

Contents

Part I Basic Concepts

1	The Nature of Hardware and Software	3
1.1	Introducing Hardware/Software Codesign	3
1.1.1	Hardware	3
1.1.2	Software	5
1.1.3	Hardware and Software	7
1.1.4	Defining Hardware/Software Codesign	11
1.2	The Quest for Energy Efficiency	13
1.2.1	Performance.....	13
1.2.2	Energy Efficiency	13
1.3	The Driving Factors in Hardware/Software Codesign.....	15
1.4	The Hardware-Software Codesign Space	17
1.4.1	The Platform Design Space	17
1.4.2	Application Mapping	18
1.5	The Dualism of Hardware Design and Software Design	20
1.6	Modeling Abstraction Level	21
1.7	Concurrency and Parallelism	24
1.8	Summary.....	26
1.9	Further Reading	27
1.10	Problems	27
2	Data Flow Modeling and Transformation	31
2.1	Introducing Data Flow Graphs	31
2.1.1	Tokens, Actors, and Queues.....	35
2.1.2	Firing Rates, Firing Rules, and Schedules.....	37
2.1.3	Synchronous Data Flow (SDF) Graphs.....	38
2.1.4	SDF Graphs are Determinate	38
2.2	Analyzing Synchronous Data Flow Graphs.....	39
2.2.1	Deriving Periodic Admissible Sequential Schedules	40
2.2.2	Example: Deriving a PASS for the PAM-4 System	43

2.3	Control Flow Modeling and the Limitations of Data Flow Models	44
2.3.1	Emulating Control Flow with SDF Semantics	45
2.3.2	Extending SDF Semantics	45
2.4	Adding Time and Resources	46
2.4.1	Real-Time Constraints and Input/Output Sample Rate ...	47
2.4.2	Data Flow Resource Model	47
2.4.3	Limits on Throughput	48
2.5	Transformations	50
2.5.1	Multirate Expansion	51
2.5.2	Retiming	52
2.5.3	Pipelining	53
2.5.4	Unfolding	54
2.6	Data Flow Modeling Summary	55
2.7	Further Reading	56
2.8	Problems	57
3	Data Flow Implementation in Software and Hardware	61
3.1	Software Implementation of Data Flow	61
3.1.1	Converting Queues and Actors into Software	61
3.1.2	Software Implementation with a Dynamic Scheduler	66
3.1.3	Example: Four-Point Fast Fourier Transform as an SDF System	68
3.1.4	Sequential Targets with Static Schedule	74
3.2	Hardware Implementation of Data Flow	76
3.2.1	Single-Rate SDF Graphs into Hardware.....	77
3.2.2	Pipelining	79
3.3	Hardware/Software Implementation of Data Flow	82
3.4	Summary.....	86
3.5	Further Reading	86
3.6	Problems	87
4	Analysis of Control Flow and Data Flow.....	89
4.1	Data and Control Edges of a C Program	89
4.2	Implementing Data and Control Edges.....	92
4.3	Construction of the Control Flow Graph	93
4.4	Construction of the Data Flow Graph	95
4.5	Application: Translating C to Hardware	99
4.5.1	Designing the Datapath.....	99
4.5.2	Designing the Controller	100
4.6	Single-Assignment Programs	103
4.7	Summary.....	106
4.8	Further Reading	106
4.9	Problems	107

Part II The Design Space of Custom Architectures

5	Finite State Machine with Datapath	113
5.1	Cycle-Based Bit-Parallel Hardware	113
5.1.1	Wires and Registers	113
5.1.2	Precision and Sign	116
5.1.3	Hardware Mapping of Expressions	118
5.2	Hardware Modules	120
5.3	Finite State Machines	122
5.4	Finite State Machines with Datapath	125
5.4.1	Modeling	125
5.4.2	The FSM D Model As Two Stacked FSM	129
5.4.3	An FSM D Is Not Unique	130
5.4.4	Implementation	132
5.5	FSMD Design Example: A Median Processor	133
5.5.1	Design Specification: Calculating the Median	133
5.5.2	Mapping the Median in Hardware	135
5.5.3	Sequentializing the Data Input	136
5.5.4	Fully Sequentialized Computation	137
5.6	Proper FSMD	141
5.7	Language Mapping for FSMD by Example	143
5.7.1	GCD in GEZEL	143
5.7.2	GCD in Verilog	144
5.7.3	GCD in VHDL	146
5.7.4	GCD in SystemC	148
5.8	Summary	150
5.9	Further Reading	151
5.10	Problems	151
6	Microprogrammed Architectures	157
6.1	Limitations of Finite State Machines	157
6.1.1	State Explosion	157
6.1.2	Exception Handling	158
6.1.3	Runtime Flexibility	159
6.2	Microprogrammed Control	159
6.3	Micro-instruction Encoding	161
6.3.1	Jump Field	161
6.3.2	Command Field	162
6.4	The Micro-programmed Datapath	164
6.4.1	Datapath Architecture	165
6.4.2	Writing Micro-programs	166
6.5	Implementing a Micro-programmed Machine	168
6.5.1	Micro-instruction Word Definition	168
6.6	Micro-program Interpreters	175

6.7	Micro-program Pipelining	180
6.7.1	Micro-instruction Register	181
6.7.2	Datapath Condition-Code Register	182
6.7.3	Pipelined Next-Address Logic	182
6.8	Microprogramming with Microcontrollers.....	183
6.8.1	System Architecture	183
6.8.2	Example: Bresenham Line Drawing.....	184
6.9	Summary.....	189
6.10	Further Reading	190
6.11	Problems	190
7	General-Purpose Embedded Cores	193
7.1	Processors.....	193
7.1.1	The Toolchain of a Typical Micro-processor	194
7.1.2	From C to Assembly Instructions.....	194
7.2	The RISC Pipeline	199
7.2.1	Control Hazards	201
7.2.2	Data Hazards	202
7.2.3	Structural Hazards	204
7.3	Program Organization	205
7.3.1	Data Types	205
7.3.2	Variables in the Memory Hierarchy	206
7.3.3	Function Calls	209
7.3.4	Program Layout.....	212
7.4	Compiler Tools	213
7.4.1	Examining Size	215
7.4.2	Examining Sections	216
7.4.3	Examining Assembly Code	218
7.5	Low-Level Program Analysis.....	219
7.6	Processor Simulation	222
7.6.1	Instruction-Set Simulation	222
7.6.2	Analysis Based on Execution of Object Code.....	224
7.6.3	Simulation at Low Abstraction Level.....	228
7.7	Summary.....	229
7.8	Further Reading	230
7.9	Problems	230
8	System on Chip	237
8.1	The System-on-Chip Concept	237
8.1.1	The Cast of Players	238
8.1.2	SoC Interfaces for Custom Hardware	239
8.2	Four Design Principles in SoC Architecture	240
8.2.1	Heterogeneous and Distributed Data Processing.....	241
8.2.2	Heterogeneous and Distributed Communications.....	242
8.2.3	Heterogeneous and Distributed Storage	243
8.2.4	Hierarchical Control	247

8.3	Example: Portable Multimedia System	247
8.4	SoC Modeling in GEZEL	250
8.4.1	An SoC with a StrongARM Core	251
8.4.2	Ping-Pong Buffer with an 8051	254
8.4.3	UART on the AVR ATmega128	258
8.5	Summary	262
8.6	Further Reading	263
8.7	Problems	263

Part III Hardware/Software Interfaces

9	Principles of Hardware/Software Communication	269
9.1	Connecting Hardware and Software	269
9.2	Synchronization Schemes	270
9.2.1	Synchronization Concepts	271
9.2.2	Semaphore	273
9.2.3	One-Way and Two-Way Handshake	275
9.2.4	Blocking and Non-blocking Data-Transfer	277
9.3	Communication-Constrained Versus Computation-Constrained ...	279
9.4	Tight and Loose Coupling	281
9.5	Summary	283
9.6	Further Reading	284
9.7	Problems	284
10	On-Chip Busses	287
10.1	On-Chip Bus Systems	287
10.1.1	A Few Existing On-Chip Bus Standards	287
10.1.2	Elements in a Shared Bus	288
10.1.3	Elements in a Point-to-Point Bus	290
10.1.4	Physical Implementation of On-Chip Busses	290
10.1.5	Bus Naming Convention	291
10.1.6	Bus Timing Diagram	292
10.1.7	Definition of the Generic Bus	293
10.2	Bus Transfers	293
10.2.1	Simple Read and Write Transfers	294
10.2.2	Transfer Sizing and Endianness	296
10.2.3	Improved Bus Transfers	298
10.3	Multi-master Bus Systems	302
10.3.1	Bus Priority	304
10.3.2	Bus Locking	305
10.4	Bus Topologies	307
10.4.1	Bus Switches	308
10.4.2	Network On Chip	309
10.5	Summary	311

10.6	Further Reading	312
10.7	Problems	312
11	Microprocessor Interfaces	317
11.1	Memory-Mapped Interfaces	317
11.1.1	The Memory-Mapped Register	317
11.1.2	Mailboxes	320
11.1.3	First-In First-Out Queues.....	321
11.1.4	Slave and Master Handshakes	322
11.1.5	Shared Memory	323
11.1.6	GEZEL Modeling of Memory-Mapped Interfaces.....	324
11.2	Coprocessor Interfaces	328
11.2.1	The Fast Simplex Link	330
11.2.2	The LEON-3 Floating Point Coprocessor Interface	332
11.3	Custom-Instruction Interfaces	334
11.3.1	ASIP Design Flow	335
11.3.2	Example: Endianness Byte-Ordering Processor	336
11.3.3	Example: The Nios-II Custom-Instruction Interface.....	341
11.3.4	Finding Good ASIP Instructions	343
11.4	Summary.....	347
11.5	Further Reading	348
11.6	Problems	349
12	Hardware Interfaces	353
12.1	The Coprocessor Hardware Interface	353
12.1.1	Functions of the Coprocessor Hardware Interface	353
12.1.2	Layout of the Coprocessor Hardware Interface	354
12.2	Data Design.....	355
12.2.1	Flexible Addressing Mechanisms.....	356
12.2.2	Multiplexing and Masking	356
12.3	Control Design	358
12.3.1	Hierarchical Control	359
12.3.2	Control of Internal Pipelining	361
12.4	Programmer's Model = Control Design + Data Design	365
12.4.1	Address Map	366
12.4.2	Instruction Set	366
12.5	Summary.....	367
12.6	Further Reading	368
12.7	Problems	368
 Part IV Applications		
13	Trivium Crypto-Coprocessor.....	375
13.1	The Trivium Stream Cipher Algorithm	375
13.1.1	Stream Ciphers.....	375
13.1.2	Trivium.....	377

13.1.3	Hardware Mapping of Trivium	378
13.1.4	A Hardware Testbench for Trivium	382
13.2	Trivium for 8-bit Platforms	383
13.2.1	Overall Design of the 8051 Coprocessor	384
13.2.2	Hardware Platform of the 8051 Coprocessor	385
13.2.3	Software Driver for 8051	389
13.3	Trivium for 32-bit Platforms	393
13.3.1	Hardware Platform Using Memory-Mapped Interfaces	393
13.3.2	Software Driver Using Memory-Mapped Interfaces	397
13.3.3	Hardware Platform Using a Custom-Instruction Interface	399
13.3.4	Software Driver for a Custom-Instruction Interface	403
13.4	Summary	405
13.5	Further Reading	406
13.6	Problems	406
14	AES Co-processor	409
14.1	AES Encryption and Decryption	409
14.2	Memory-Mapped AES Encryption Coprocessor	409
14.2.1	Hardware Interface Operation	411
14.2.2	Programmer's Model	412
14.2.3	Software Driver Design	414
14.2.4	Hardware Interface Design	416
14.2.5	System Performance Evaluation	418
14.3	AES Encryption/Decryption with Custom Instructions	420
14.3.1	AES T-box Reference Implementation	421
14.3.2	AES T-box Custom Instruction Design	424
14.3.3	AES T-box Custom Instruction in GEZEL	426
14.3.4	AES T-box Software Integration and Performance	431
14.4	Summary	433
14.5	Further Reading	433
14.6	Problems	433
15	CORDIC Co-processor	435
15.1	The Coordinate Rotation Digital Computer Algorithm	435
15.1.1	The Algorithm	435
15.1.2	Reference Implementation in C	437
15.2	A Hardware Coprocessor for CORDIC	439
15.2.1	A CORDIC Kernel in Hardware	439
15.2.2	A Hardware Interface for Fast-Simplex-Link Coproductors	442
15.3	An FPGA Prototype of the CORDIC Coprocessor	446
15.4	Handling Large Amounts of Rotations	448
15.5	Summary	453

15.6	Further Reading	454
15.7	Problems	454
A	Hands-on Experiments in GEZEL	457
A.1	Overview of the GEZEL Tools	457
A.2	Installing the GEZEL Tools.....	458
A.2.1	Installation on a Ubuntu System	458
A.2.2	Installation of Cross-Compiler Tools	460
A.2.3	Compiling GEZEL from Source Code on a 32-bit System	460
A.2.4	Compiling GEZEL from Source Code on a 64-bit System	463
A.3	Running the Examples	464
A.3.1	Examples from FSM Chapter	464
A.3.2	Examples from Microprogrammed Architectures Chapter	465
A.3.3	Examples from System on Chip Chapter	466
A.3.4	Examples from Microprocessor Interfaces Chapter.....	468
A.3.5	Examples from Trivium Chapter	469
A.3.6	Examples from AES Chapter	471
A.3.7	Examples from CORDIC Chapter	472
	References.....	473
	Index	477



<http://www.springer.com/978-1-4614-3736-9>

A Practical Introduction to Hardware/Software Codesign

Schaumont, P.

2013, XXII, 482 p., Hardcover

ISBN: 978-1-4614-3736-9