



# **Multi-Processor Systems-on-a-Chip: Trends and Technologies**

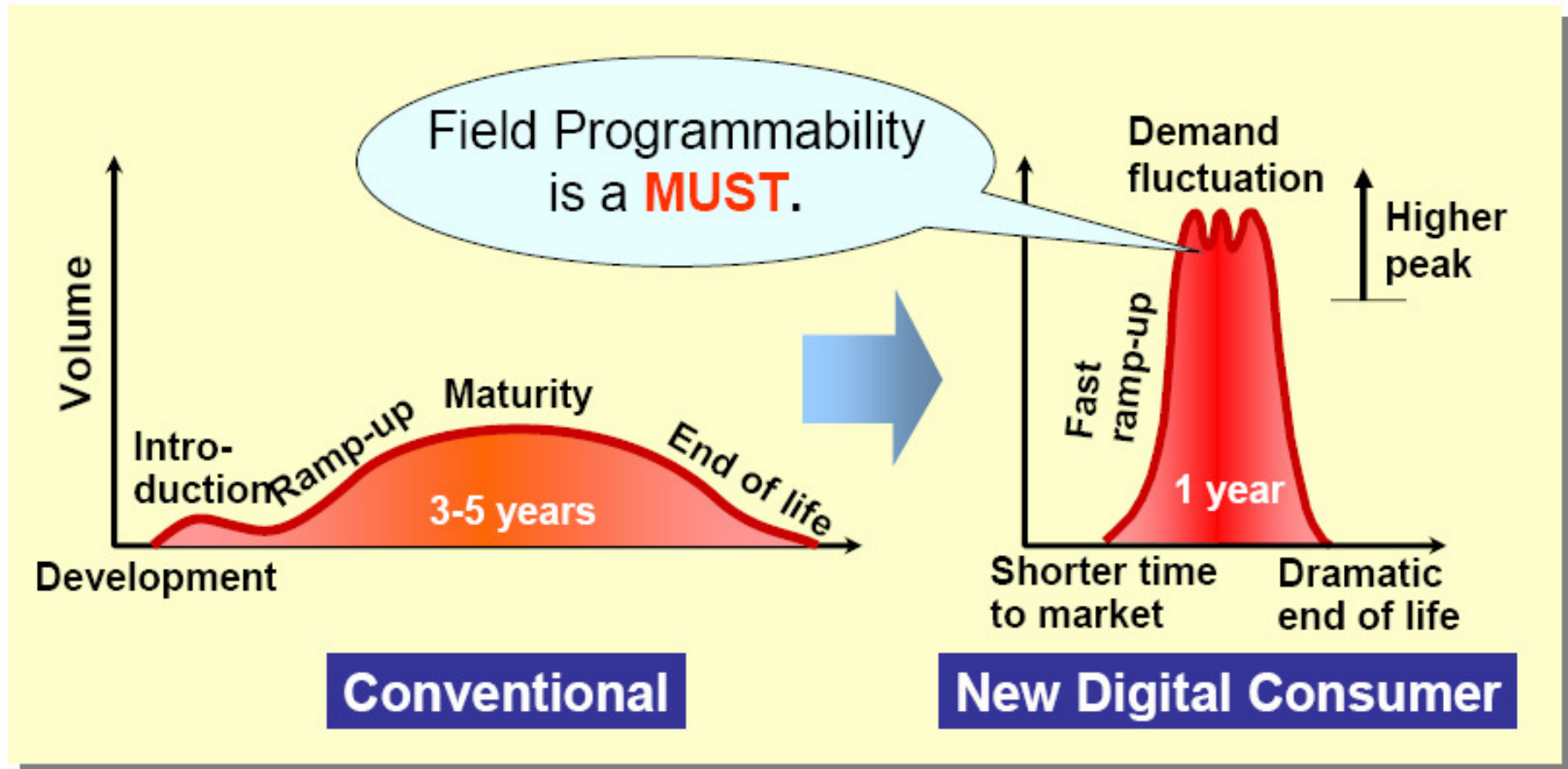
Pierre Paulin, Director  
SoC Platform Automation, AST  
STMicroelectronics, Ottawa, Canada

# Outline

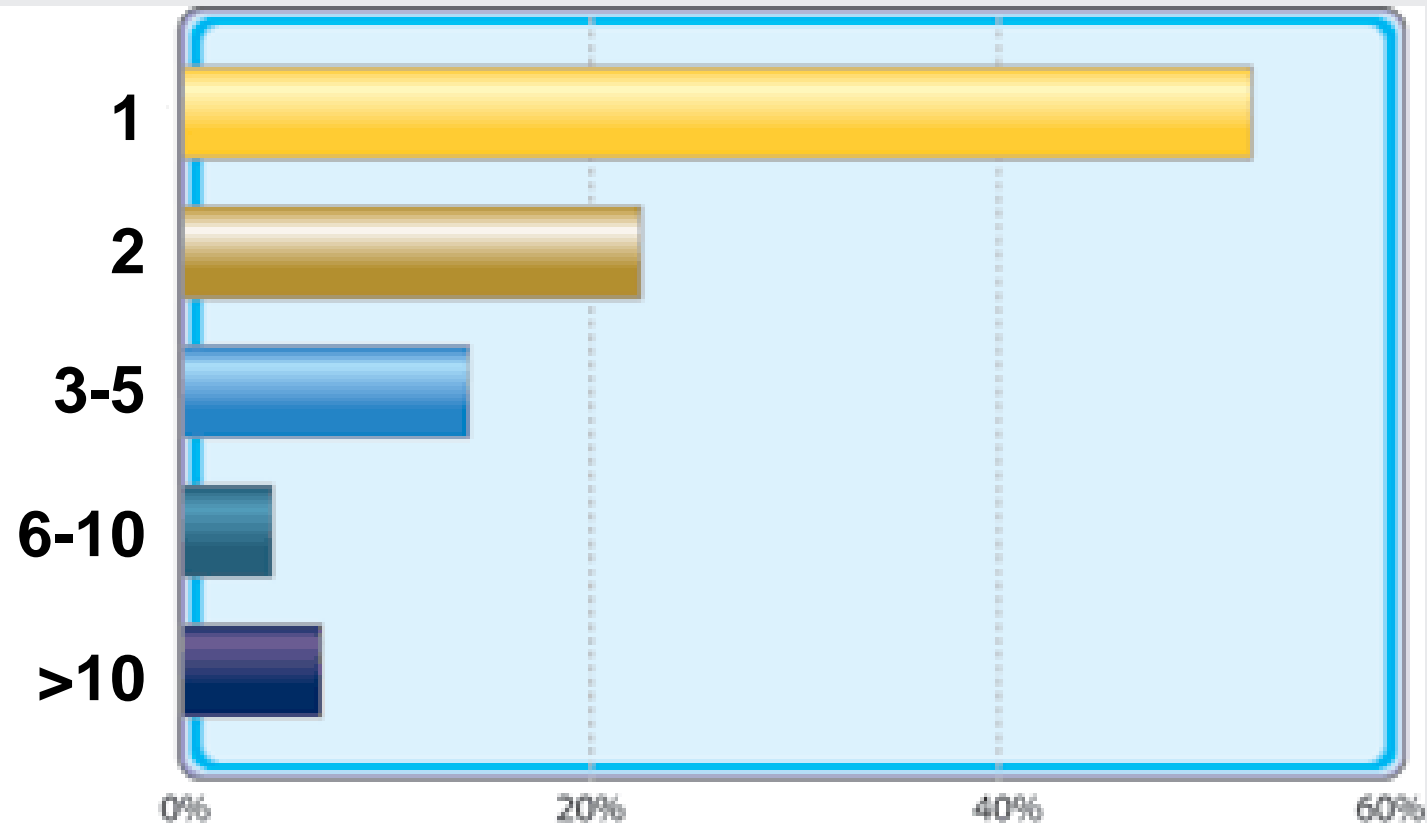
- MP-SoC Trends
  - Key market trends
  - Key technology trends
- MP-SoC Technology Objectives
- ST's MP-SoC Technologies
  - Application to platform mapping
- Applications: Multimedia, Networking
- R&D Outlook



# Dramatic Change in Product Life Cycle



# Emb. Systems Prog. Survey 2005: Number of Processors per chip

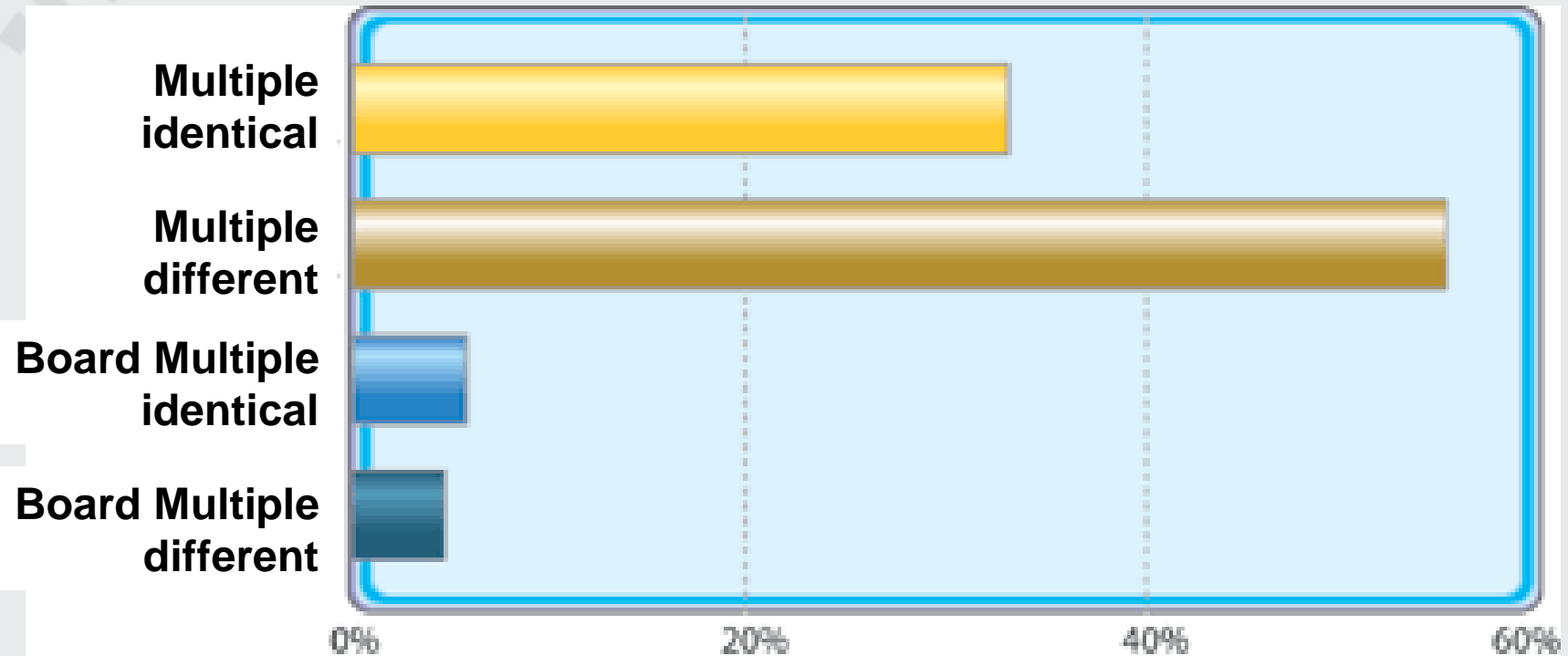


- ❑ Nearly 50% of chips use multiple processors
- ❑ Over 100 projects used >10 processors

Source: Embedded Systems Programming Magazine, 2005

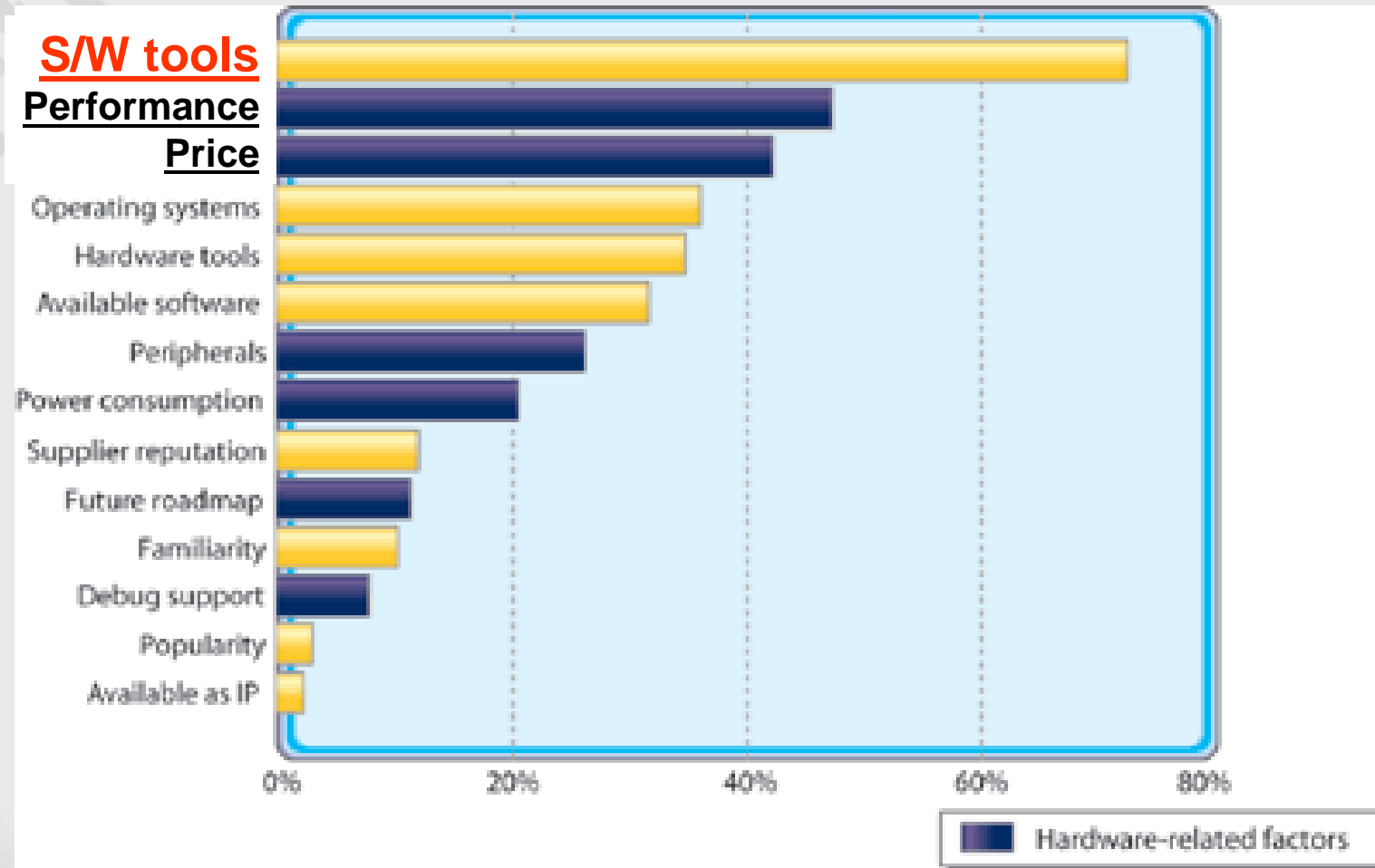


# Processor Heterogeneity



□ 60% of systems are heterogeneous MP

# Processor Selection Criteria



Quality of software tools sells the processor

# Market Trends Summary

- ❑ Continued reduction in time-to market
  - Fast changing specs, requirements
  - Need for high-level capture and mapping
- ❑ Increasing cost of developing SoC platforms
  - 10M\$ to 80 M\$ for today's 90nm SoC's
- ❑ Need to increase time-in-market
- Implies higher flexibility is needed
  - Rising proportion of SoC function in eS/W
  - Currently 50% to 75% of design costs
- ❑ Majority of all SoC's have 2 or more processors
  - Leading edge (20%) have 6-10 processors



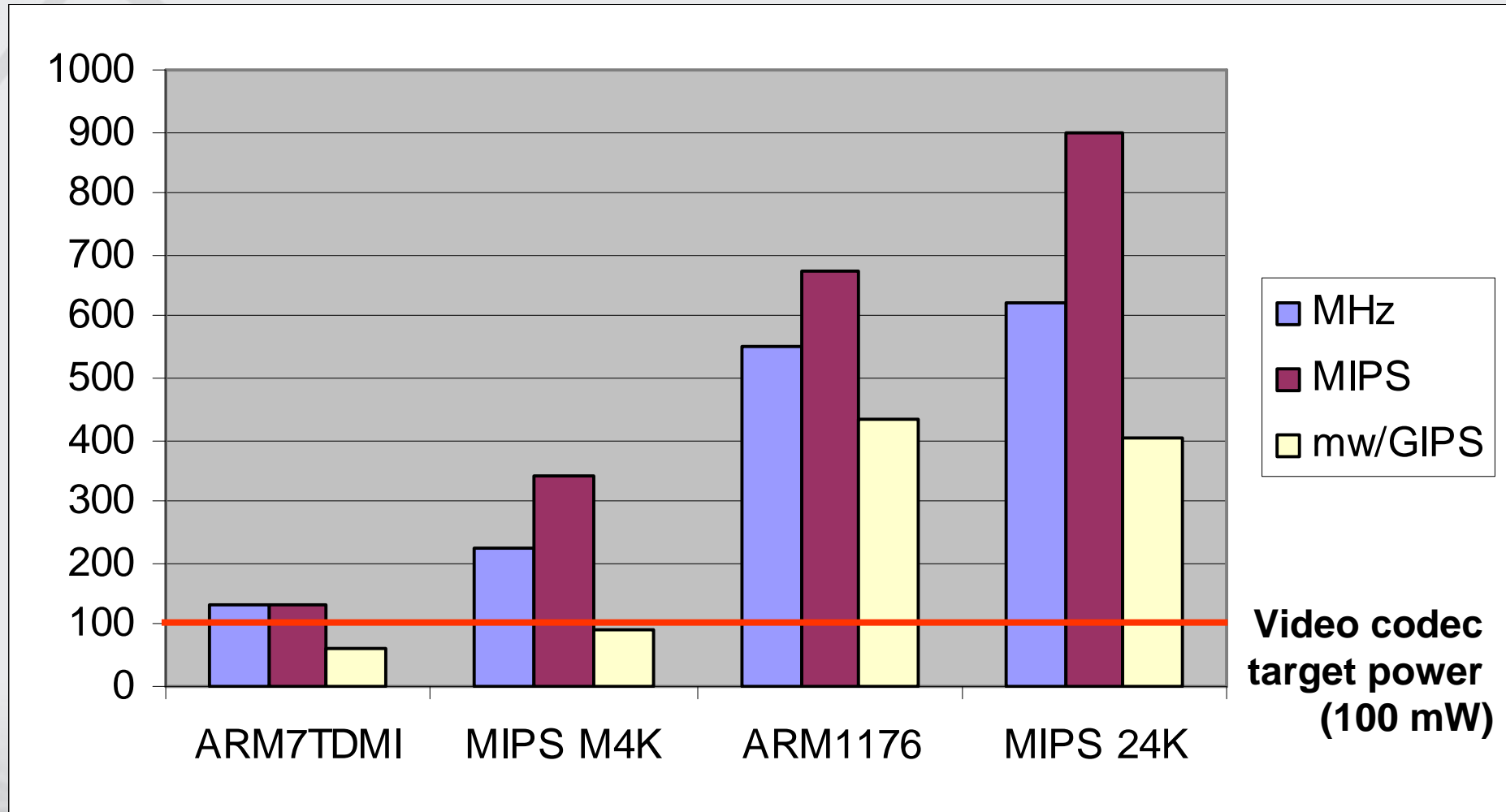
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- MP-SoC Trends
  - Key market trends
  - *Key technology trends*
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# Power Scaling (Core Only) Commercial Cores

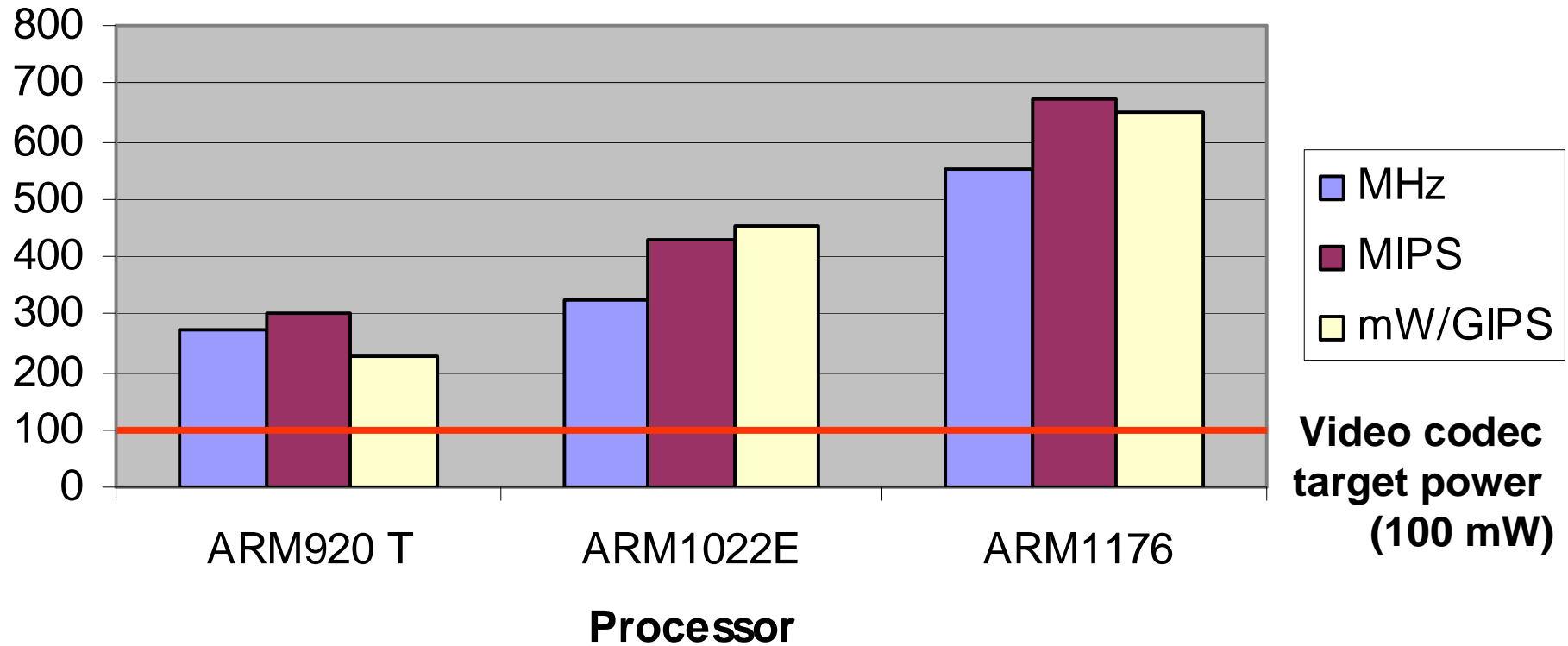


Source: ARM, MIPS



# Power Scaling (Cores + Caches)

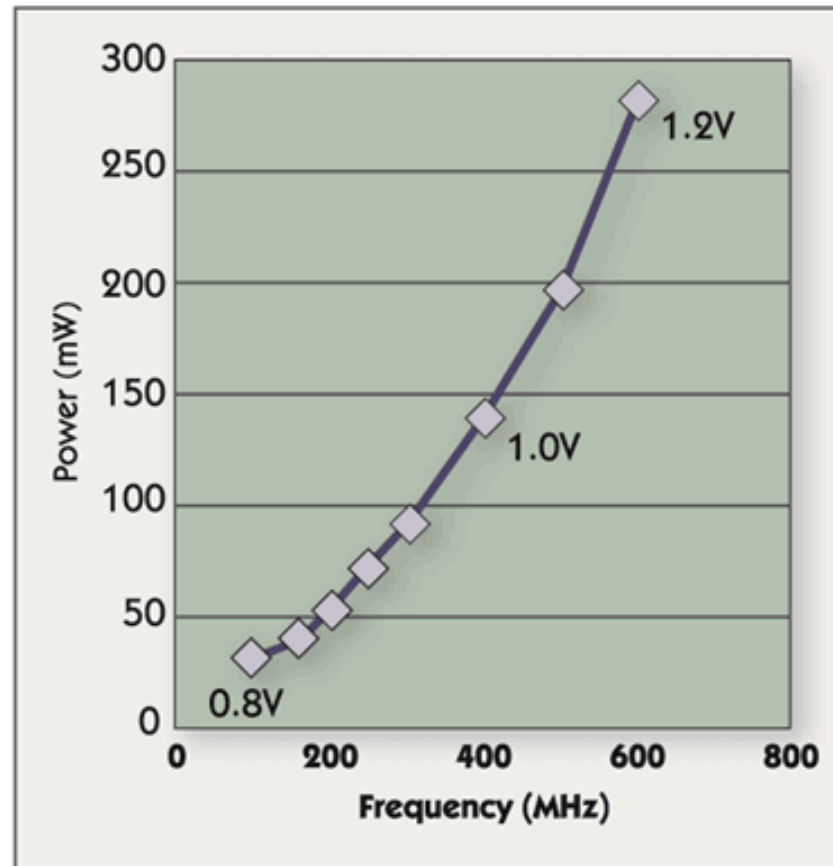
## Power Scaling (w 16KB/16KB D/I Caches)



Source: ARM



# Voltage and Frequency Scaling (ADI Blackfin DSP)

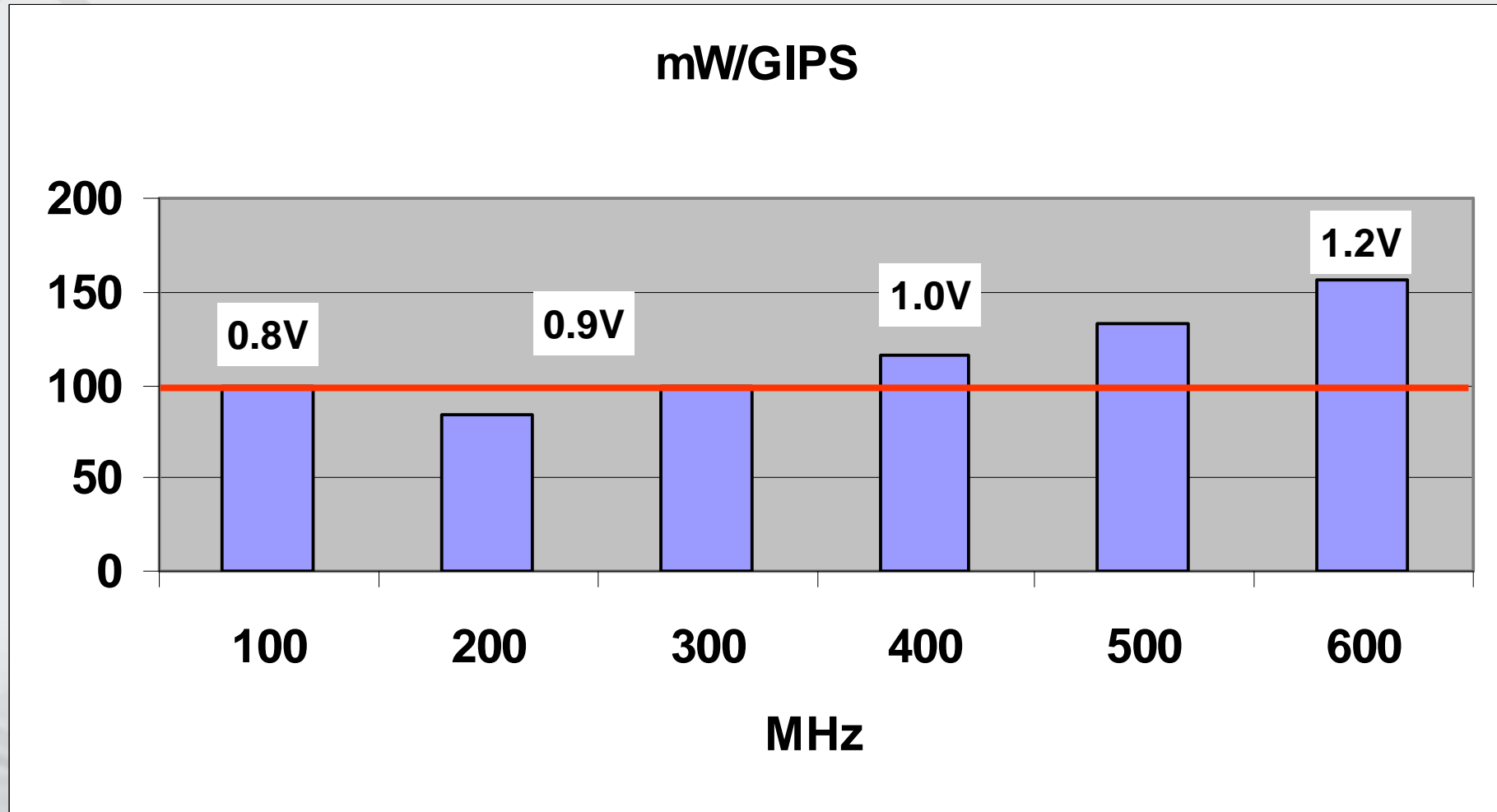


**Fig. 2** Power consumption vs. operating frequency and voltage, ADI Blackfin.

Source: ADI



# Voltage and Frequency Scaling (ADI Blackfin DSP)



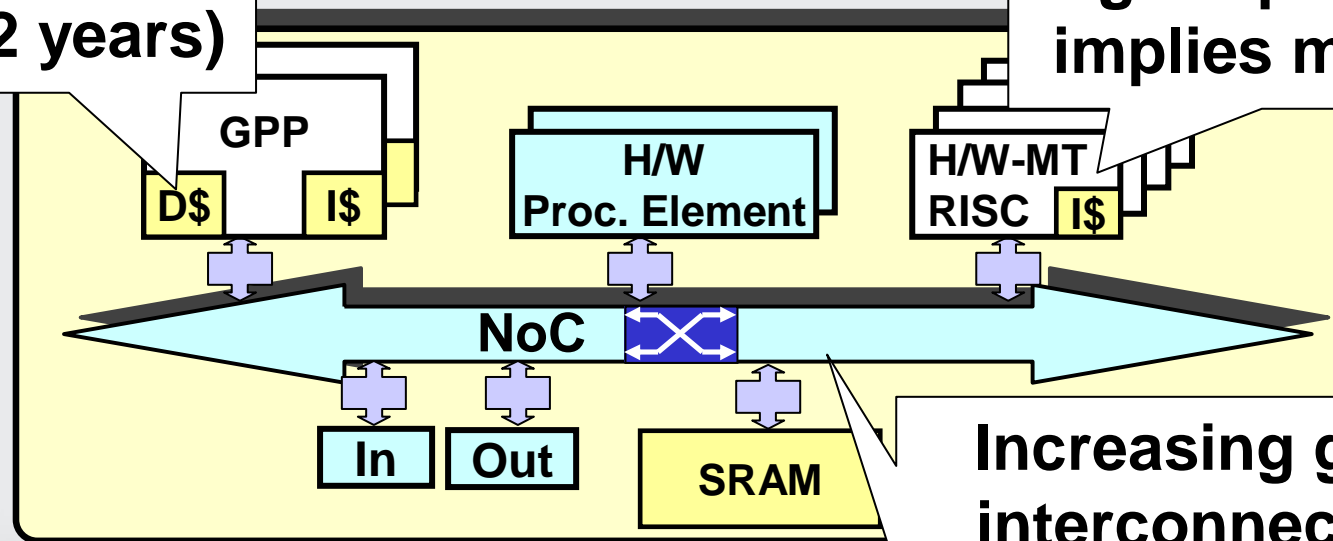
Source: ADI



# Technology Trend: Latencies

Increasing gap memory & processor speeds  
(2x / 2 years)

More parallel processing  
(lower-power, higher-perf./mm<sup>2</sup>)  
implies more IPC



Increasing gap interconnect & gate delays  
(multi-clock intra-chip delay)

# Technology Trends Summary

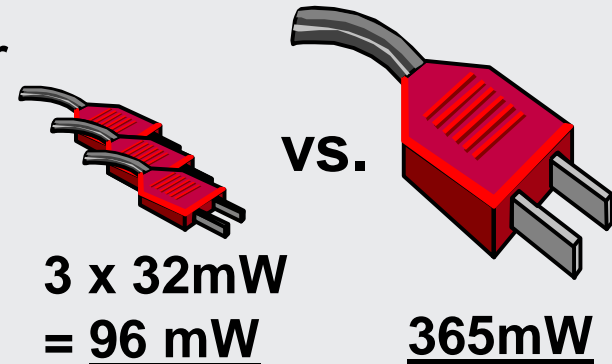
- ❑ Embedded processor speed wall ~1GHz

- More function requires more parallelism

- ❑ Parallelism favors lower power solutions

- Single 625 MHz MIPS processor consumes 4x more power than 3x 225 MHz processors

- Need to efficiently program these parallel cores though ...



- ❑ Three types of rising latency

- Growing gap in interconnect v.s logic delays
- Growing gap in memory v.s. logic delays
- MP implies inter-processor communication

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# What is Next SoC Paradigm Shift?



**System function**

- Algm./system expert
- S/W developers
- Platform programming

**Prog. Models**



**H/W-S/W architecture**

- Domain-specific platform expertise
- Fast platform derivatives



**RTL to Layout**

- Component expertise
- Process differentiators (BiCMOS, eDRAM, eFlash, eFPGA)

## System Applications

- Audio codecs
- Video codecs
- Still image processing
- Communication stacks

months

2005: Platform "Insulation"

## Architecture Platforms

- Hard-disk drive platform
- Set-top box, DVD, HDTV
- Mobile multimedia
- Image processing platform

2 yrs

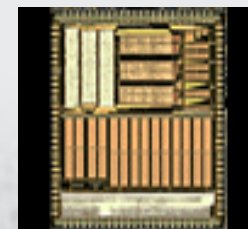
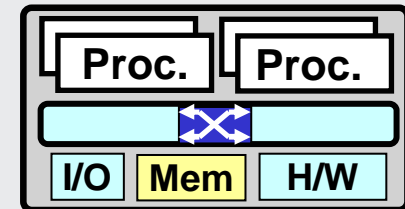
1995: RTL, ISA "Insulation"

## Component IP

- Value-add cores, IP
- Commodity cores: GPP, DSP, MCU, Bus
- Libraries: Cells, memories, I/O

year

1985: Cell Library "Insulation"



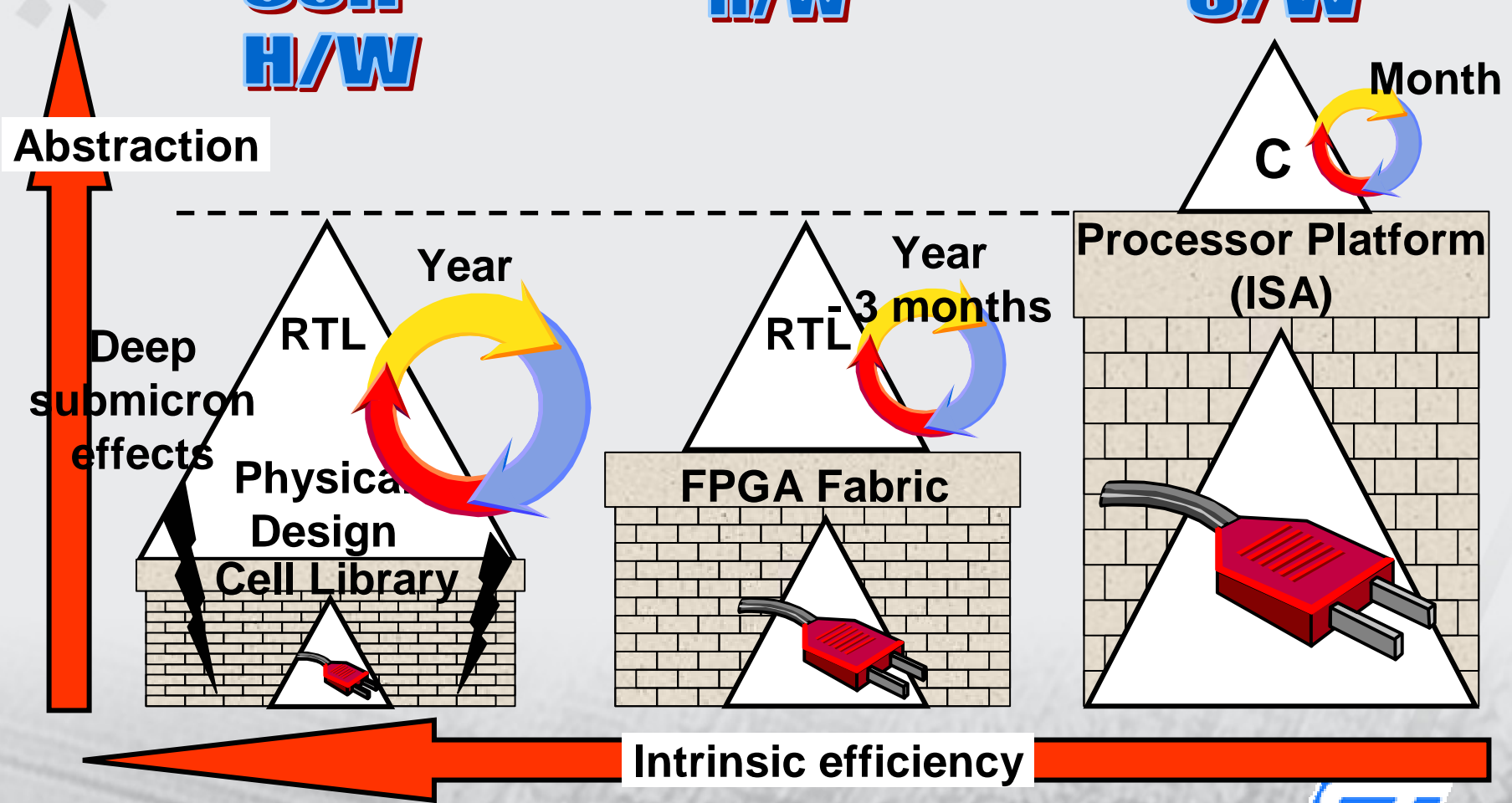


# Configurability Trade-offs

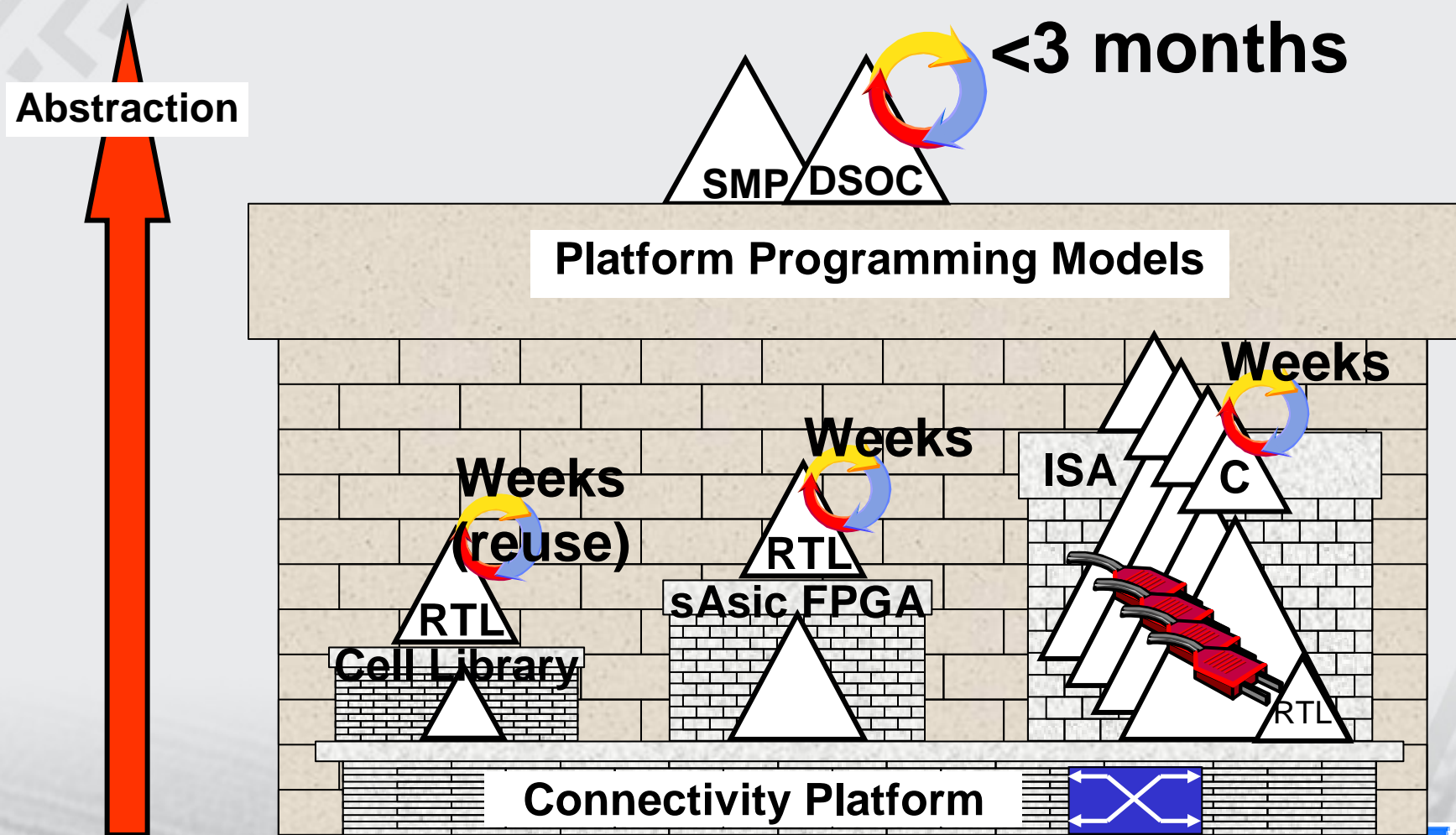
**Standard  
Cell  
H/W**

**Configurable  
H/W**

**Embedded  
S/W**



# Flexible SoC Platform Objectives



# Outline

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# System-on-Chip Platform Automation Ottawa, Canada

- ❑ Focus on use of flexible SoC platforms
  - Multi-processor, Network-on-Chip, Configurable H/W
- ❑ Applications
  - Multimedia (A/V/I), Networking, 3G basestation
- ❑ Leverage ST's other system design technologies

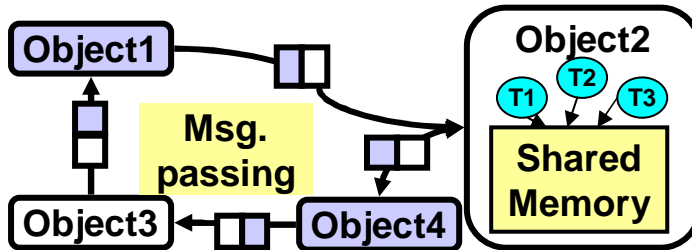


- ❑ Info:  
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+1 (613) 768-9069



# MultiFlex MP-SoC Tools

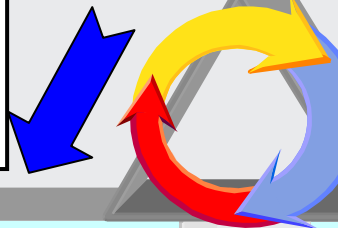
## Parallel programming model



- ✓ Proven, established programming models (msg. passing, SMP)
- ✓ User-defined parallelism

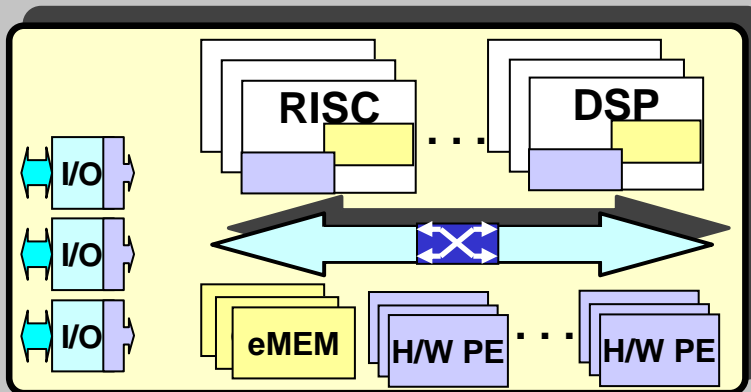
## System Application

- ✓ Simplify the use of heterogeneous HW/SW MP-SoC architectures



- ✓ Lightweight mapping tools
- ✓ Supported by H/W RTOS
  - ➔ thread-level parallelism
- ✓ Interoperable with general-purpose O/S
- ✓ MP analysis tools

## Multi-processor SoC Platform

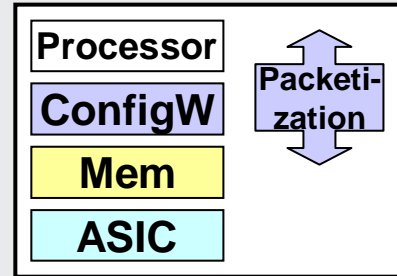
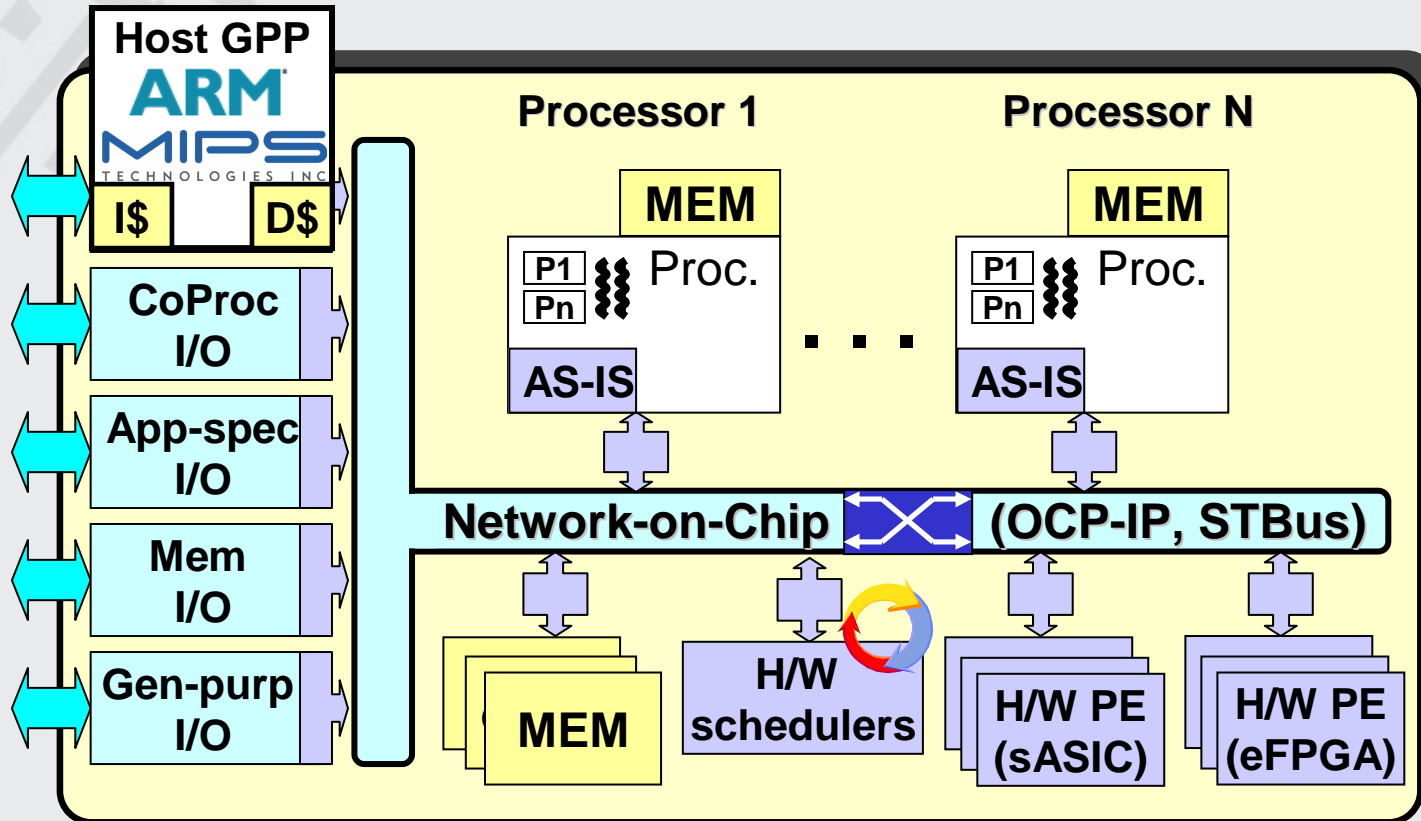


```

struct ip_options {
    __u32
    unsigned char
    unsigned char srr;
    unsigned char rr;
    unsigned char ts;
    unsigned char is_setb
        is_data:1,
        is_strictroute
        srr.is_bit:1,
        is_changed:1
    rr_needaddr:
    ts_needtime:
    ts_needaddr:
    unsigned char router;
    unsigned char __pad1
    unsigned char __pad2
    unsigned char __data[
    
```



# FlexMP Demo Virtual Platform

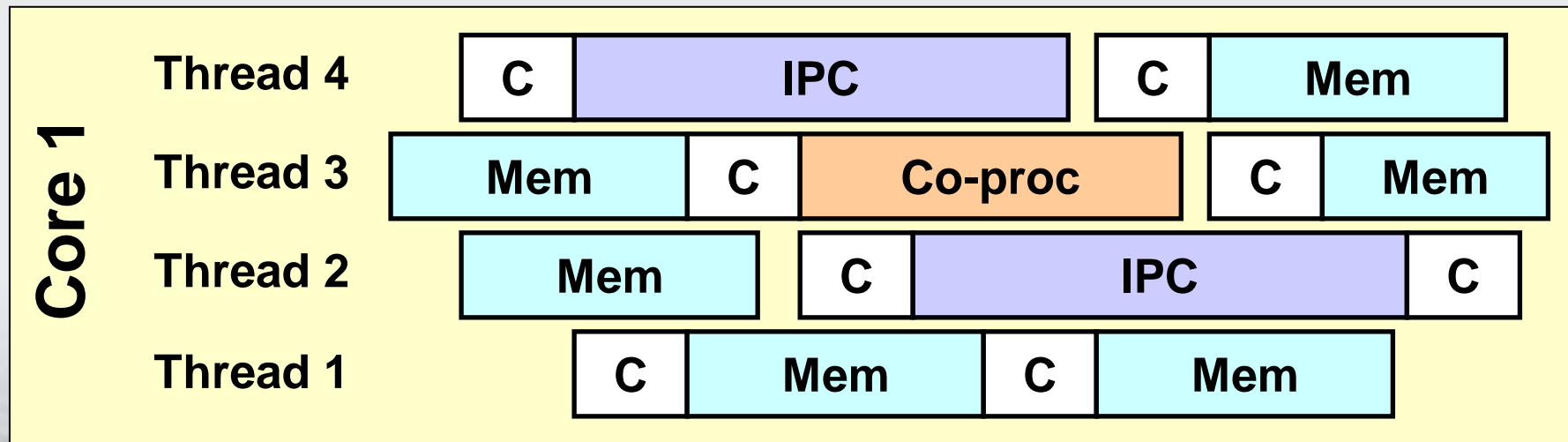
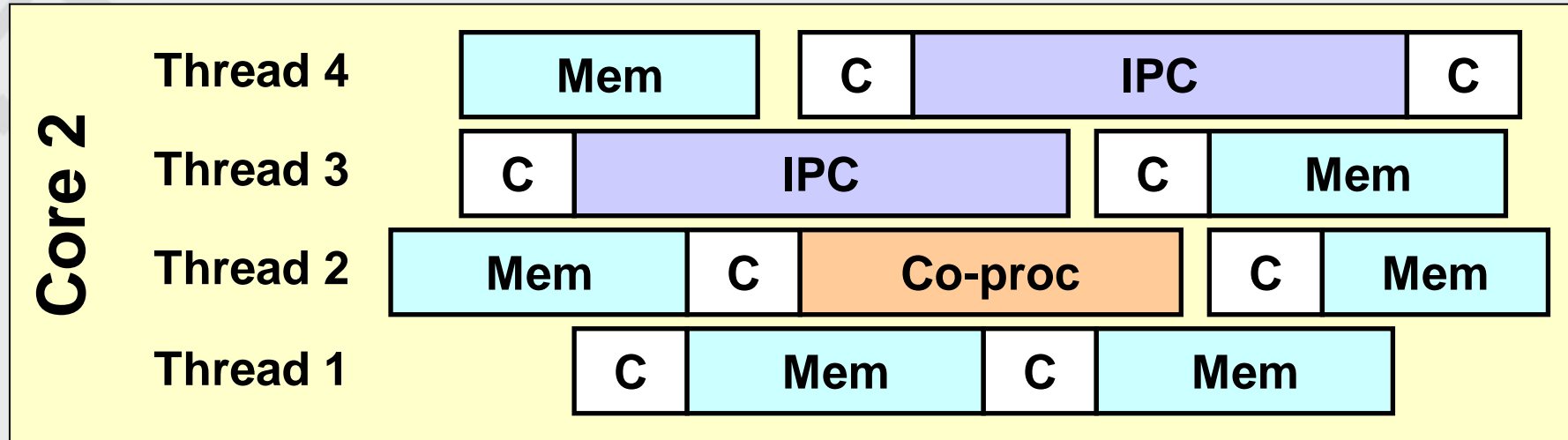


Processors integrated:

- ❑ Multi-threaded, multi-processor platform
- ❑ Popular processor models w. config. extensions:  
H/W multithreading and pipeline depth

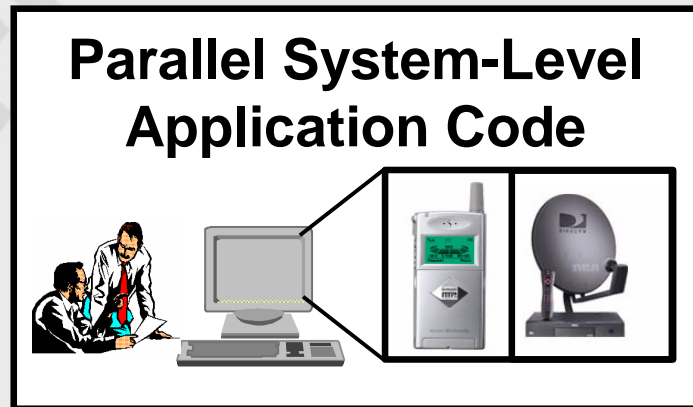


# Hiding latency with H/W MT





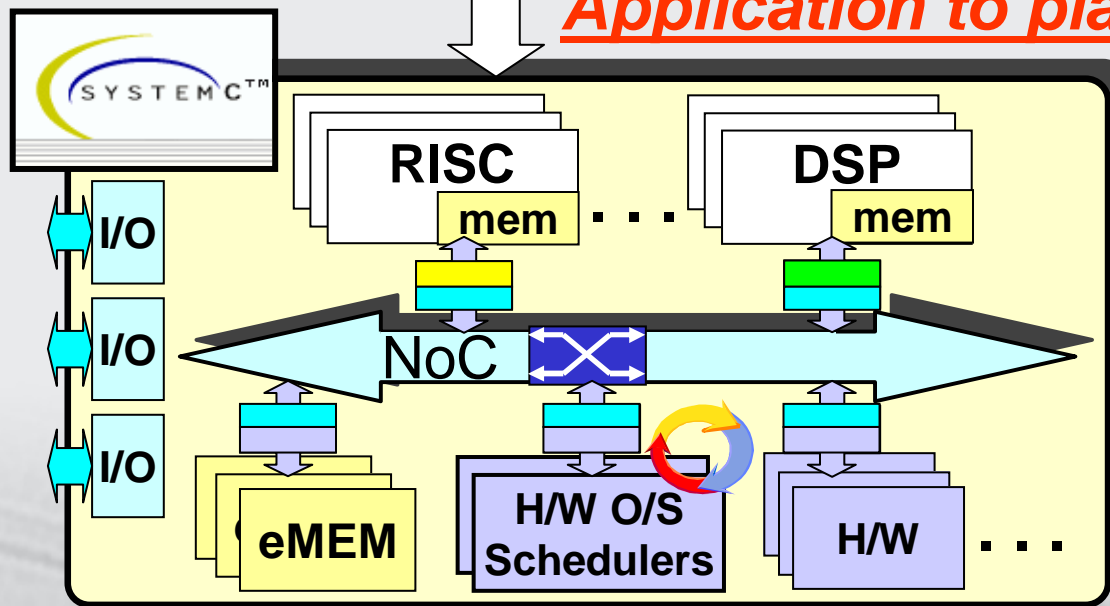
# MultiFlex MP-SoC Platform Tools



## Two parallel Programming Models

- DSOC: Object-Oriented Message passing
- SMP: Shared memory

## Application to platform mapping



## Fine grain parallelism

H/W message passing, IP Plug and Play

H/W MP-O/S scheduler accelerators





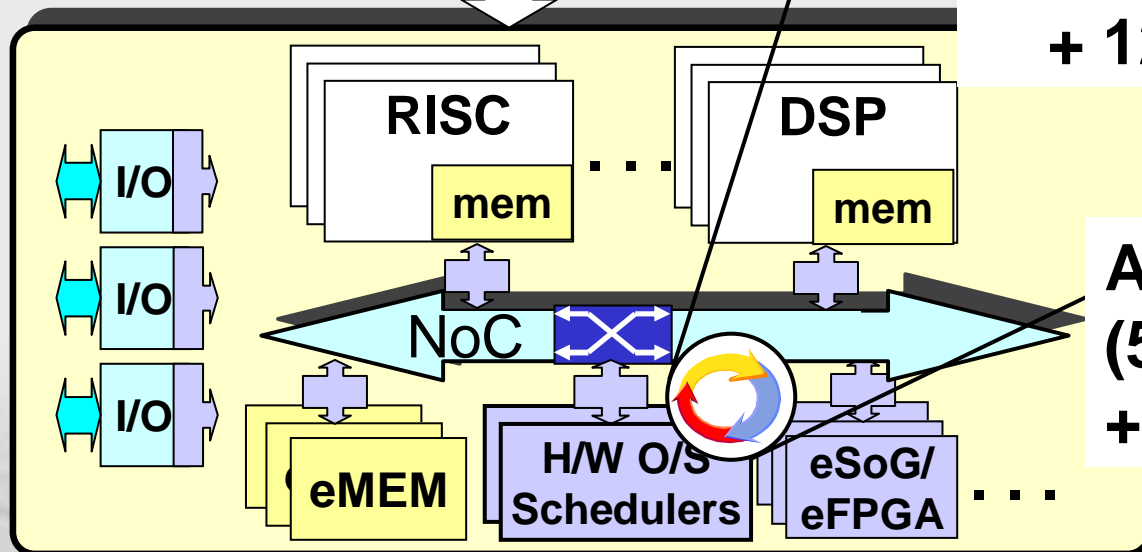
# Impact of H/W Accelerators

Parallel System-Level  
Application Code



Msg passing rate:  
<15 instructions  
(15M msg/s @200 MHz)

Fork-join (for N forks):  
10 instructions  
+ 12 cycles/thread



Additional cost  
(5 processor system):  
+0.3 mm<sup>2</sup> (@90 nm)



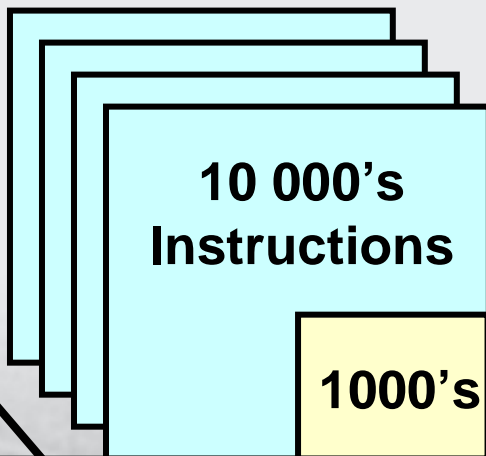
# Exploitable Parallelism

## Overheads:

1. Context switching
2. Message Passing
3. Scheduling

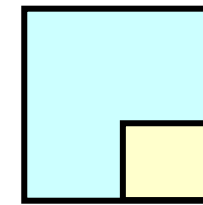
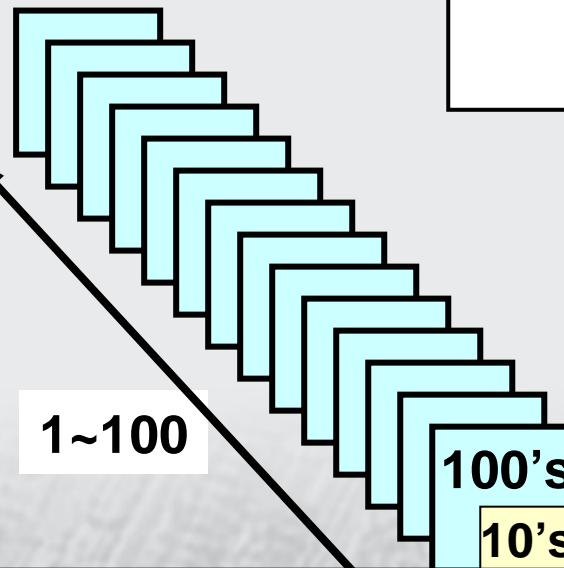
## GP O/S

Thread-Level  
Parallelism



## MultiFlex

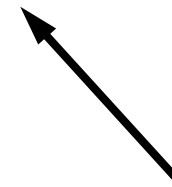
Thread-  
Level  
Parallelism



Min parallel  
grain size  
(instrns.)

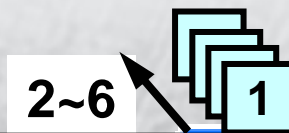
//m overhead

Exploitable  
task  
parallelism

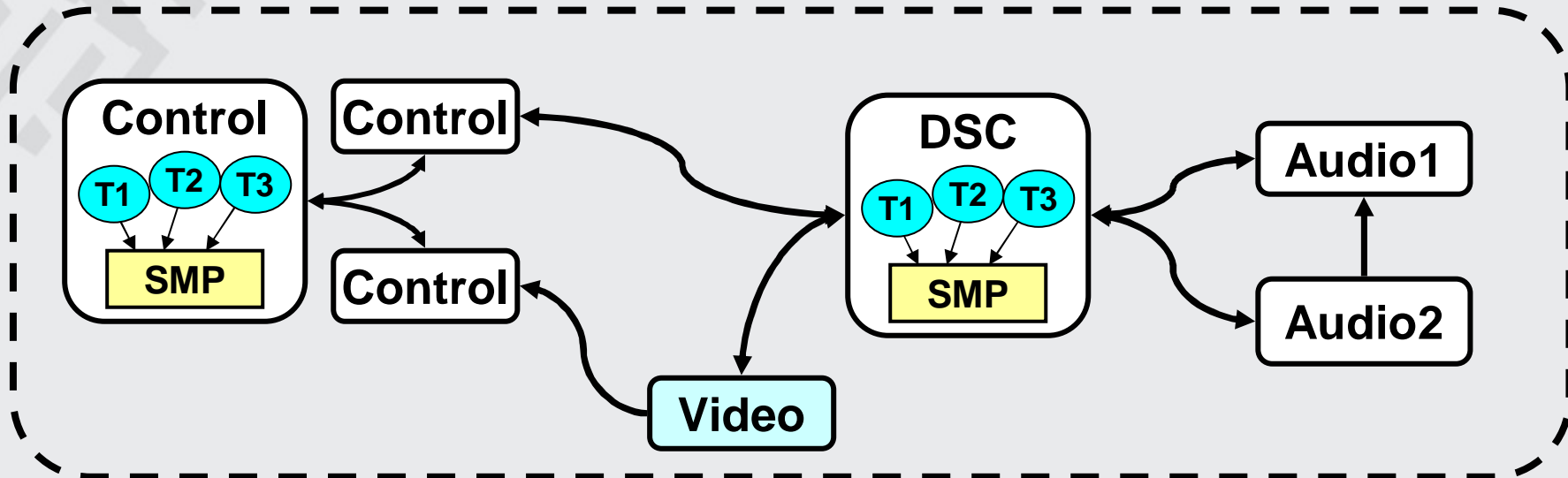


## ILP

VLIW, SIMD



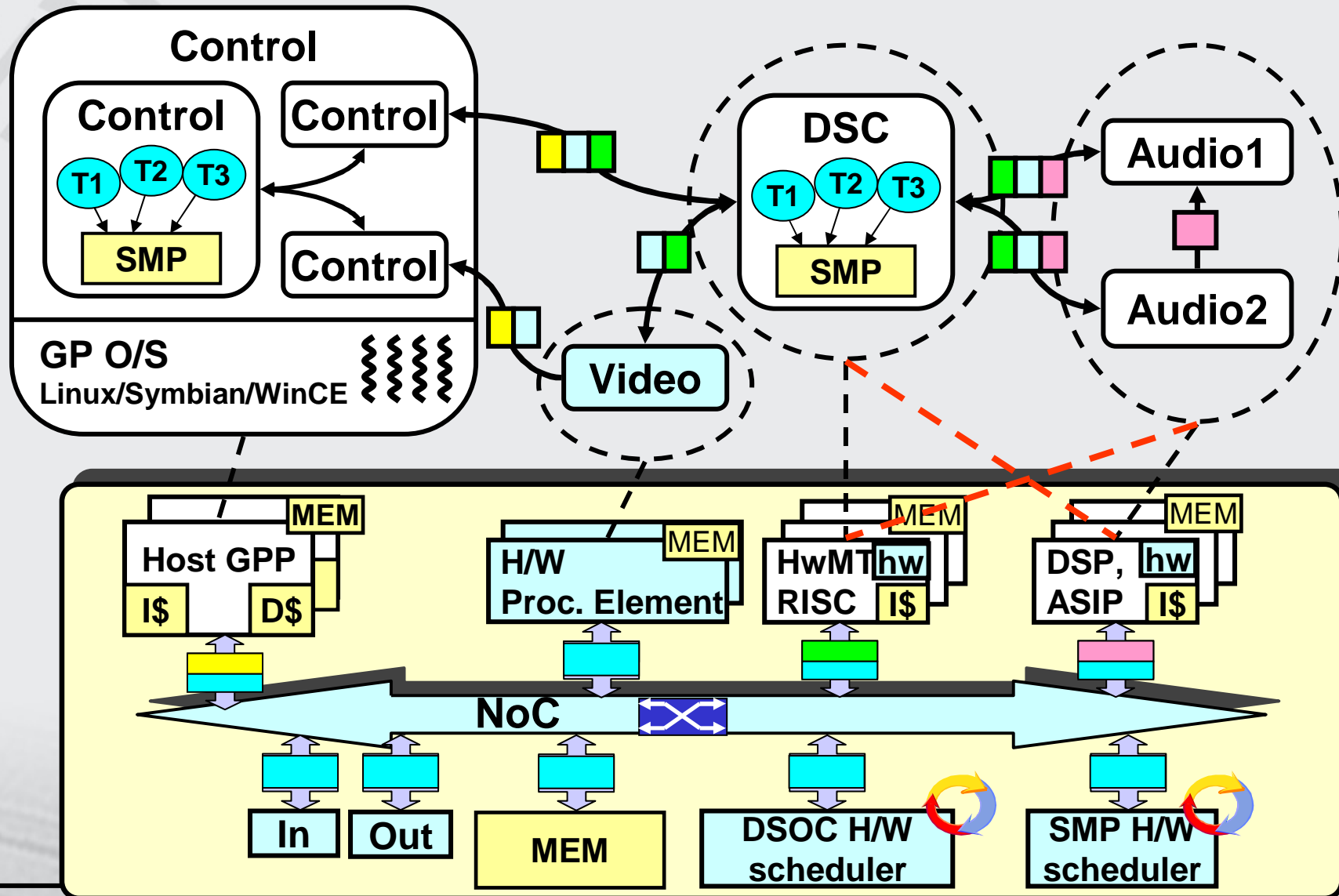
# Application to Platform Mapping (1)



Host (Linux/Unix)

- ❑ High-level communicating parallel application objects
  - Platform independent
- ❑ Map onto host GP O/S to validate HL function and parallelism

# Application to Platform Mapping (2)



# Outline

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- ST's MP-SoC Technologies
  - Application to platform mapping
- **Applications**
  - Multimedia, Networking, 3G
- R&D Outlook



# MultiFlex MP Applications



- ❑ Packet processing
  - 2.5/10 Gbps IPv4 forwarding, traffic manager
  - High-throughput platforms



- ❑ Nomadic mobile multimedia
  - Heterogeneous platform, O/S interoperability
  - Impact: Hundreds of programmers



- ❑ Video codec exploration
  - VGA (30fps): Small grain, mixed SMP/DSOC



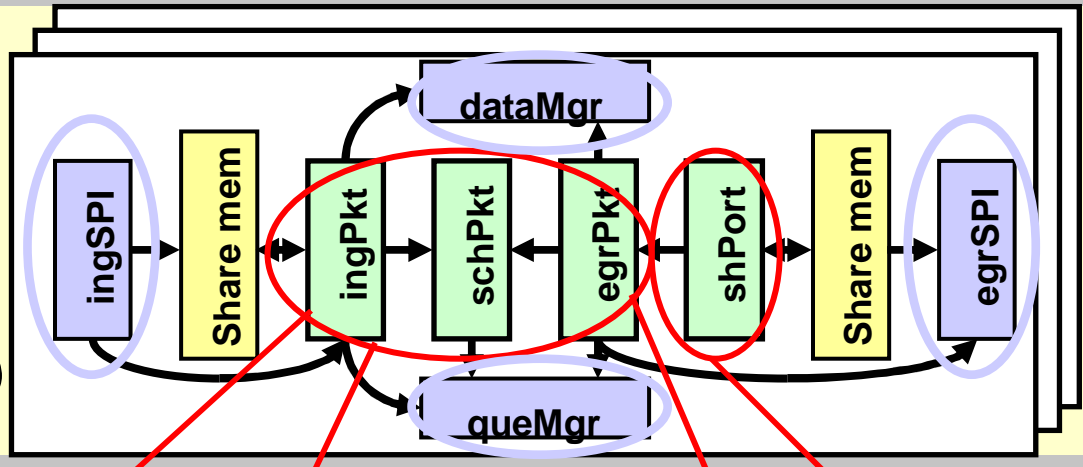
- ❑ Digital Still Camera
  - Array access optimization



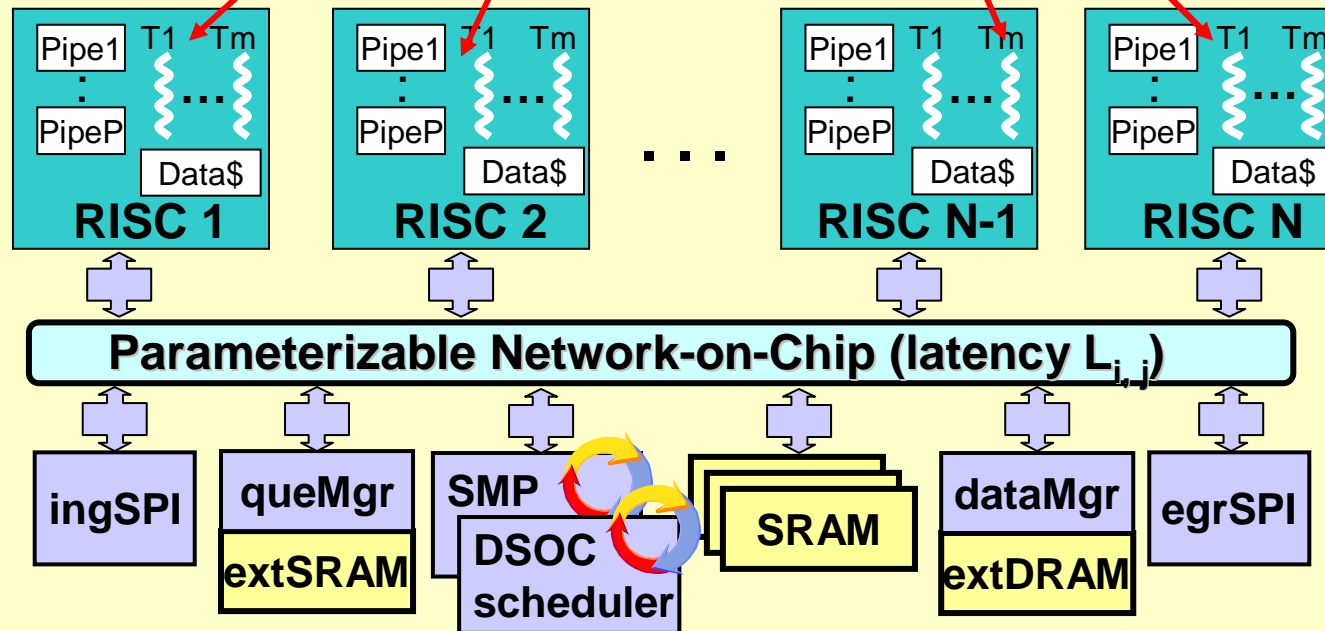
- ❑ 3G basestation
  - Heterogeneous MP (ARM11, 3X DSP, 3X ASIP)



**DSOC+  
SMP  
Traffic  
Manager  
(2.5Gb/s)**



**#proc. = 9-10  
(@ 500 MHz)  
#threads = 4-16  
NoC Latency =  
0, 40, 80 Clks  
(+/-25% jitter)**



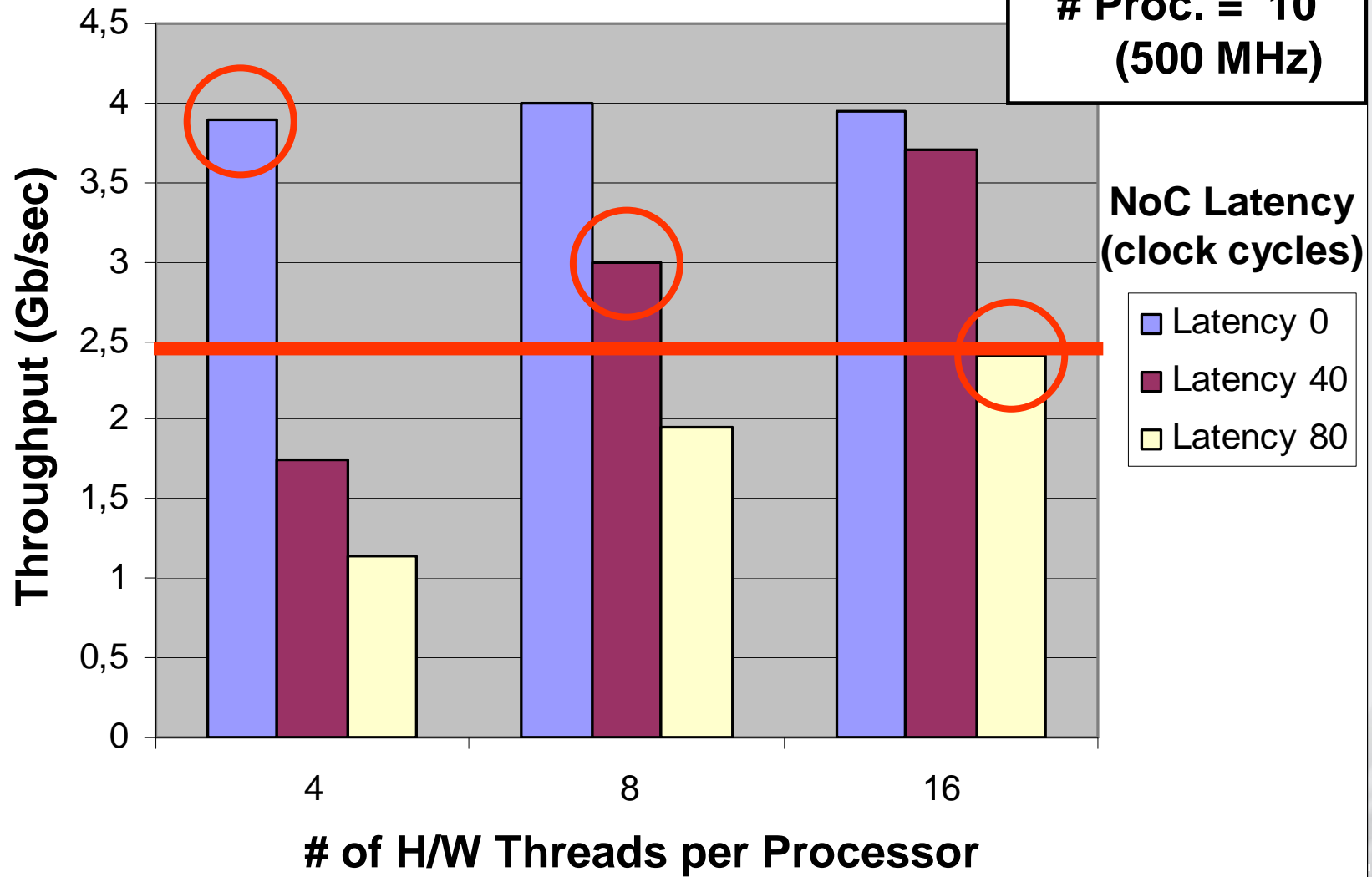
**Results:**

- **85-92%  
PE  
utilization**
- **Msg  
passing  
code  
<20%**



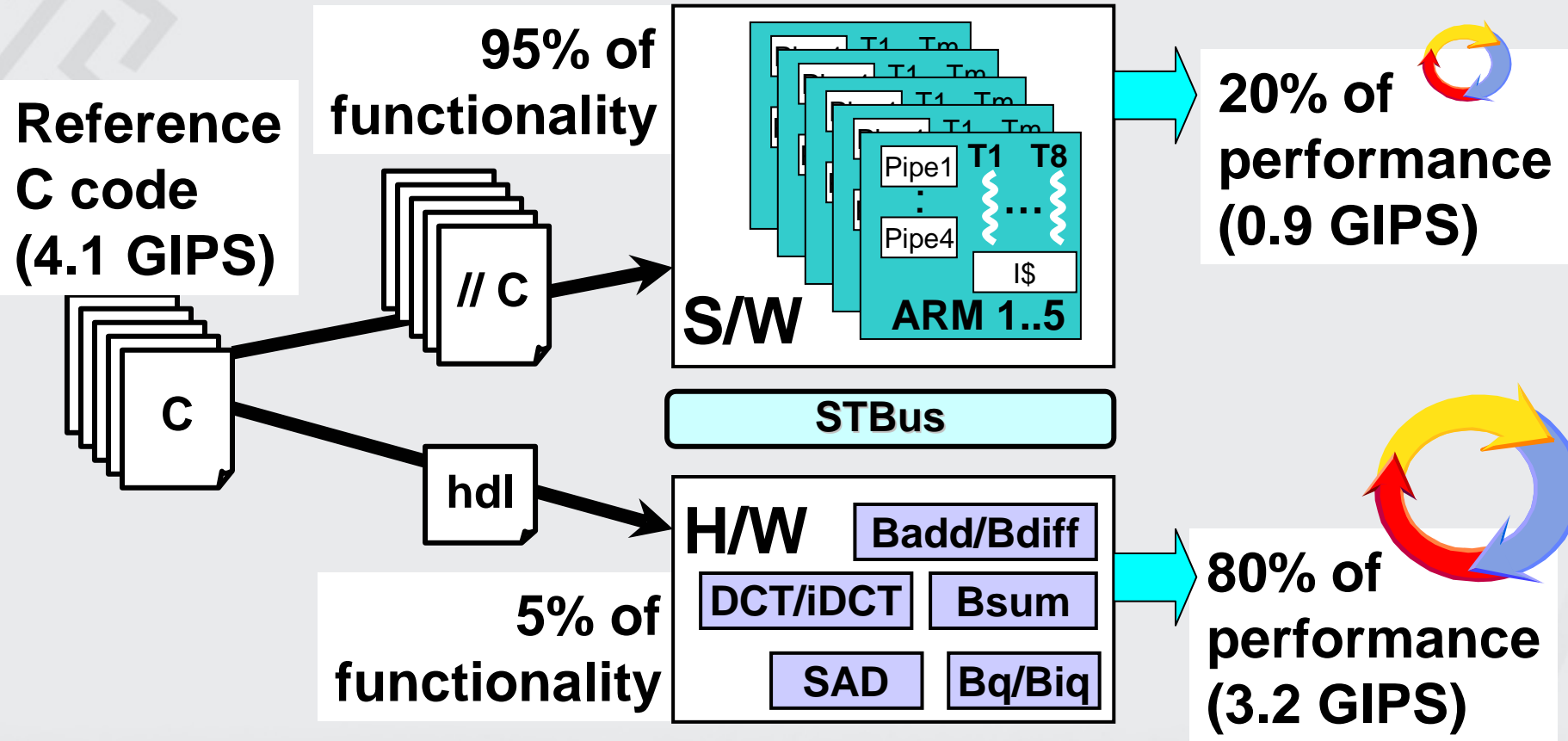
# Traffic Manager Performance

# Ports = 256  
# Class = 32  
# Proc. = 10  
(500 MHz)





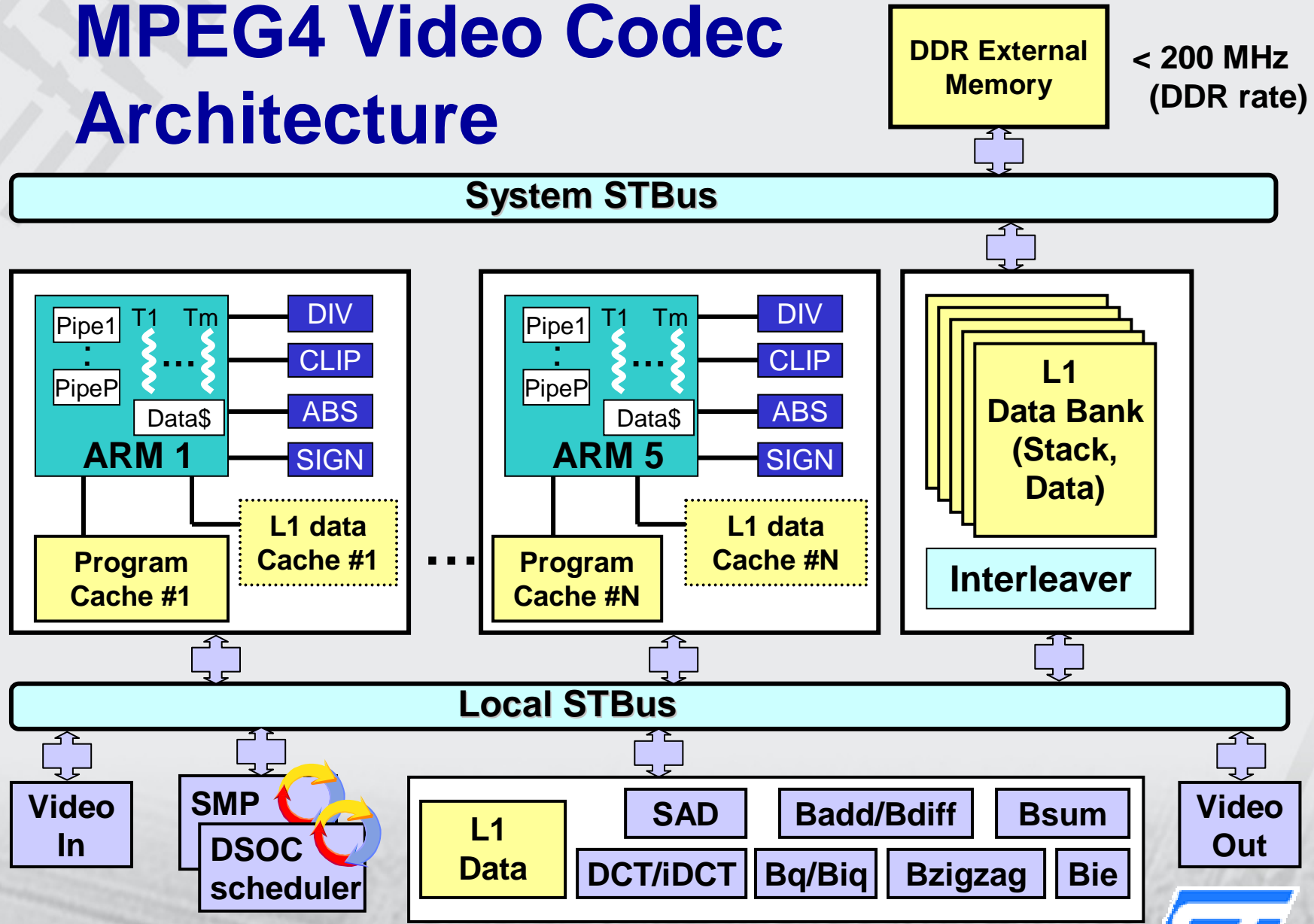
# MPEG4 Video Codec (VGA, 30fps)



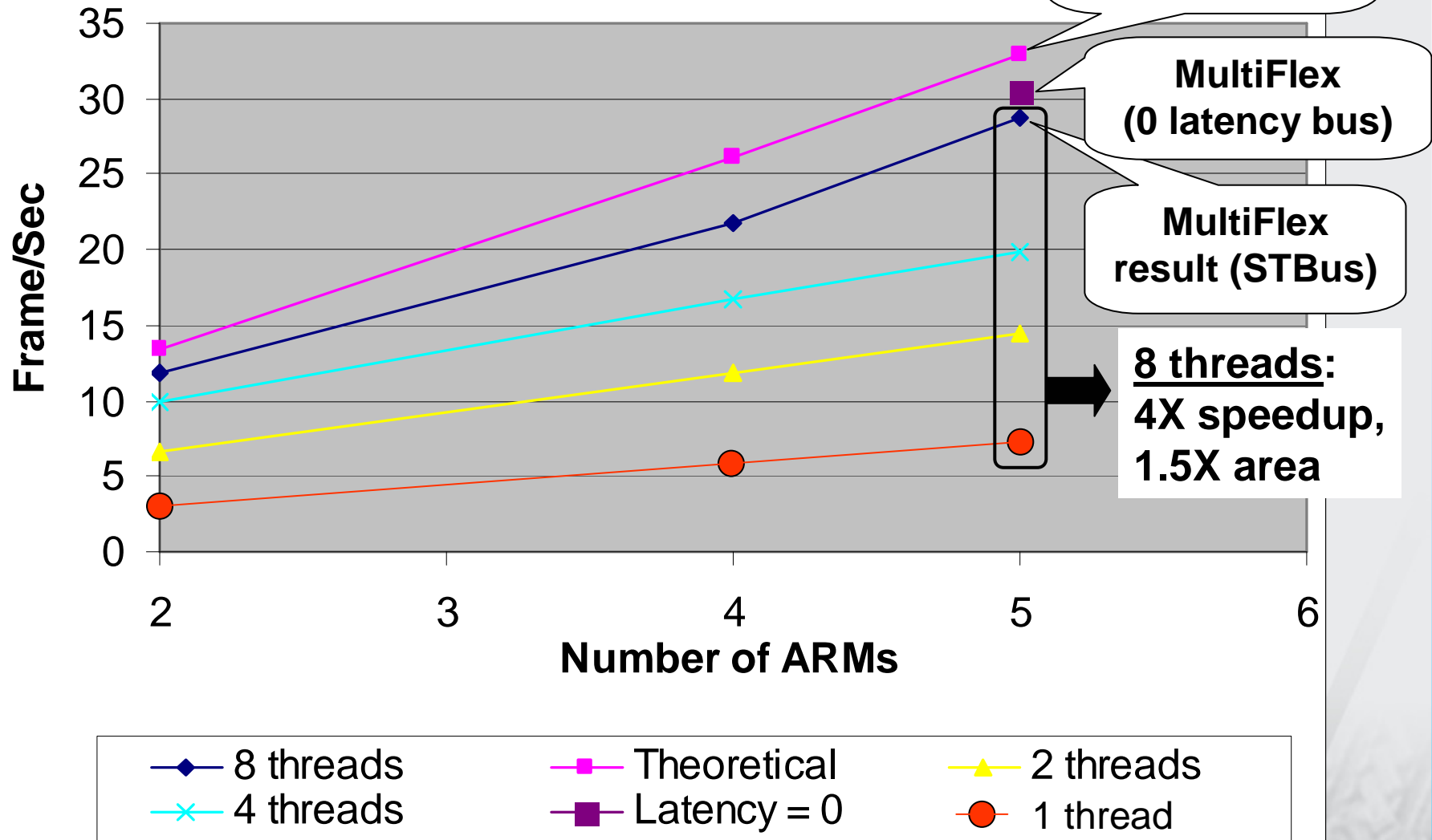
- Parallelization (SMP, DSOC), mapping in <2 months
- Flexibility in S/W, Performance in H/W



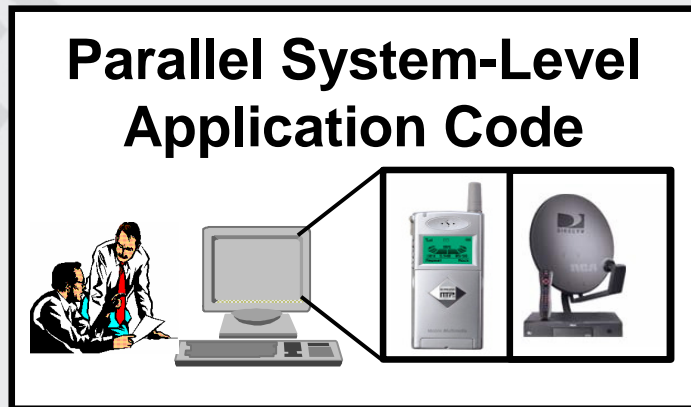
# MPEG4 Video Codec Architecture



# MPEG4 VGA Video Codec Results

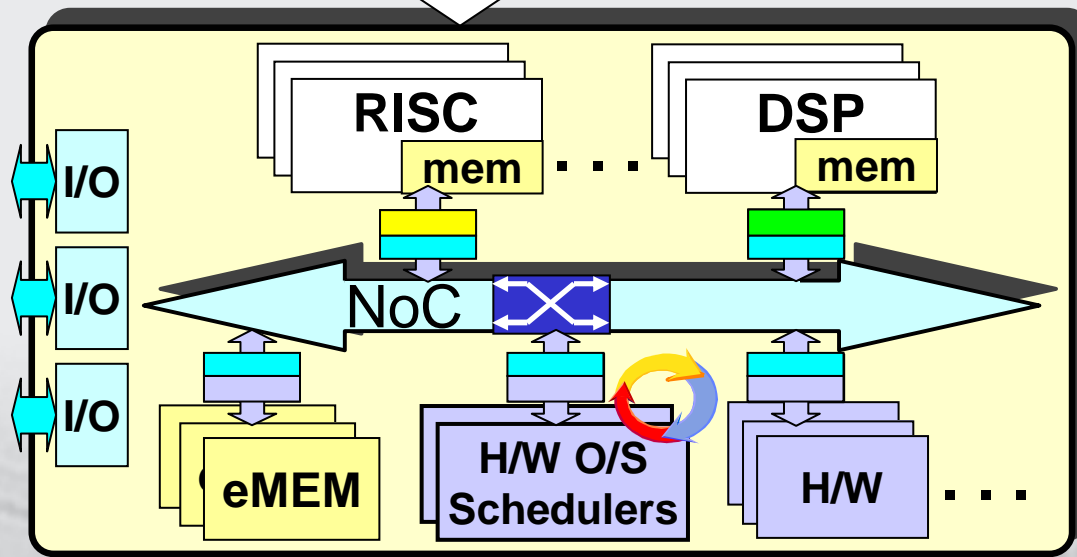


# MultiFlex Summary



- Two parallel Programming Models
  - DSOC: Object-Oriented Message passing
  - SMP: Shared memory

*Application to platform mapping*



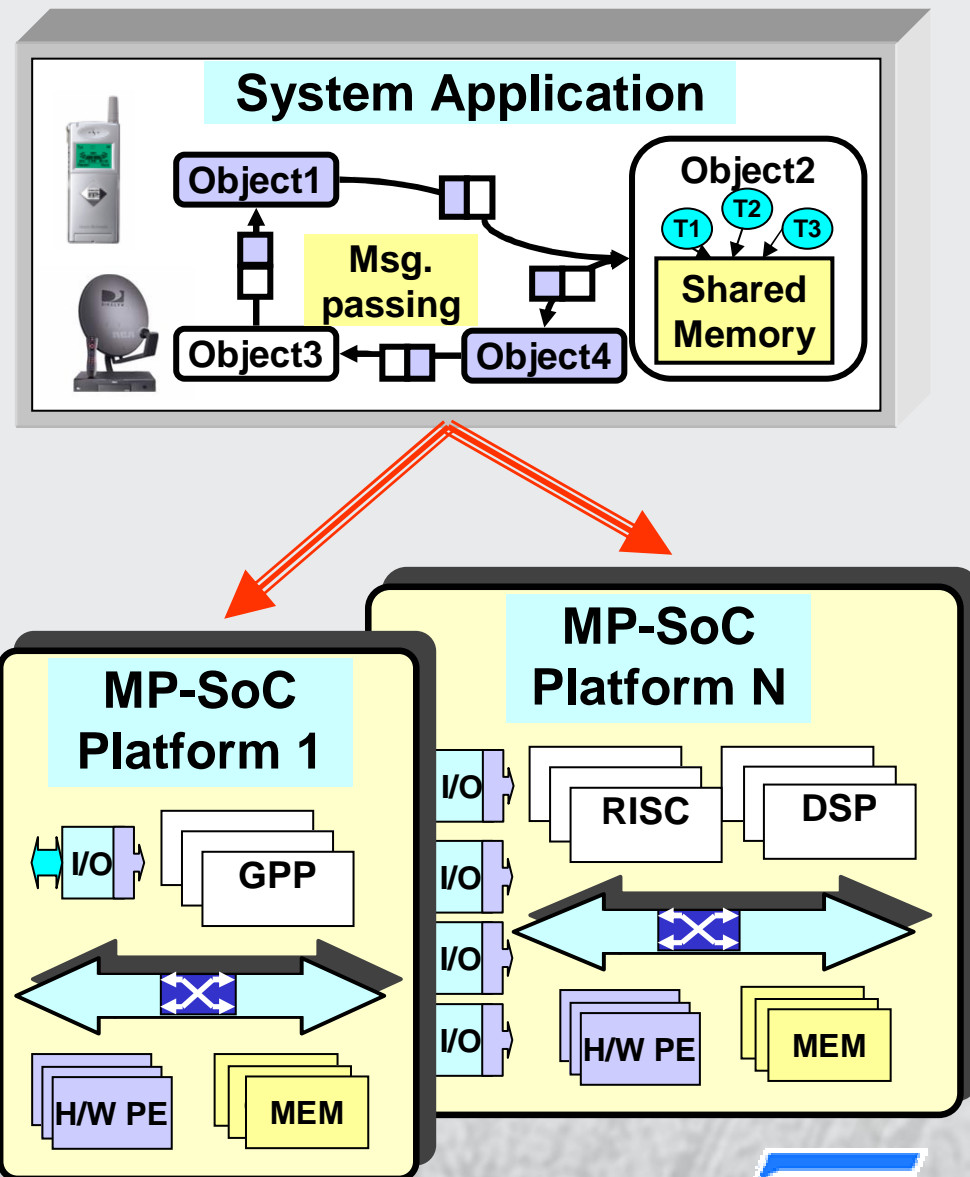
- Programmability + High-performance
- ↕ H/W message passing, IP Plug and Play
- ↻ H/W MP-O/S scheduler accelerators



# MultiFlex

## Value-add

- Platform independent S/W
  - S/W reuse across multiple products
- Platform scalability
- Exploit fine-grain parallelism
- Architecture exploration
- High-performance and flexibility
- Programming productivity



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# Key Challenges

- Many architecture parameters to explore
  - HW-S/W partition
  - Number and specialization of processors
  - Memory architecture
- Virtual platform simulation
  - Good observability, controllability, debug
  - High level of abstraction
  - Too slow
- Verification, temporal correctness
  - Need formal parallelism analysis tools

