

CMAPS: A Cosynthesis Methodology for Application-Oriented General-Purpose Parallel Systems[†]

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ABSTRACT

Given an application problem, a hardware-software solution is derived such that the synthesized software, a parallel pseudo-program, can be scheduled and executed on the synthesized hardware, a set of system-level parallel computer specifications, with heuristically optimal performance. This is known as system-level cosynthesis of application-oriented general-purpose parallel systems for which a novel methodology called *Cosynthesis Methodology for Application-Oriented Parallel Systems*, is presented.

1. INTRODUCTION

A system is often designed from a set of behavioral or architectural specifications, than from the original requirements of a user. This is called *system design*. Before system design, a user's requirements must often be analyzed to derive system specifications. This is called *requirements analysis*. Much research work have been done in developing methods, either technical or formal, to design a system from specifications. A user often has to specify in elaborate detail the behavior or architecture of the desired system. As far as design automation is concerned, it would be certainly desirable if a user's requirements could be directly input to a synthesis methodology and a system designed from the requirements. This paper provides a solution within the hardware-software codesign perspective.

Synthesis is the process of automatically transforming a set of high-level system specifications to a lower-level design schematic that includes more architectural details required for the physical design of the system. Hardware synthesis has helped designers to reduce design time, effort, and cost. Several methodologies and tools have been proposed at each level of synthesis [1, 2, 3, 4]. When software is simultaneously synthesized, it is called *cosynthesis* or *codesign* which requires system partitioning, hardware-software tradeoff refinements, and cosimulation. Embedded digital systems and DSP applications are often targets of hardware-software cosynthesis [5, 6].

Increasing diversity in user requirements for computer applications implies higher budget allocation for several different specialized systems. The overall cost expended by a user needing to run several applications can be lowered at the expense of a slight decrease in

performance by using a general-purpose parallel computer system whose subsystems are appropriately configured for executing some given applications. Our target system of cosynthesis is somewhat different from the traditional *application-specific parallel (ASP)* systems. We consider the codesign of *application-oriented general-purpose parallel (AOGPP)* systems, which are defined as general-purpose systems with their subsystems designed for the efficient execution of some software solution to a given problem. The reason for selecting such a target system is intuitive. On one hand, a purely *general-purpose system* is a performance-balanced system which may not give the best performance in solving a specific problem, and on the other hand, an *application-specific system* often cannot be used to solve any problem besides the original application that it was designed for.

Section 2 describes some previous and related work. Section 3 defines AOGPP system cosynthesis and the three repositories used in the design. Section 4 describes our cosynthesis methodology for AOGPP systems. A conclusion is drawn in Section 5.

2. PREVIOUS WORK

As far as hardware design is concerned, methodologies for the system-level synthesis of general-purpose multiprocessor systems have been proposed recently. *Performance Synthesis Methodology (PSM)* [1] and *Intelligent Concurrent Object-Oriented Synthesis (ICOS)* methodology [2] are two of the most recently proposed methodologies. Some other successful methodologies for hardware design include the MICON System [3, 4] and the Megellan System [7].

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Current codesign researches are all devoted to application-specific systems such as heterogenous multiprocessor systems [8], DSP applications [6], embedded digital systems [9], and distributed embedded computing systems [5, 10, 11, 12]. Application-specific systems typically require system partitioning into hardware and software parts. Therefore, current researches are typically devoted to hardware-software partitioning and tradeoffs exploration [13, 14], which include strategies to move operations from software to hardware [15] and from hardware to software [9], to allocate functions in an 1-CPU/ n -ASIC system [16], to use multiple task graphs for heuristic cosynthesis [10], and to derive method dataflow graphs from object-oriented specifications for the construction of distributed hardware-software topologies [11].

The codesign framework proposed by Kumar et al. [17] presented an important concept of iterative system refinements using an integrated hardware-software model. The codesign methodology proposed by Thomas et al. [18] used a mixed hardware-software system model that facilitated cosimulation and cosynthesis. Gupta and De Micheli [9] proposed the cosynthesis of digital systems which used timing constraints to delegate tasks between hardware and software. Yen and Wolf [5] considered the codesign of embedded computing systems. Their target design consisted of a hardware engine made up of several processing elements (PE) which could be either CPUs or ASICs and an application software architecture with allocation and scheduling of processes and communication [10]. The advantages of an object-oriented (OO) specification were explored by Wolf [11], including the two levels of partition granularity inherent in OO specifications, the encapsulation of system objects, and the natural cut points provided by method decomposition.

From the above literatures, we have adapted a few techniques into our methodology such as the iterative refinement of an integrated system, the mixed hardware-software model, and the graph-based software models.

3. COSYNTHESIS PROBLEM

System-level cosynthesis of application-oriented general-purpose parallel systems is defined as follows.

Definition 1 AOGPP System Cosynthesis:

Given an application problem composed of several elementary subproblems, a complete parallel system including the hardware system architecture description and the software program solution, is to be synthesized such that the given problem can be optimally solved by executing the synthesized software on the synthesized hardware system.

Optimal execution of software tasks on a parallel system requires *multiprocessor task scheduling* [19] which is a known NP-complete problem [20], hence it

is concluded that AOGPP system cosynthesis is at least NP-hard.

Since we work at the system-level of design, scalability in terms of the complexity of the application problem and the upgradability to new technologies are two major issues of any proposed codesign methodology. Scalability is increased in our methodology through the use of modularized problem models. A user can specify a complex application problem by referring to the *elementary problems* in a Problem Base and describing how the selected elementary problems compose into the desired application problem. Upgradability is made easy through the use of *elementary algorithms* which act as off-the-shelf building blocks for software and the use of subsystem architecture models for hardware. Three repositories are used in our methodology, namely *Problem Base (PB)*, *Algorithm Base (AB)*, and *Model Base (MB)*, which represent the modularizations of specification input, of software synthesis, and of hardware synthesis, respectively.

PB is used to store elementary problems and related information such as the unique problem name and pointers to the corresponding elementary algorithms that can be used to solve the specific problem. For example, sorting a sequence, solving a set of linear equations, generating permutations and combinations, and computing the discrete Fourier transform are all elementary problems. A list of elementary problems is shown in Table 1. AB is a collection of elementary parallel algorithms that can be used to solve the problems in PB. Related information, such as the time and space complexities, and the requirement restrictions on the hardware architecture are all stored along with each algorithm. A partial Algorithm Base is shown in Table 1. The algorithms are from Akl's book on parallel algorithms [21]. MB is a repository of models for hardware subsystems, such as *Communication* models (*CM*), *Memory Latency* models (*ML*), *Memory Access* models (*MA*), and *Control* models (*CO*).

4. COSYNTHESIS METHODOLOGY

Having gone through the basic concepts, we explain our methodology called *Cosynthesis Methodology for Application-Oriented Parallel Systems (CMAPS)* in this section. As shown in Fig. 1, the design flow is divided into three main phases: (1) *Initialization*, (2) *Modeling and Evaluation*, and (3) *Synthesis and Simulation*.

In brief, designers can input their specifications by constructing a Problem Graph using elementary subproblems from a Problem Base, along with subproblem sizes and other related constraints. First, CMAPS maps this graph into an initial solution. Then, CMAPS transforms the initial solution into hardware models and software models, and coevaluates them while checking which models can be eliminated to decrease the complexity of synthesis. Finally, the hardware and

Table 1: The three repositories: PB, AB, and MB

$p\#$	Problem Names	$a\#$	$t(n)$	$p(n)$	CM	ML	MA	CO
p_a	Sorting a sequence	a_{a_1}	$O(1)$	n^2	SM	NUMA	CRCW	SIMD
		a_{a_2}	$O(n \log n)$	N	SM	NUMA	CREW	SIMD
		a_{a_3}	$O(n \log n / N)$	N	SM	NUMA	EREW	SIMD
		a_{a_4}	$O(n)$	n	SM	NUMA	EREW	SIMD
p_b	Solving systems of linear equations	a_{b_1}	$O(n)$	n^2	SM	NUMA	CREW	SIMD
		a_{b_2}	N/A	N	SM	NUMA	CREW	MIMD
p_c	Finding roots of nonlinear equations	a_{c_1}	$O(\log_{N+1} w)$	N	SM	NUMA	CREW	SIMD
		a_{c_2}	N/A	N	SM	NUMA	CRCW	SIMD
p_d	Minimum spanning tree	a_{d_1}	$O(n^2 / N)$	N	SM	NUMA	EREW	SIMD
p_e	Prefix sums	a_{e_1}	$O(\log n)$	n	SM	NUMA	EREW	SIMD
		a_{e_2}	$O(\log n)$	$2n - 1$	MP	Tree	EREW	SIMD
		a_{e_3}	$O(n^{1/2})$	n	MP	Mesh	EREW	SIMD

software models are synthesized into hardware system-level specifications and software pseudo-programs, respectively, and a cosimulation of hardware and software is performed after having chosen an appropriate scheduling algorithm.

Initialization Phase

The designer specifies his or her problem using a *Problem Graph* (PG) which is a directed acyclic graph $G_P(V_P, E_P)$, such that $V_P = \{v_i \mid v_i \text{ represents a problem } p_i \in P\}$ and $E_P = \{(v_r, v_s) \mid v_r \text{ must be solved before } v_s \text{ and } v_r, v_s \in V_P\}$, where P is a set of problems in PB. This graph is similar to the traditional task graph specification used in distributed system synthesis [22] and cosynthesis algorithms [8, 10, 11, 12].

This phase results in a *Solution Graph* (SG), which is defined to be a directed acyclic graph $G_S(V_S, E_S)$, where each vertex in V_S represents an elementary algorithm from AB and each edge in E_S represents the order of precedence between two algorithms.

A PG input ($G_P(V_P, E_P)$) is transformed into an SG result ($G_S(V_S, E_S)$) through the following solution modeling process:

```

model_solution(G_P, G_S, A)
begin
  for each v_i in V_P do
    select a_i from A such that
      (1) a_i solves p_i
      (2) c(a_i) = MIN{c(a_k) | a_k solves p_i}
          where c(a_i) = time(a_i) * #cpu(a_i)
    V_S = set_union(V_S, {a_i})
  endfor
  for each (v_r, v_s) in E_P do
    E_S = union(E_S, {(a_r, a_s)})
  endfor
end.

```

The resulting SG may not be a feasible solution, but it serves as a useful initial solution for the *Modeling and Evaluation* phase. The various phases in this section are illustrated using a small running example given in Fig. 2. The Problem Graph consists of five subproblems, p_1, p_2, \dots, p_5 , each being an elementary problem from the Problem Base. Five subalgorithms, a_1, a_2, \dots, a_5 , are selected from the Algorithm Base, each being the algorithm that best solves the corresponding problem. These subalgorithms are composed into the initial Solution Graph, as shown in Fig. 2.

Modeling and Evaluation Phase

Solution Graph (SG) obtained in the *Initialization* phase is made feasible iteratively through an interleaving of hardware and software modeling processes. This phase consists of three subphases: *Hardware Modeling*, *Software Modeling*, and *Coevaluation*. Using SG, a *Hardware Model* (HM) is generated in the *Hardware Modeling* subphase by going through the following steps: *Initialization*, *Model-Space Exploration*, and *Model Configuration* steps. The *Software Modeling* subphase mainly constitutes the transformation of a Solution Graph (SG) into a *Software Model* (SM), the difference is that SG may be non-feasible, but SM has to be feasible, that is, its requirements match those provided by the corresponding HM. The final *Coevaluation* subphase reduces the number of hardware and software models to be considered for synthesis, thus significantly decreasing the complexity of cosynthesis.

Hardware Modeling

In the following, we assume that a given problem has n subproblems, that is, $|V_S| = n$, where $SG = (V_S, E_S)$ is the Solution Graph of the given problem. We also

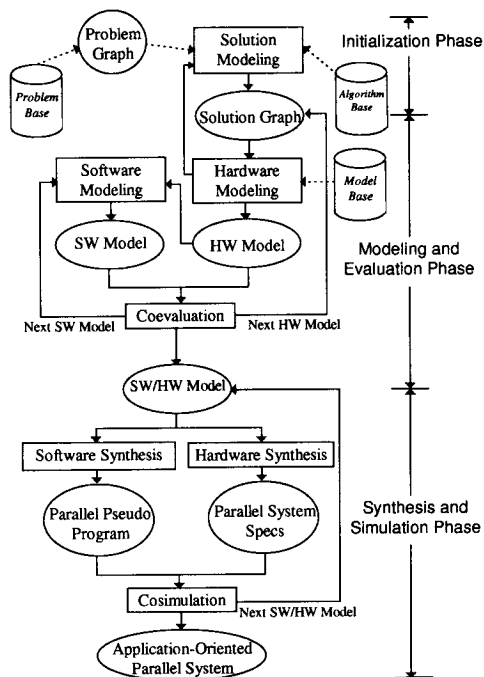


Figure 1: CMAPS Design Flow

assume that a *Hardware Model* (HM) has m features, where a *feature* is a hardware design characteristic; for example, some features can be the memory organization, the system interconnection network, etc. Further, each hardware feature may have different values assigned to it, we call them *feature options*; for example, Shared Bus, Mesh, and Hypercube are feature options for the system interconnection network feature. As described below, this subphase consists of three steps *Initialization*, *Model-Space Exploration*, and *Model Configuration*.

Step a. Initialization: An $n \times m$ hardware requirement matrix, $M(m_{ij})$, is constructed as follows such that m_{ij} represents the j th hardware model feature (f_j) of the i th subalgorithm (a_i), $i = 1, 2, \dots, n$ and $j = 1, 2, \dots, m$.

1. Sort the hardware model features in a descending order of the overall degree of effect that a feature has on the system or in a descending order of the degree of importance as stipulated by a system designer.
2. Denote feature options using binary values from the set $\{1, 10, 100, \dots\}$ such that a larger value indicates a functionally stronger option, e.g., CRCW = 100, CREW = 010, and EREW = 001 in the case of memory access models.
3. Let $\text{bit}(m_{ij}, k)$ return the k th least significant bit of m_{ij} and let b_j be the number of significant bits in the binary representation of the j th feature f_j , for all $k = 1, 2, \dots, b_j$.

$$\text{bit}(m_{ij}, k) = 1 \text{ if } a_i \text{ requires } k\text{th option of } f_j \quad (1)$$

For instance, the matrix M for the small running example given in Fig. 2 is given in the figure.

Step b. Model-Space Exploration: In this step, as given in Equation (2) the k th option of the j th feature is considered for further software modeling (denoted by $t_{jk} = 1$) if the *option demand* (s_{jk}) is at least the *mean demand* (n/b_j), $k = 1, 2, \dots, b_j$. Here, the *option demand* is defined as the number of subalgorithms which demand the k th option of the j th feature and the *mean demand* is the average weight assigned to each feature, that is, the mean demand for f_j is n/b_j .

$$t_{jk} = \begin{cases} 1 & \text{if } s_{jk} \geq \frac{n}{b_j}, \text{ where } s_{jk} = \sum_{i=1}^n \text{bit}(m_{ij}, k) \\ 0 & \text{otherwise} \end{cases} \quad (2)$$

For the running example in Fig. 2, $n = 5$, $m = 4$, and using Equation (1) and Equation (2) t_{jk} are computed.

Step c. Model Configuration: In this step, the hardware model configurations are generated from the *hardware model vector*, \vec{v} , which is defined from t_{jk} as $\vec{v} = (t_{11} \dots t_{1b_1}, t_{21} \dots t_{2b_2}, \dots, t_{m1} \dots t_{mb_m})$. For the running example, $\vec{v} = (10, 1001, 101, 01)$. A designer may specify some hardware requirements which will be represented by a *hardware specification vector* \vec{u} . The hardware model configurations are then generated.

The configurations are generated starting from the *functionally strongest* one. Non-feasible hardware models are eliminated. For our running example in Fig. 2, after eliminating non-feasible hardware models, the final feasible configurations generated are (10, 1000, 100, 01) and (10, 1000, 001, 01)

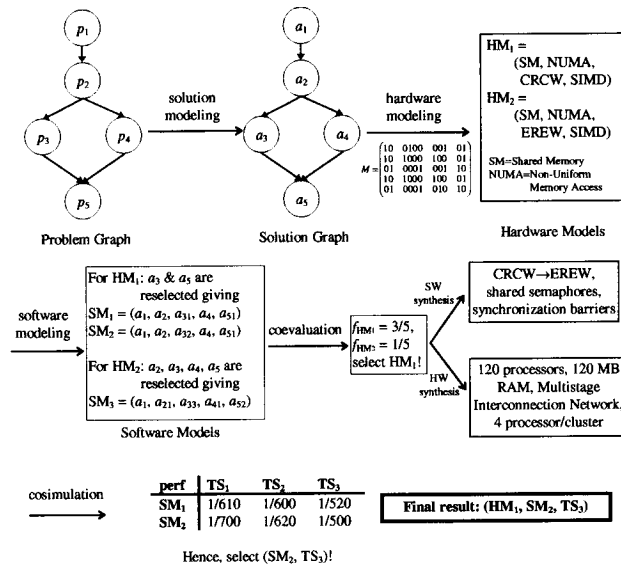


Figure 2: CMAPS Running Example

corresponding to $HM_1 = (SM, NUMA, CRCW, SIMD)$ and $HM_2 = (SM, NUMA, EREW, SIMD)$.

Software Modeling

Considering one at a time the feasible hardware models generated in the *Modeling and Evaluation Sub-phase*, software models are generated by transforming the Solution Graph (SG) into a feasible software solution. This transformation process checks the compatibility of each subalgorithm in SG with the hardware model under consideration. *Compatibility* is defined in terms of the hardware model features, $\{CM, ML, MA, CO\}$, of which *Communication (CM)* model and *Control (CO)* model require an exact match, whereas *Memory Latency (ML)* model and *Memory Access (MA)* model are defined *compatible* when the hardware feature is functionally stronger than the software requirement; for example, CRCW PRAM and CREW algorithm are assumed compatible. Due to space limitations, the software modeling phase is not explained in detail here.

Coevaluation

The final step is to coevaluate the software models (SM_i) with their corresponding hardware models (HM_j) in order to reduce the total number of models that have to be synthesized in the next phase. Corresponding to each combination of (SM_i, HM_j) , compute the *degree of feasibility*, $f = e/n$, where n is the number of subproblems in PG and e is the ease of software modeling for SM_i with respect to HM_j as defined below,

$$f_{HM_j} = \frac{e(HM_j)}{n} = \frac{1}{n} \sum_{k=1}^n e_k, \quad (3)$$

$$\text{where } e_k = \begin{cases} 1 & \text{if compatible}(a_k, HM_j) \\ 0.5 & \text{if } a_k \text{ is reselected from } A \\ 0 & \text{if } a_k \text{ is modified} \end{cases}$$

Hardware models are selected based on the following criteria:

$$\text{Select } HM_r \text{ such that } f_{HM_r} \geq \frac{1}{h} \sum_{j=1}^h (f_{HM_j}) \quad (4)$$

where h is the total number of HM generated in the *Hardware Modeling* step.

For the running example as shown in Fig. 2, the degrees of feasibility for HM_1 and HM_2 computed using Equation (3) are $3/5$ and $1/5$, respectively. Using the criteria given in Equation (4), only HM_1 is considered for further synthesis.

Synthesis and Simulation Phase

In this phase, the hardware and software models are now individually synthesized into parallel system specifications and parallel pseudo-programs, respectively, and then cosimulated by scheduling the parallel program on the parallel architecture defined by the parallel system specifications. The *Hardware Synthesis* subphase consists of four steps: *System Configuration*, *Processor Clustering*, *System Interconnection Selection*, and *Cluster Design*. The *Software Synthesis* subphase interconnects the final choice of algorithms by *Algorithm Interface Construction*, *Serialization of Memory Accesses*, and *Addition of Communication Constructs*. In the *Cosimulation* subphase, the

hardware and software solutions generated in the previous two subphases are now inter-related by scheduling the software on the hardware using:

$$\pi(SM_i, HM_j, TS_k) = \frac{1}{T(SM_i, HM_j, TS_k) \times C(HM_j)} \quad (5)$$

where $T(SM_i, HM_j, TS_k)$ is the execution time of SM_i on HM_j scheduled using task scheduling algorithm TS_k and $C(HM_j)$ is the total hardware cost of the system. Here, three task scheduling algorithms were used for our experiments, namely, *List Scheduling*, *Largest Scheduled Parallelism First*, and *Largest Width with Largest Processing Time First* [19].

5. CONCLUSION

A methodology called *Cosynthesis Methodology for Application-Oriented Parallel Systems* (CMAPS) was presented for synthesizing both the software and hardware of AOGPP systems. CMAPS uses an iterative procedure beginning with a solution graph and going through interleaved phases of software and hardware modeling. The software-hardware model combinations are coevaluated in order to decrease the size of the design space to be explored. Hardware and software are then synthesized separately and cosimulated by scheduling the synthesized software on the hardware using multiprocessor task scheduling algorithms. The three repositories: PB, AB, and MB, constructed using OO technology [23], also contribute towards easy upgrading to new technologies such that new hardware components, new algorithms, and new elementary problems can be integrated.

Future work would be applying OO technology not only to the repositories, but to the codesign process itself [11]. Hardware and software dependence on each other also need further investigation. A formal verification model [24] for the codesign of AOGPP systems would also be an interesting research topic.

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