  CONT;
  input.data[7:0]      ADR;
  output.data[31:0]   DATA;
endport
alphabet:
  signalset a = {CLK, EN, CONT, ADR, DATA};
             I: {R, 1, 2'b01, x, Z };
             N: {R, 1, 2'b00, x, Z };
             R(Xa): {R, 1, 2'b10, Xa, Z };
             O(Xd): {R, 1, 2'b11, x, Xd };
  endsignalset
endalphabet
word:
  proc(Xa,Xd): (R(Xa) N[2])[1,2] O(Xd)[3];
endword
```

Hardware IP CWL

```
BUS_IO_S:      out std_logic;
HANDSHAKE_RUN: out std_logic;
HANDSHAKE_TR:  out std_logic;
REG_EN:        out std_logic;
IP_EN:         out std_logic;
IP_CONT:       out
               std_logic_vector(1 downto 0);
```

IFC HDL

- ✓ Focusing on "port" section in CWL
- ✓ Deciding ports in HDL

Step2: States Decision

```
port:
  input.clock          CLK;
  input.enable         EN;
  input.control[1:0]  CONT;
  input.data[7:0]      ADR;
  output.data[31:0]   DATA;
endport
alphabet:
  signalset a = {CLK, EN, CONT, ADR, DATA};
  I: {R, 1, 2'b01, x, Z };
  N: {R, 1, 2'b00, x, Z };
  R(Xa): {R, 1, 2'b10, Xa, Z };
  O(Xd): {R, 1, 2'b11, x, Xd };
endsignalset
endalphabet
word:
  proc(Xa,Xd) (R(Xa) N[2])[1,2] O(Xd)[3];
endword
```

Hardware IP CWL

```
CDP 1, 1
CDP 1, 2
LDC 1, 16, ...
STC 1, 16, ...
...
```

Hardware-IP-Instruction set

S_CDP_2

- ✓ Deciding "state" from Hardware-IP-Instruction set
- ✓ In this case, the word "proc" in CWL correspond with the instruction "CDP 1 2"

Step3: Sub-States Decision

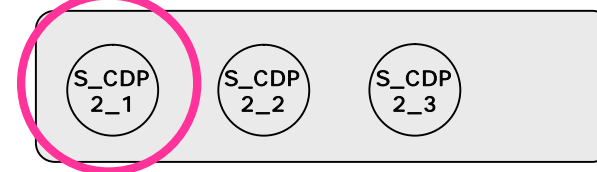
```
port:
  input.clock          CLK;
  input.enable         EN;
  input.control[1:0]  CONT;
  input.data[7:0]      ADR;
  output.data[31:0]   DATA;
endport
alphabet:
  signalset a = {CLK, EN, CONT, ADR, DATA};
  I: {R, 1, 2'b01, x, Z };
  N: {R, 1, 2'b00, x, Z };
  R(Xa): {R, 1, 2'b10, Xa, Z };
  O(Xd): {R, 1, 2'b11, x, Xd };
endsignalset
endalphabet
word:
  proc(Xa,Xd): (R(Xa) N[2])[1,2] O(Xd)[3];
endword
```

Hardware IP CWL

```
if CURRENT_STATE = S_CDP_2_1 then
  BUS_IO_S <= '0';
  HANDSHAKE_RUN <= '1';
  HANDSHAKE_TR <= '0';
  REG_EN <= CNT_Q(3 downto 0);
  IP_EN <= '1';
  IP CONT <= "10";
```

IFC HDL

S_CDP_2



- ✓ Deciding "sub-states" from "word" section in CWL
- ✓ Deciding control signals every sub-state from "alphabet" section in CWL

Step4: Sub-States Transitions Decision

```

port:
  input.clock          CLK;
  input.enable        EN;
  input.control[1:0]  CONT;
  input.data[7:0]     ADR;
  output.data[31:0]  DATA;
endport
alphabet:
  signalset a = {CLK, EN, CONT, ADR, DATA};
             I: {R, 1, 2'b01, x, Z };
             N: {R, 1, 2'b00, x, Z };
             R(Xa): {R, 1, 2'b10, Xa, Z };
             O(Xd): {R, 1, 2'b11, x, Xd };
endsignalset
endalphabet
word:
  proc(Xa,Xd): (R(Xa) N[2])[1,2] O(Xd)[3];
endword

```

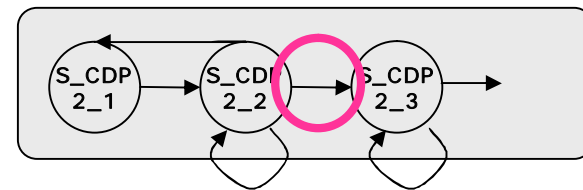
R N N R N N O O O

```

elsif CURRENT_STATE = S_CDP_2_2 then
  if CNT_Q = 3 then
    NEXT_STATE <= S_CDP_2_1;
  elsif CNT_O = 6 then
    NEXT_STATE <= S_CDP_2_3;
  else
    NEXT_STATE <= S_CDP_2_2;
  end if;

```

S_CDP_2



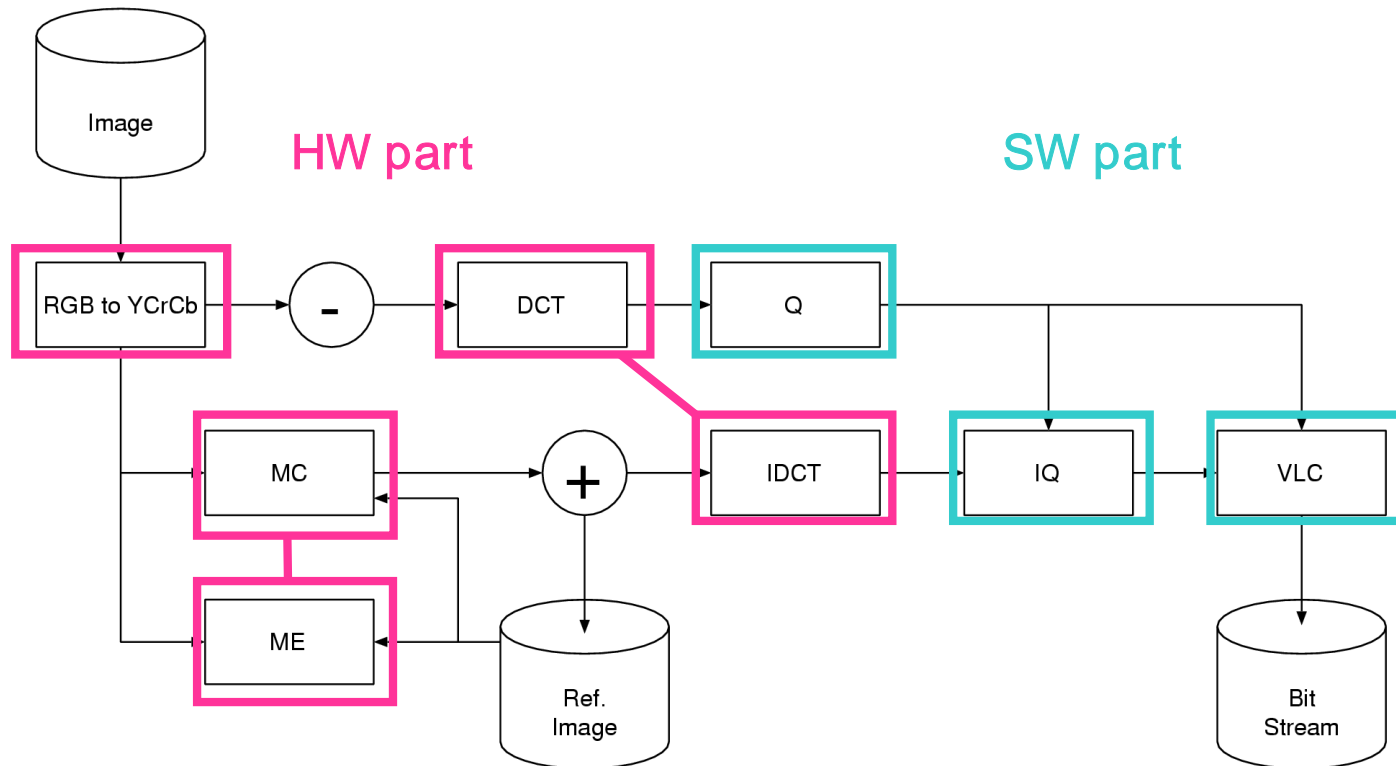
- ✓ Deciding sequences of sub-states from "word" section in CWL



Experimental Results

Target Application

✓ MPEG-4 Encoder





Using Hardware IPs

Function	Area [mm ²]
RGB to YCrCb	0.3904
DCT / IDCT	2.4480
ME / MC	3.6000

Configuration of Synthesized Processor Cores

Name	Area [mm ²]	Frequency [MHz]	Configurations			
			Kernel	Issue	#ALUs	#Regs
A	5.9723	81.300	RISC	4	ALU x 2 MUL x 2	47
B	1.7554	70.225	DSP	2	ALU x 1 MUL x 1	8



Results (1)

function	Processor Core	IFC area [mm ²]
RGB to YCrCb	A	0.1080
RGB to YCrCb	B	0.1148
DCT/IDCT	A	0.1028
DCT/IDCT	B	0.1108
ME/MC	A	0.1547
ME/MC	B	0.1638



Results (2)

- ✓ IFC_Synthesizer
 - ✓ Implemented in Ruby Language
 - ✓ Executed on Linux 2.4, Pentium III 500MHz, RAM 192MB
 - ✓ Execution time of IFC_Synthesizer
 - ✓ Max: 9.4 [sec]
 - ✓ Min: 4.3 [sec]
- ↔ Manual design: about 3 days

IFC_Synthesizer reduces the cost of designing an interface circuit



Conclusion



Conclusion

- ✓ Our proposal:
 - ✓ IFC Architecture
 - ✓ IFC Synthesis method
- ✓ IFC_Synthesizer reduce IFC development cost
 - ✓ Execution time ... less than 10 [sec]
 - ✓ Manual design ... about 3 [days]
- ✓ Future Work
 - ✓ Clock Gating for Low Energy Consumption



Thank you





Why IFCs are need?

IFCs should be in a synthesized processor.

- ✓ Result in a same thing (if IFCs are in a synthesized processor core).
- ✓ Since hardware IPs act parallely, IFCs are required independently every hardware IP.




Why CWL is adopted?

- ✓ Interface Language is required for Hardware IP database.
- ✓ CWL is based on a regular expression, so we can describe wave form simply.
- ✓ CWL parser (XML converter) has been prepared.



Why XML converter is need?

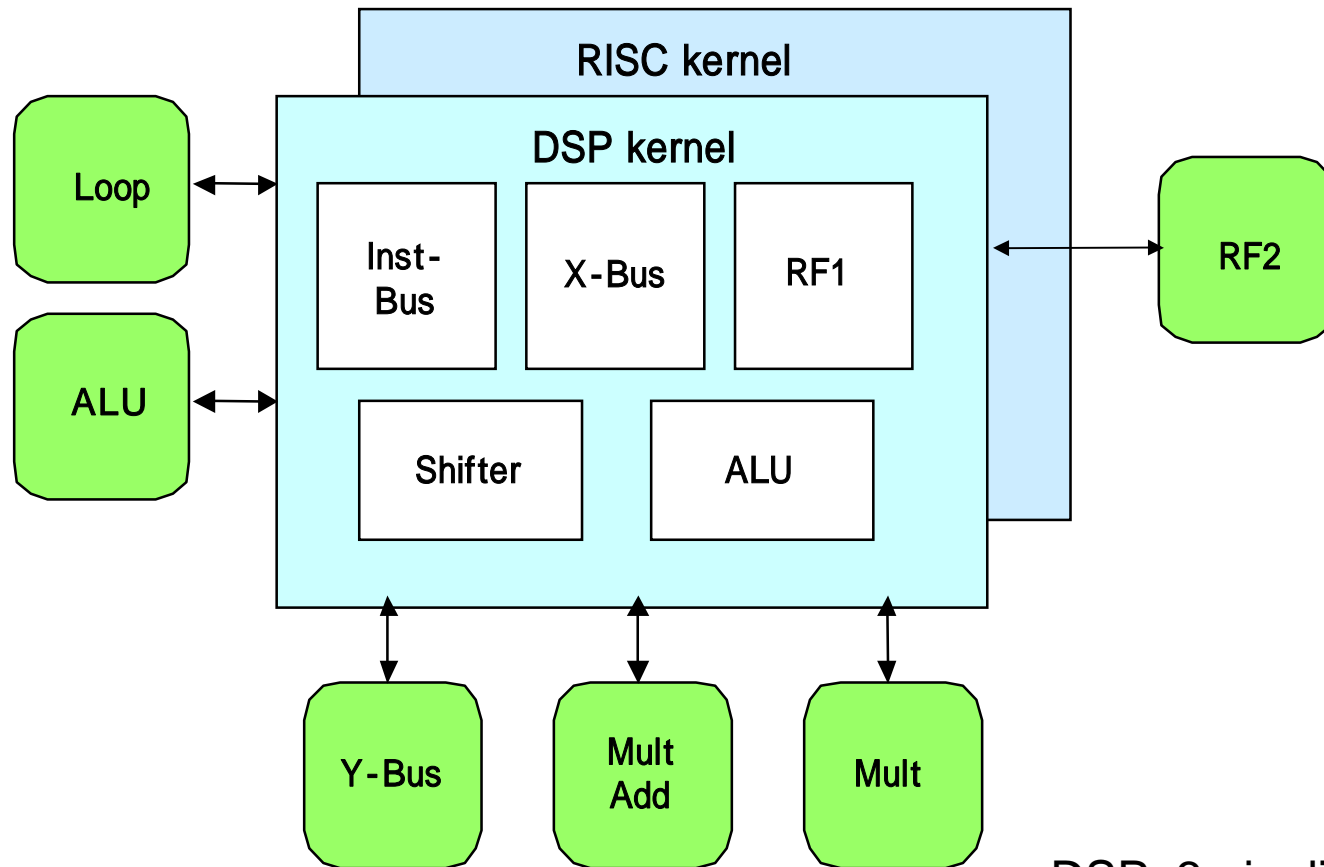
- ✓ For parsing.



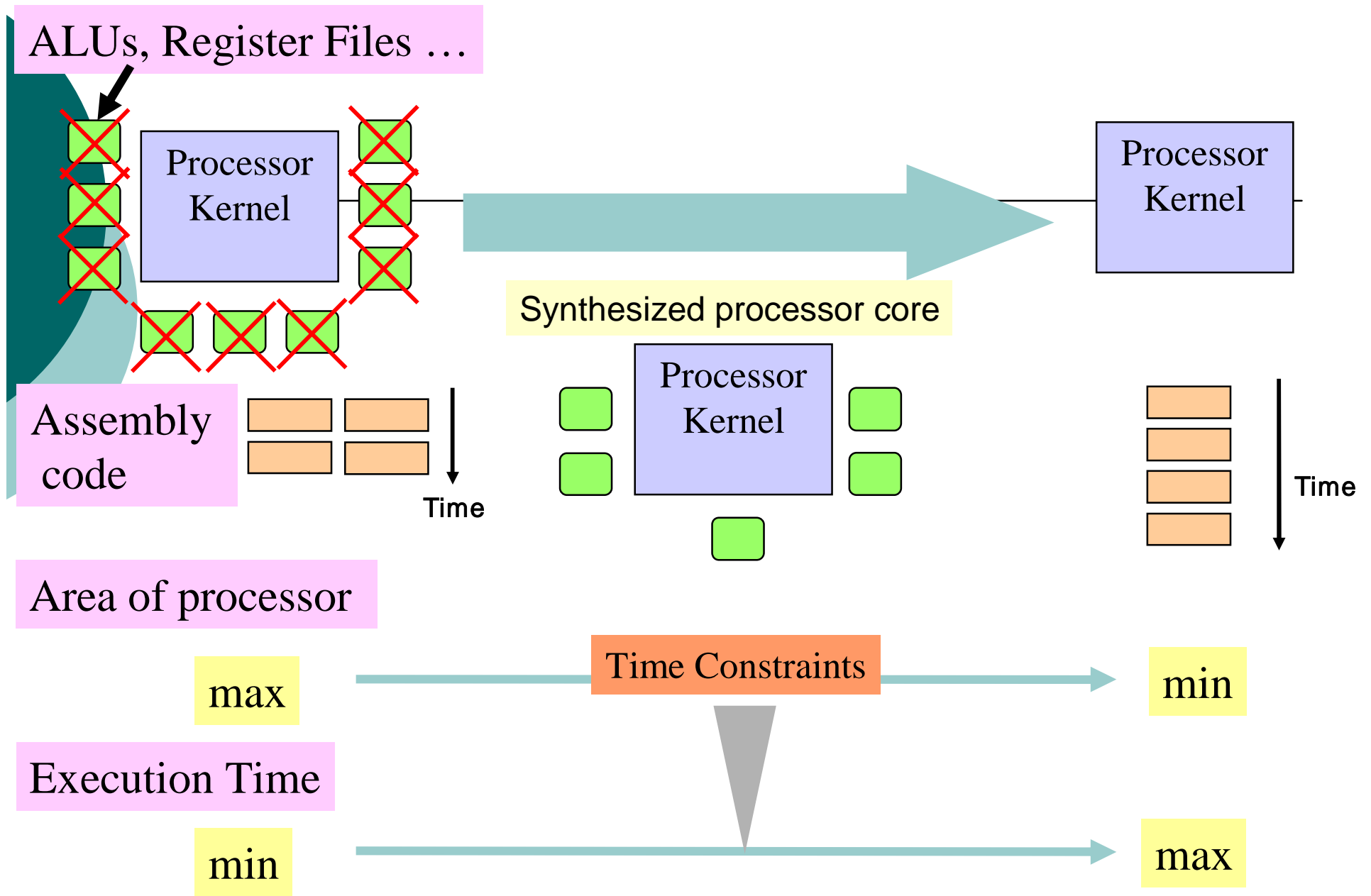
What is Ruby Language? Why Ruby is adopted?

- ✓ Ruby is Object Oriented Script Language.
- ✓ <http://www.ruby-lang.org>
- ✓ IFC_Synthesizer need not have high performance.
- ✓ Of course, other language can be adopted.

Architecture of Processor Core

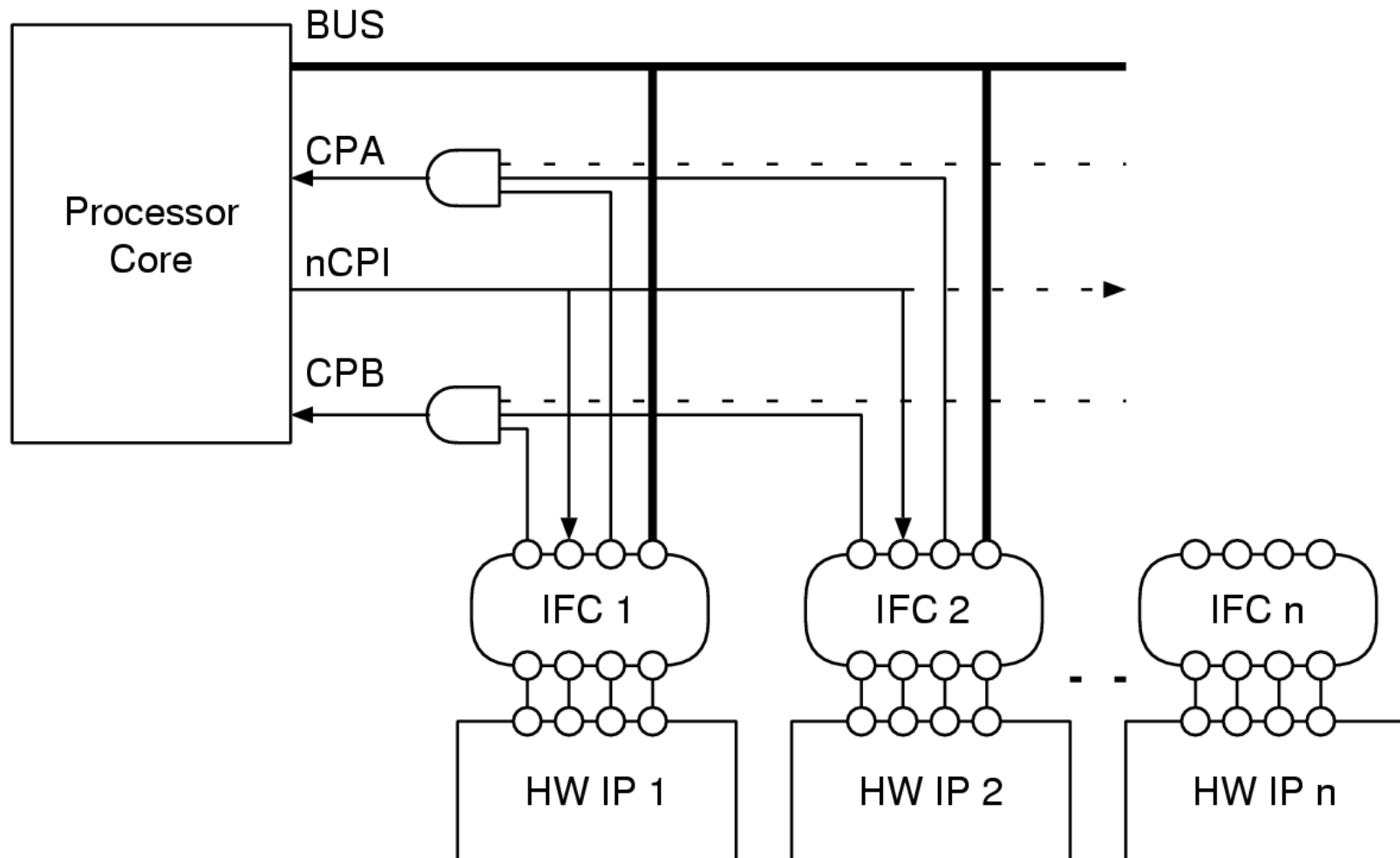


DSP: 3 pipeline stages
RISC: 5 pipeline stages

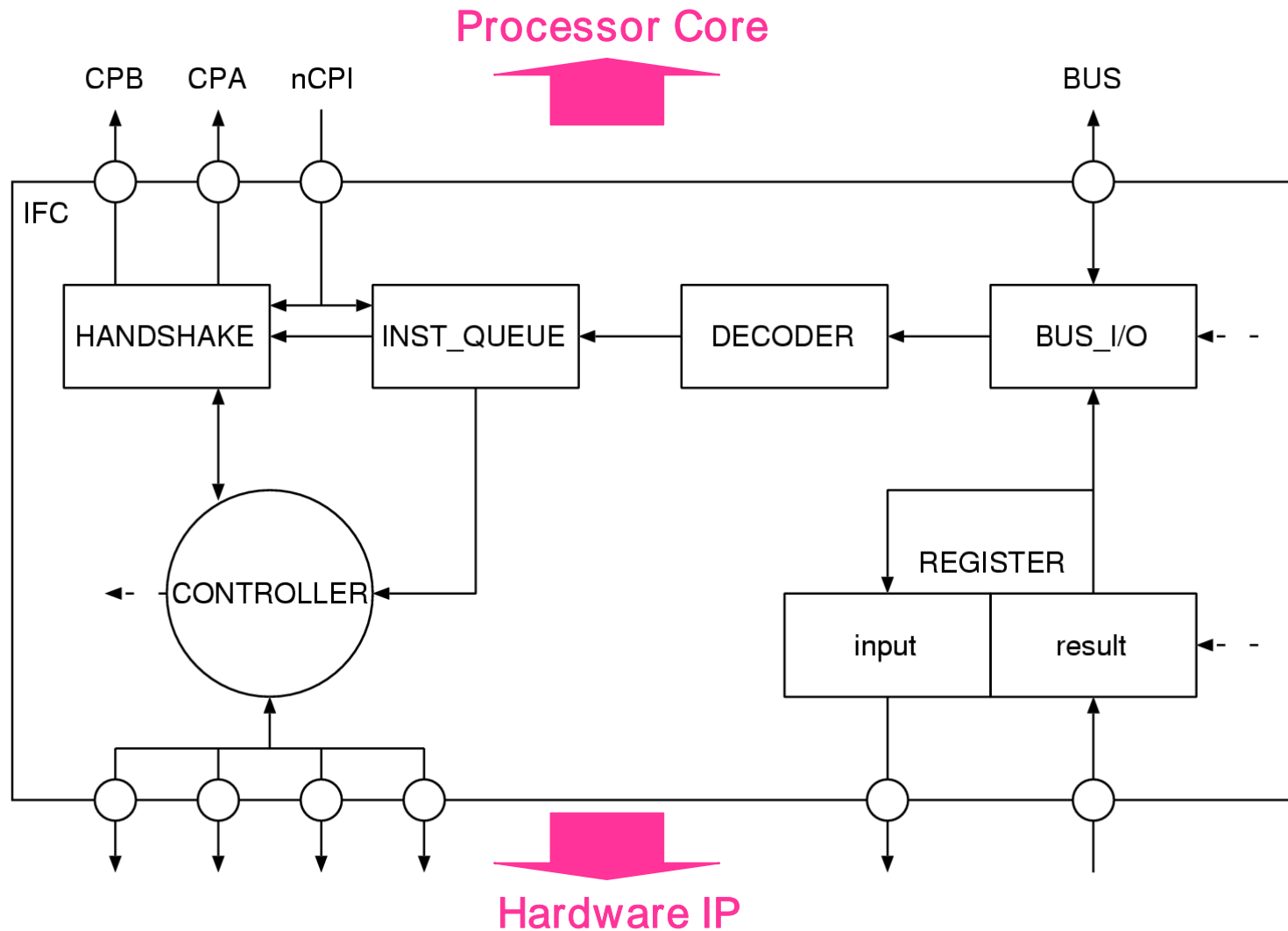


[1] N. Togawa, M. Yanagisawa and T. Ohtsuki, "A hardware/software co-synthesis system for digital signal processor core," IEICE Trans. on Fundamentals, vol. E82-A, no.11, 1999.

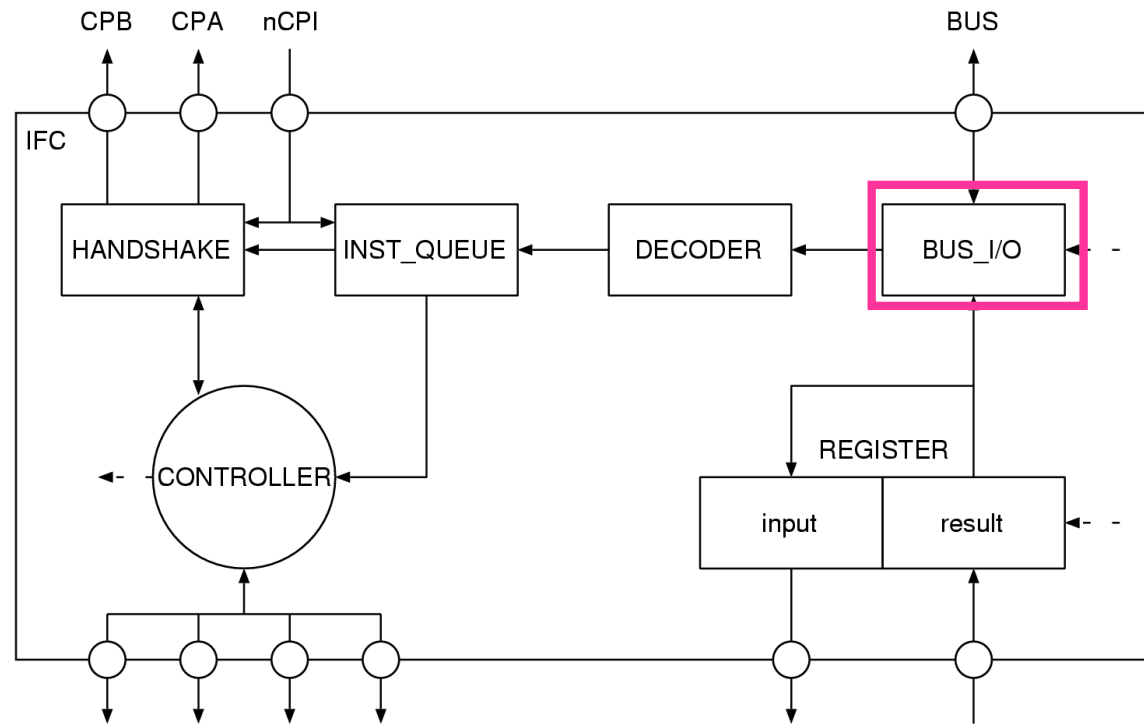
Connections



IFC Architecture

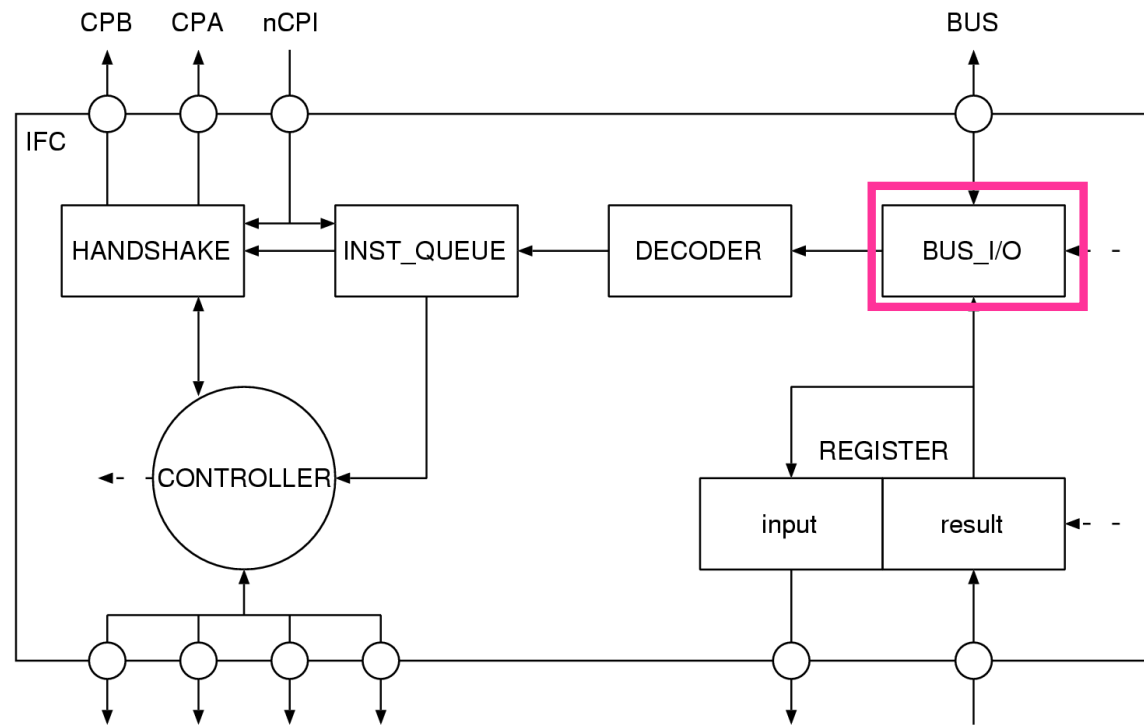


IFC Synthesis Method – BUS_I/O



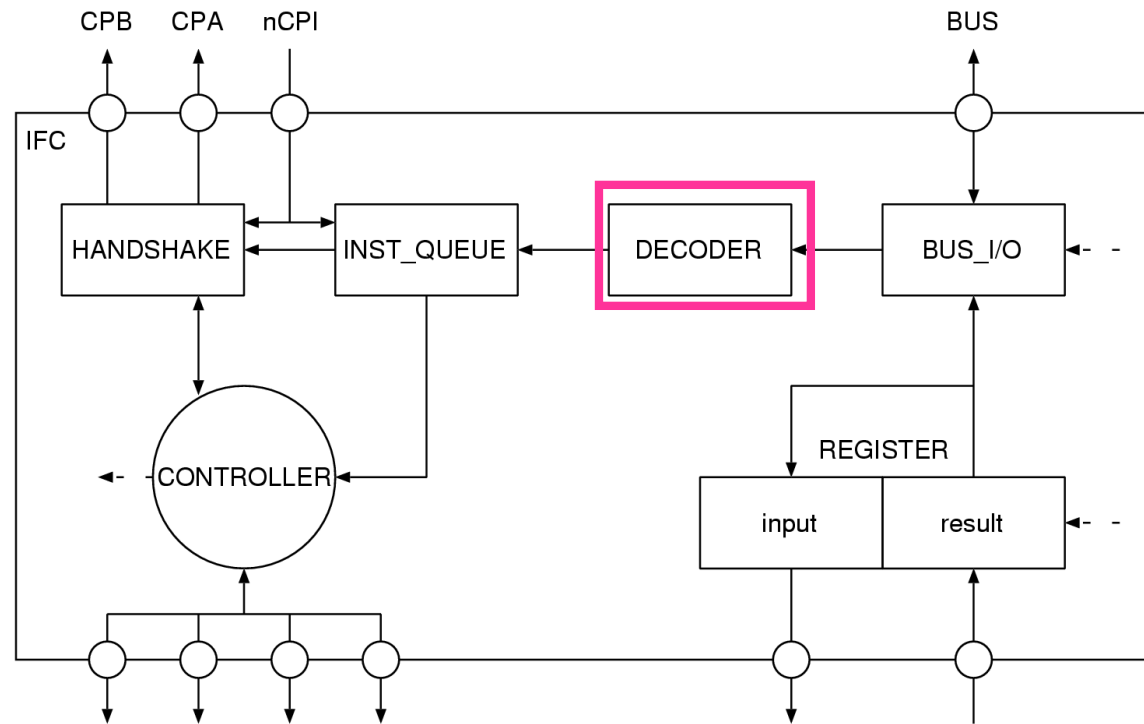
- ✓ Depending on a bit length of a shared bus
- ✓ Independent of an using hardware IP

IFC Architecture – BUS_I/O



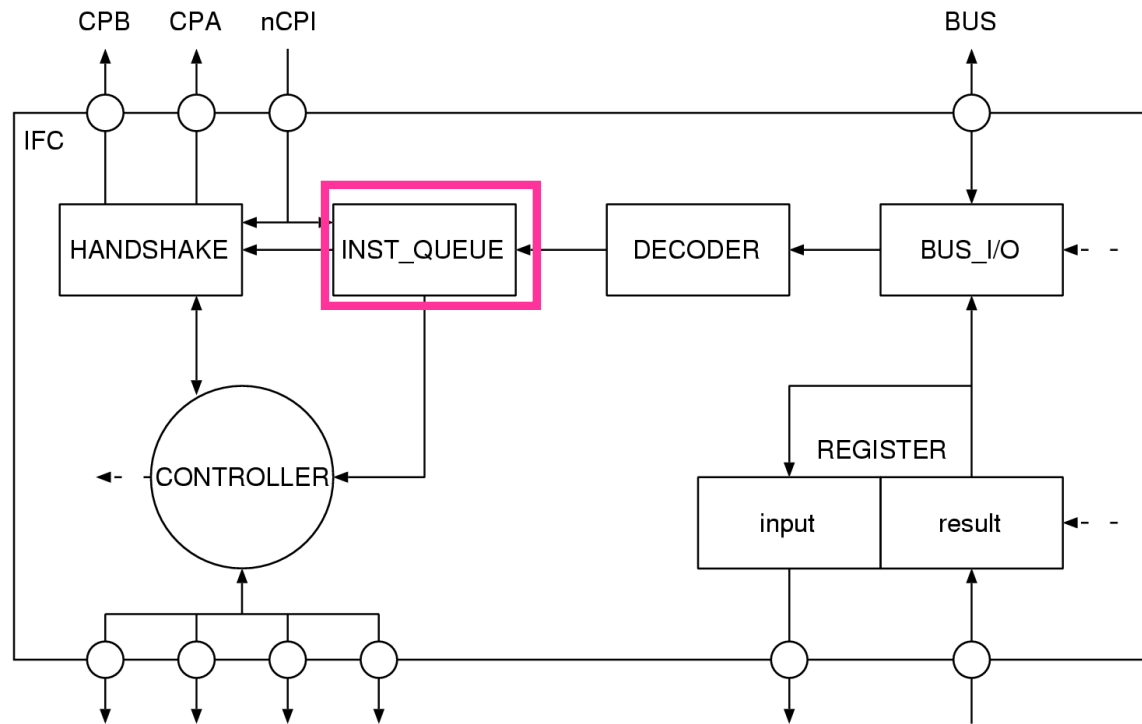
- ✓ controlling data flow via shared bus:
 1. Hardware-IP-Instructions to DECODER
 2. Input Data from BUS to REGISTER
 3. Output Data from REGISTER to BUS

IFC Architecture – DECODER



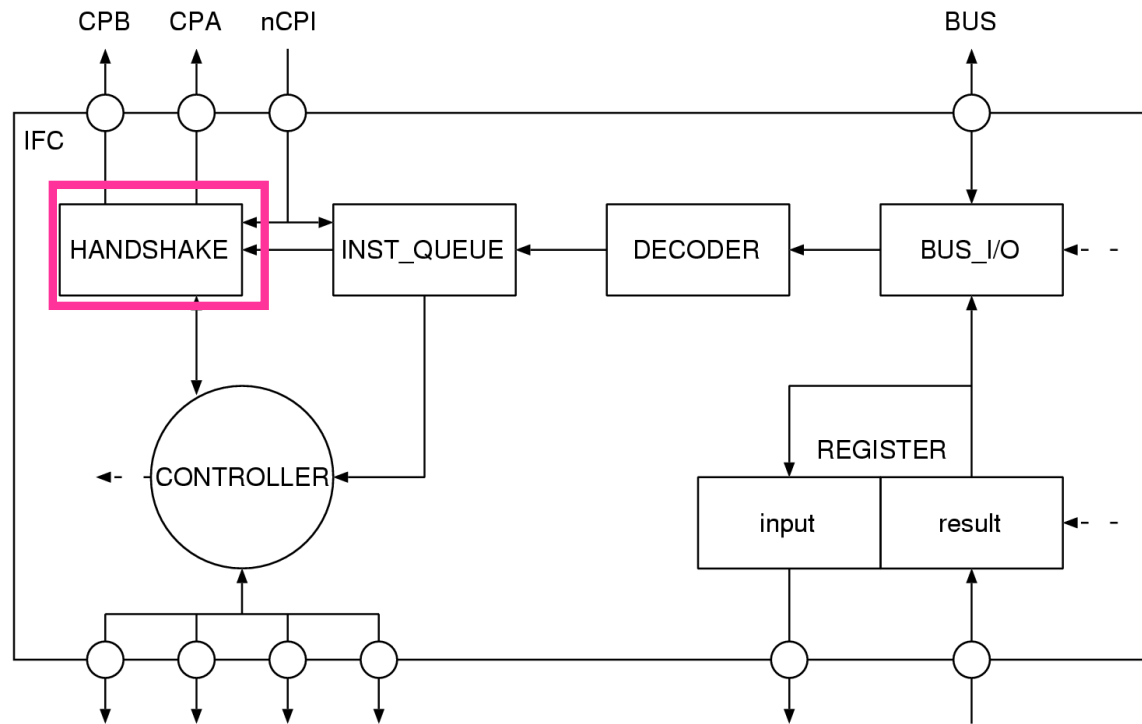
- ✓ Decoding Hardware-IP-Instructions
- ✓ Queuing decoded bit vector into INST_QUEUE

IFC Architecture – INST_QUEUE



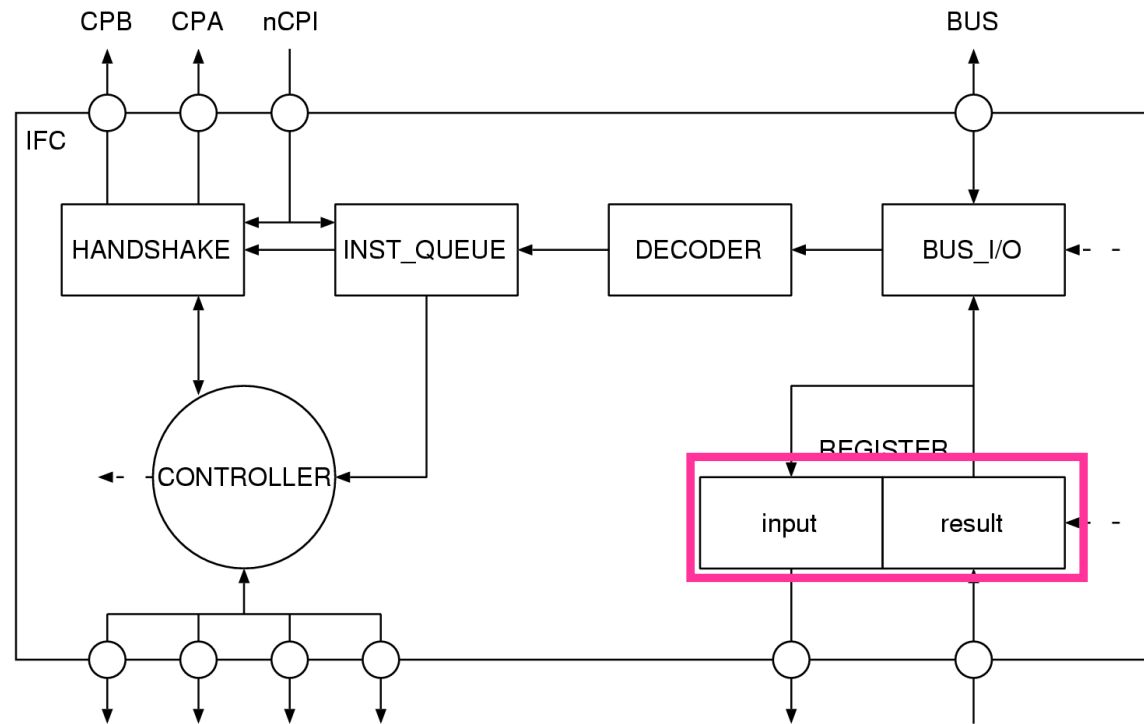
- ✓ Preserving decoded bit vectors
- ✓ Dequeuing them into CONTROLLER

IFC Architecture – HANDSHAKE



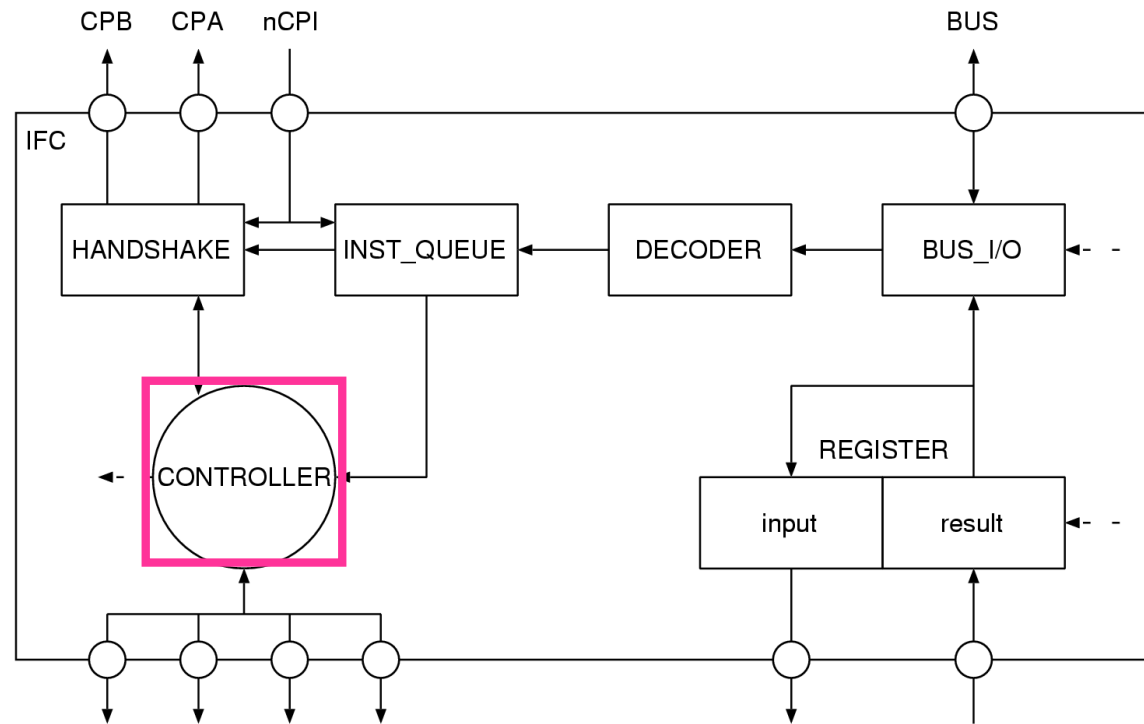
- ✓ Interface for handshake signals (nCPI, CPA, CPB)
- ✓ Handling handshake protocol
- ✓ Communication with CONTROLLER

IFC Architecture – REGISTER



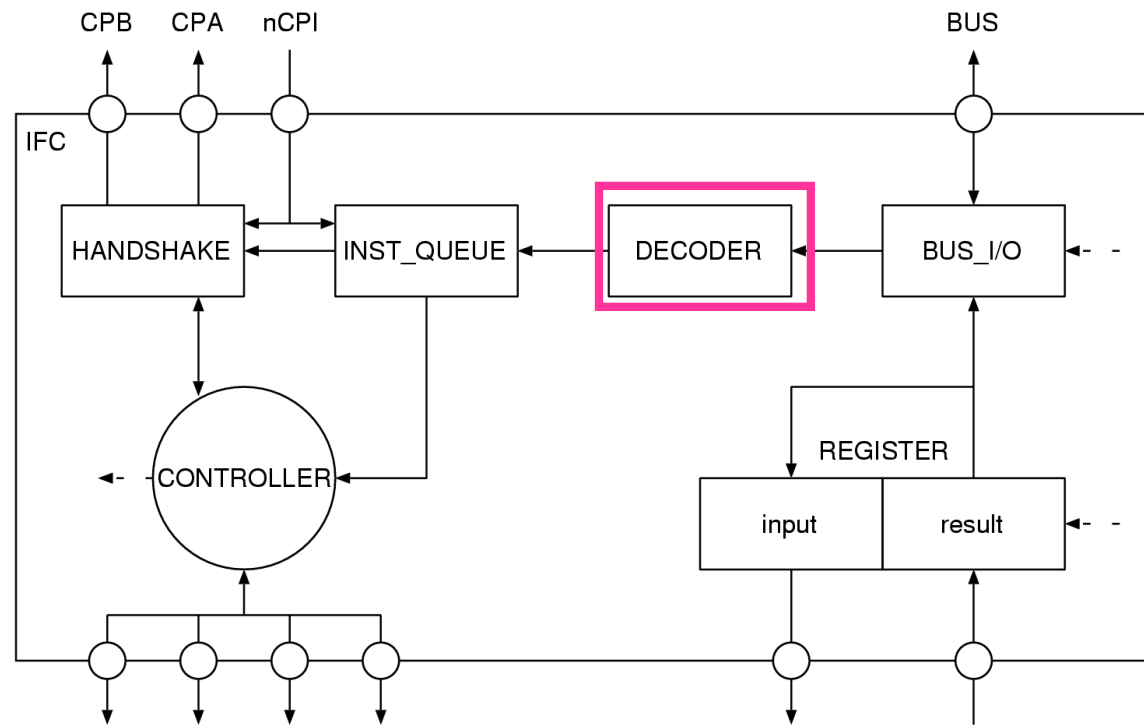
- ✓ (input REGISTER) Saving data from a shared memory
- ✓ (result REGISTER) Saving data from the hardware IP

IFC Architecture – CONTROLLER



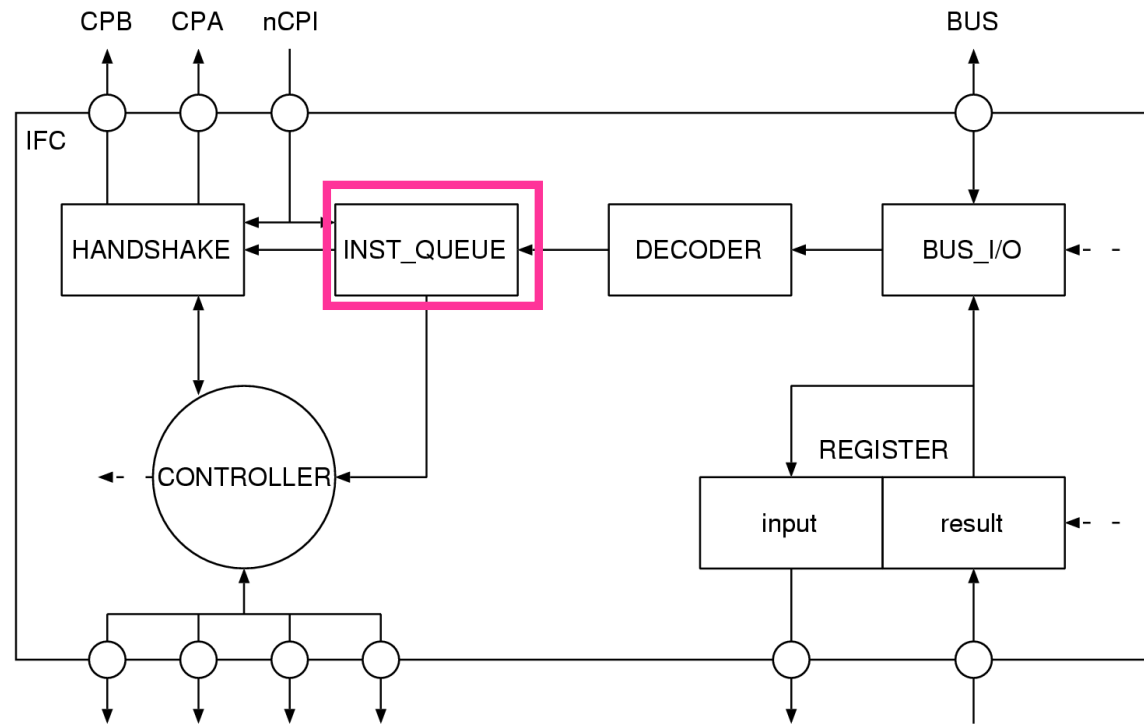
- ✓ Controlling all units in IFC with control signals
- ✓ Controlling the hardware IP for processing data
- ✓ See below for further details

IFC Synthesis Method – DECODER



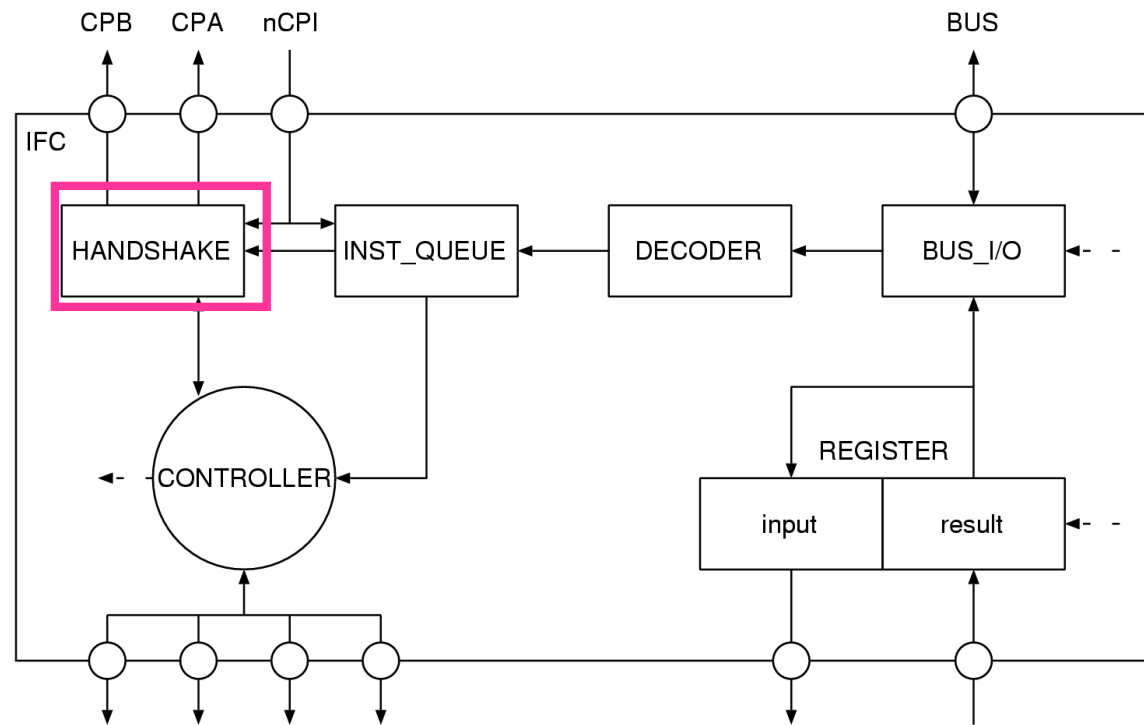
- ✓ Depending on a synthesized processor core.
... Instruction encoding specification
- ✓ Independent of an using hardware IP

IFC Synthesis Method – INST_QUEUE



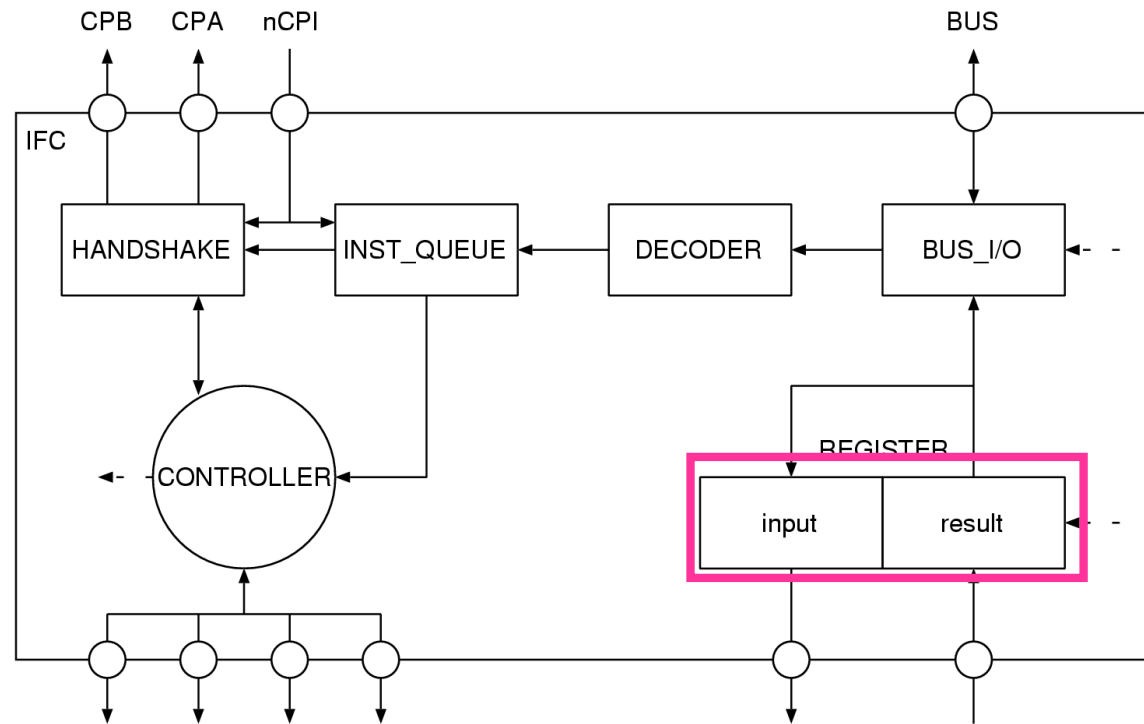
- ✓ Depending on a synthesized processor core.
... Pipeline stages
- ✓ Independent of an using hardware IP

IFC Synthesis Method – HANDSHAKE



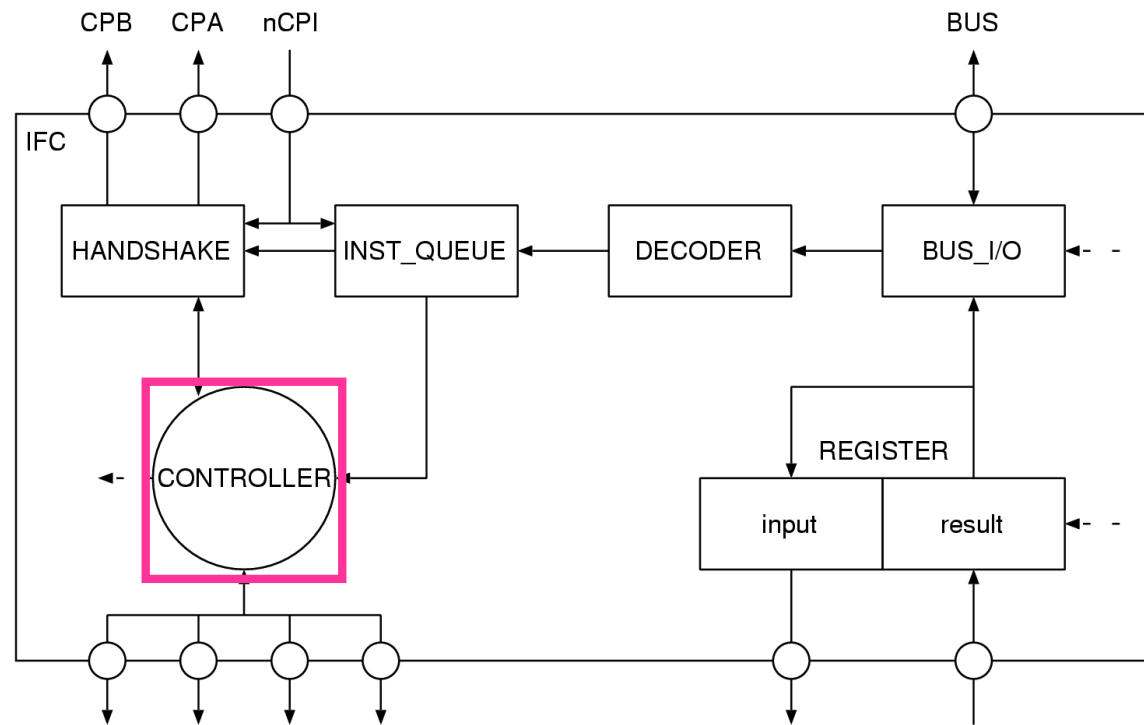
- ✓ Fixed
... Handshake protocol has been defined.

IFC Synthesis Method – REGISTER



- ✓ The size of registers is given by processor core synthesis system
 - ... Hardware-IP-instructions used in Software include the length of transferring data

IFC Synthesis Method – CONTROLLER



✓ Next slides ...



Using Hardware IPs

function	area [mm ²]
RGB to YCrCb	0.3904
DCT / IDCT	2.4480
ME / MC	3.6000

* Hitachi 0.35 um CMOS

Configuration of Synthesized Processor Cores

Name	Area [mm ²]	Frequency [MHz]	Configurations			
			Kernel	Issue	#ALUs	#Regs
A	5.9723	81.300	RISC	4	ALU x 2 MUL x 2	47
B	1.7554	70.225	DSP	2	ALU x 1 MUL x 1	8