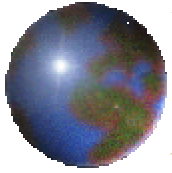


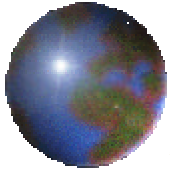
A Comparison of Five Different Multiprocessor SoC Bus Architectures

Kyeong Keol Ryu, Eung Shin and Vincent J. Mooney III
School of Electrical and Computer Engineering
Georgia Institute of Technology, Atlanta, USA
{kkryu, eung, mooney}@ece.gatech.edu

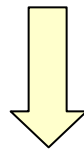
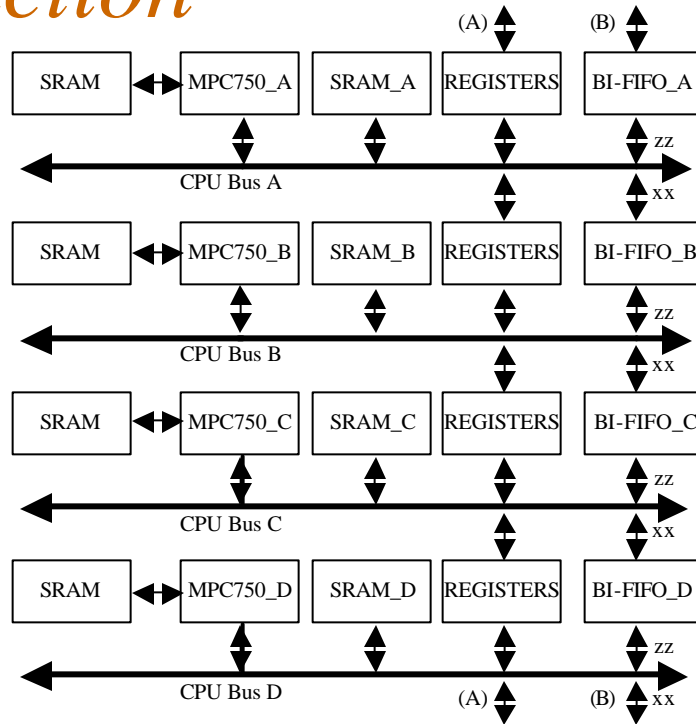


Outline

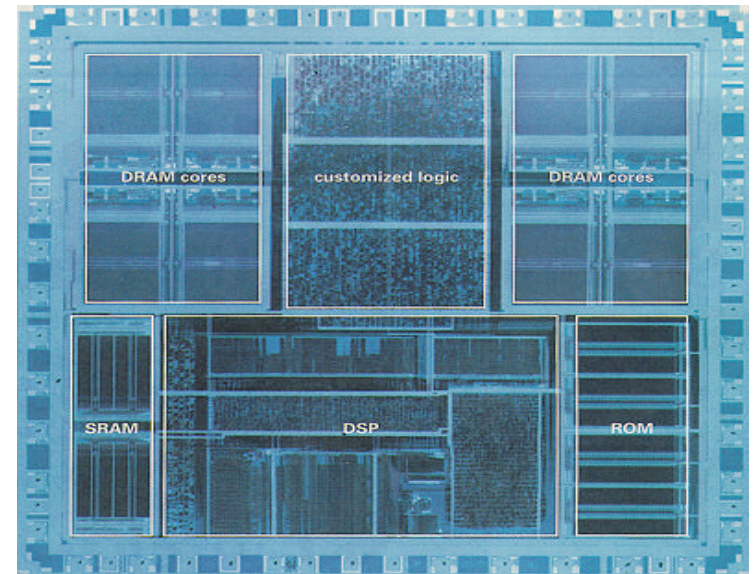
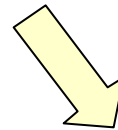
- ⊕ Introduction
- ⊕ Motivation and Previous Work
- ⊕ Five Bus Architectures for SoC:
 - ⊕ BFBA, GBIA, GBIIA, CSBA, and CCBA
- ⊕ Application Examples:
 - ⊕ OFDM transmitter and MPEG2 decoder
- ⊕ Experiment Environment
- ⊕ Comparison in View of Algorithm and Architecture
- ⊕ Comparison of Throughput of the Bus Architectures
- ⊕ Conclusion

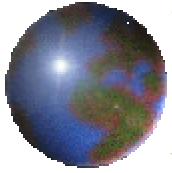


Introduction



PCB



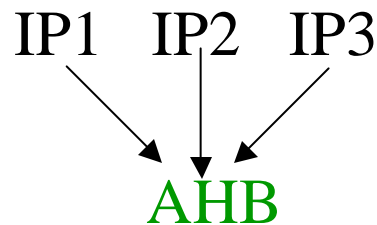
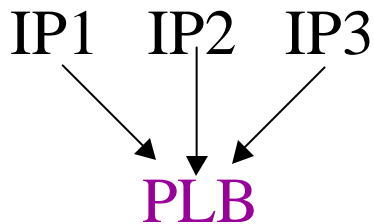


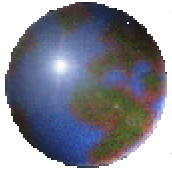
Motivation and Previous Work (I)

CoreConnect (IBM):
Processor Local Bus (PLB)
On-chip Peripheral Bus (OPB)

Intellectual Property (IP)

AMBA (ARM):
Advanced High-performance Bus (AHB)
Advanced Peripheral Bus (APB)





Motivation and Previous Work (II)

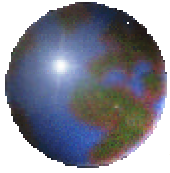
- ✚ Sonics uNetwork

- ✚ TDMA arbitration
- ✚ IP reuse and integration

- ✚ Whisbone architecture (Silicore)

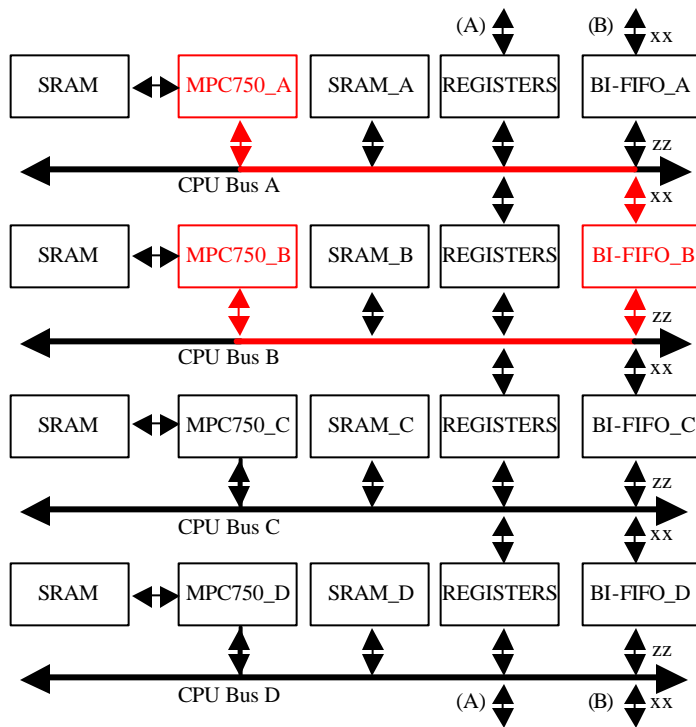
- ✚ one bus for all
- ✚ supports multiple masters

- ✚ In terms of bus topology, uNetwork and Whisbone are similar to AMBA and CoreConnect

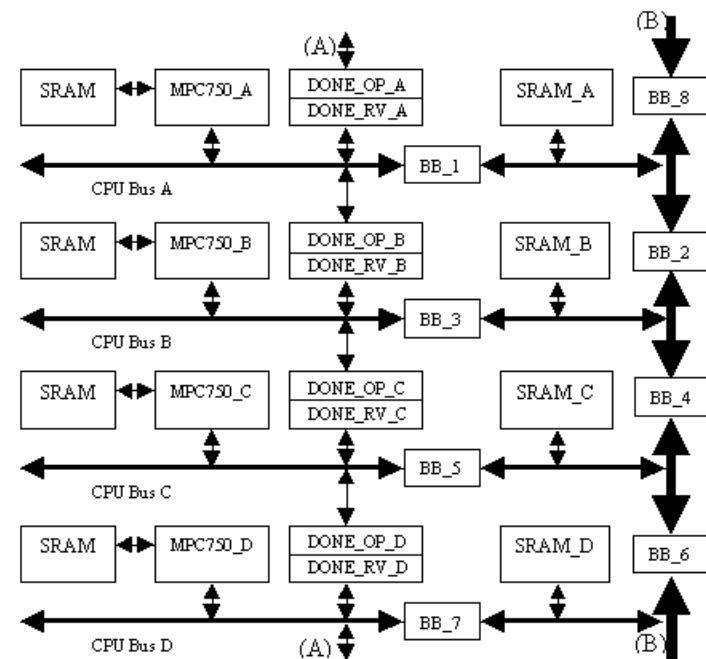


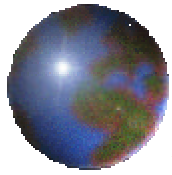
Five Bus Architectures for 4 processor System (I)

Bi-FIFO Bus Architecture (BFBA)



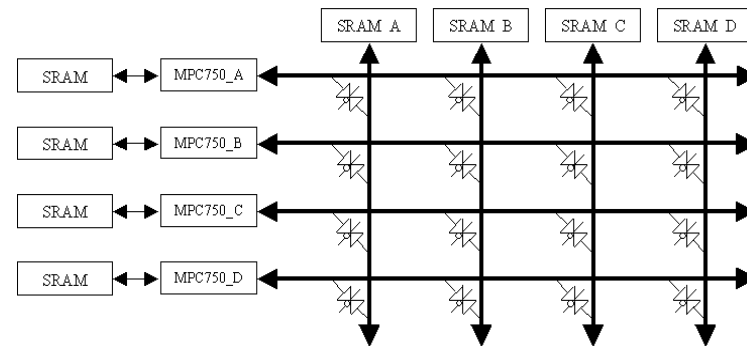
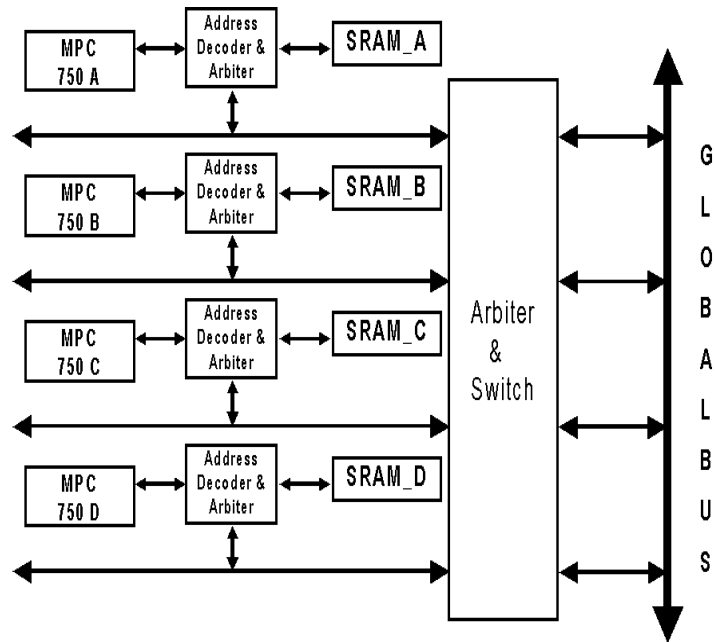
Global Bus I Architecture (GBIA)



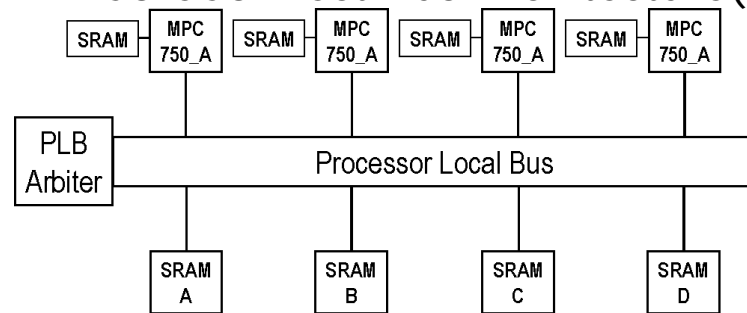


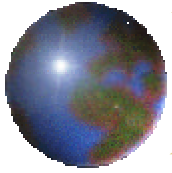
Five Bus Architectures for 4 processor System (II)

- Global Bus II Architecture (GBIIA)
- Crossbar Switch Bus Architecture (CSBA)



- IBM CoreConnect Bus Architecture (CCBA)

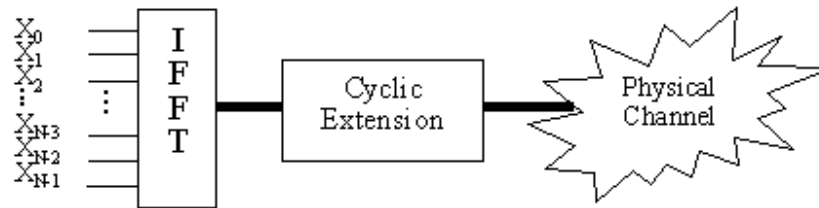




Application Examples (I)

OFDM Transmitter

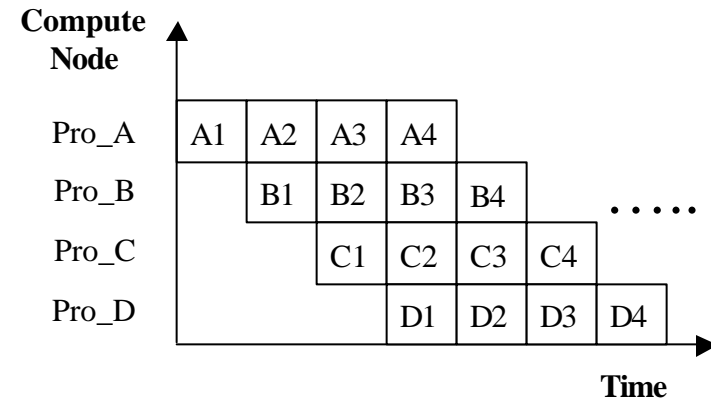
Block Diagram



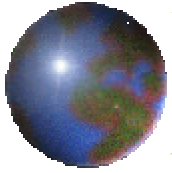
Data Format: 32 guard samples and 128 data samples

Function Assignment

| Compute Node | Assigned Functions |
|--------------|--|
| A | Initialization (channel parameter, etc) Train Pulse Generation Symbol Generation Data Generation & Symbol Mapping Bit Reversal for Inverse FFT |
| B | Inverse FFT |
| C | Normalizing IFFT |
| D | Normalization Insertion of Guard Signal |



Reference: D. Kim and G. L. Stüber, "Performance of Multiresolution OFDM on Frequency-selective Fading Channels," IEEE Transaction on Vehicular Technology, vol. 48, no. 5, pp. 1740-1746, September 1999.

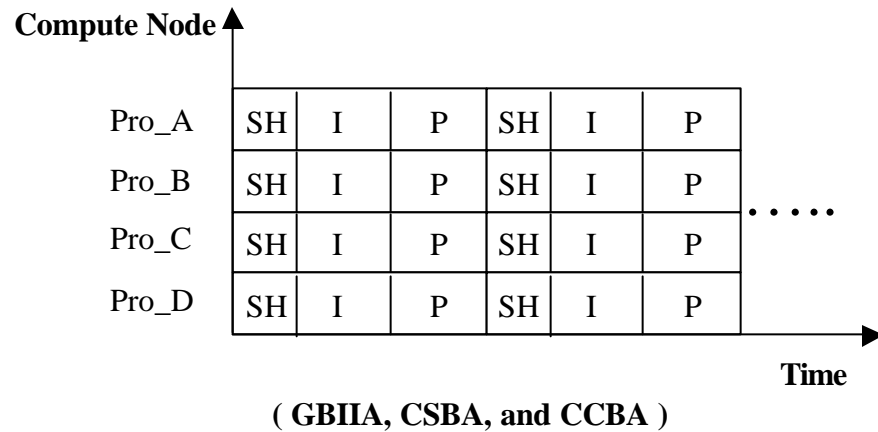
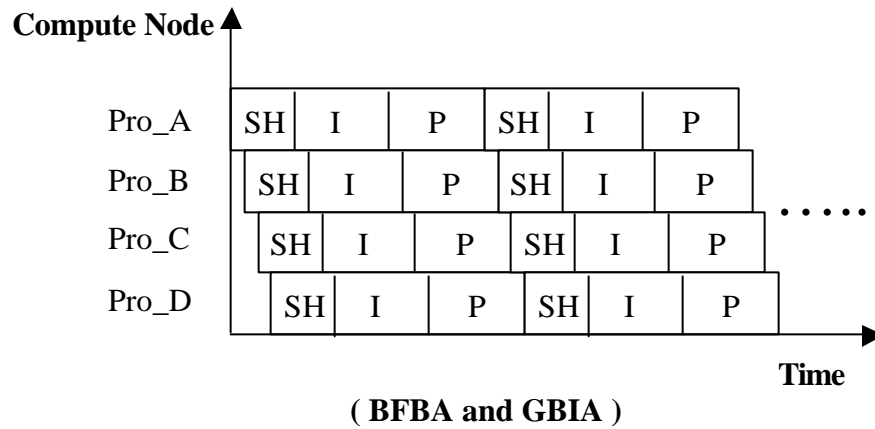


Application Examples (II)

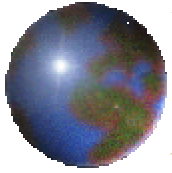
MPEG2 Decoder

Video Processing Example

16 x 16 pixel resolution, M=1, N=2



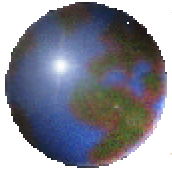
SH: Sequence header, I: Intra decoding frame, P: Predictive decoding frame



Experiment Environment

❖ Co-simulation Environment

- ❖ Seamless CVE
 - co-simulator from Mentor Graphics
- ❖ VCS
 - A Verilog HDL simulator from Synopsys
- ❖ XRAY
 - A High-level debugger from Mentor Graphics
- ❖ PowerPC C cross compiler
 - GCC
- ❖ External Clock of PowerPC 750
 - 83.33 MHz (the internal clock speed can be much faster, e.g., 400MHz)



Comparison in View of Algorithm and Architecture

✚ Algorithm

▣ OFDM Transmitter

- Strong output-data dependency between functions using many local variables
- Many short loops
- Few global variables

▣ MPEG2 Decoder

- Many global variables for header information
- Hierarchical data structure which has a long loop with many nested loops

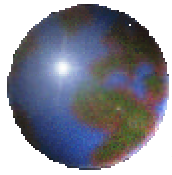
✚ Architecture

▣ BFBA and GBIA

- No method to access global data
- Fast data transfer between processor blocks

▣ GBIIA, CSBA, and CCBA

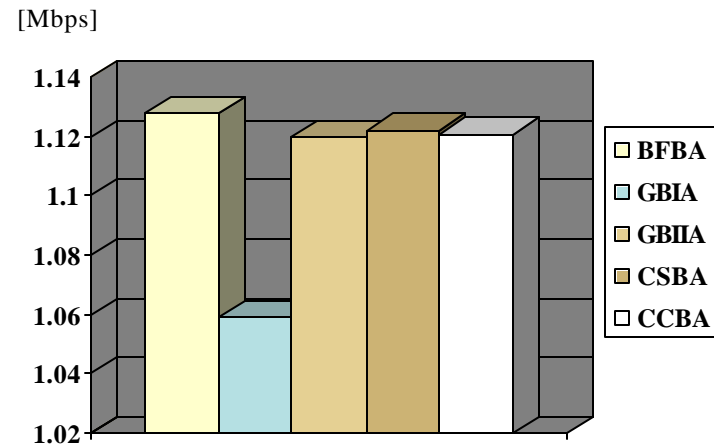
- Efficient access of global data



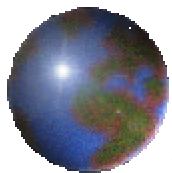
Comparison of Throughput of the Bus Architectures (I)

OFDM Transmitter

| Bus Architecture | Exe. Cycles/Packet | Exe. Time/Packet | Throughput |
|------------------|--------------------|------------------|------------|
| BFBA | 378,348 | 4.5402 ms | 1.1277Mbps |
| GBIA | 403,000 | 4.8360 ms | 1.0588Mbps |
| GBIIA | 381,061 | 4.5727 ms | 1.1197Mbps |
| CSBA | 380,199 | 4.5624 ms | 1.1222Mbps |
| CCBA | 380,686 | 4.5682 ms | 1.1208Mbps |



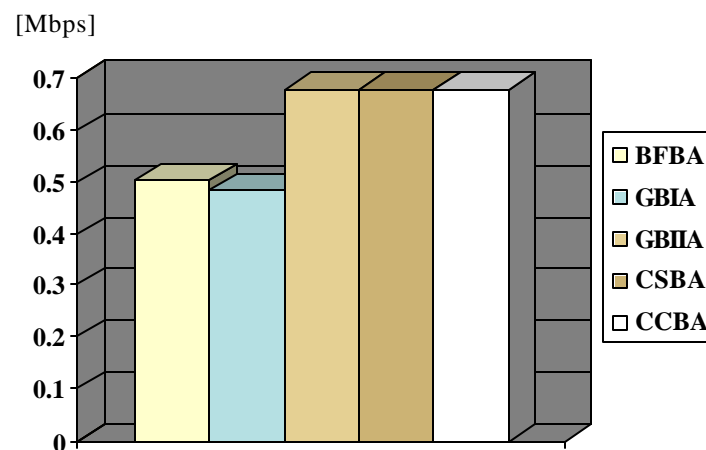
Reference: 128 data samples and 32 guard samples per packet



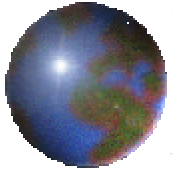
Comparison of Throughput of the Bus Architectures (II)

⊕ MPEG2 Decoder

| Bus Architecture | Exe. Cycles/Packet | Exe. Time/Packet | Throughput |
|------------------|--------------------|------------------|------------|
| BFBA | 507,853 | 6.0942 ms | 0.5041Mbps |
| GBIA | 527,545 | 6.3305 ms | 0.4852Mbps |
| GBIIA | 377,562 | 4.5307 ms | 0.6780Mbps |
| CSBA | 377,548 | 4.5306 ms | 0.6781Mbps |
| CCBA | 378,181 | 4.5382 ms | 0.6769Mbps |



Reference: 128 data samples and 32 guard samples per packet



Conclusion

- ❑ Five bus architectures evaluated
 - BFBA, GBIA, GBIIA, CSBA, and CCBA
- ❑ Two application programs
 - OFDM transmitter and MPEG2 decoder
- ❑ Pipeline or parallel operation improves performance
- ❑ BFBA best for OFDM
 - pipelined applications
- ❑ CSBA best for MPEG2
 - parallel applications
- ❑ bus architecture performance heavily dependent on
 - distribution of computation load
 - algorithm style
- ❑ Future work: combine the bus architectures with switching logic to maximize performance according to application characteristics