

Challenging VMs on Battery-Powered Embedded Devices

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Juggling Hats

IMEC

- embedded device
- runtime resource management



ULB

- object versioning
- AOP

KUL

- language design

- Micro-Electronics research organization located Leuven, Belgium
 - Mission “To perform R&D, ahead of industrial needs by 3 to 10 years, in microelectronics, nanotechnology, design methods and technologies for ICT systems”
- Numbers
 - Budget: ± 200 M€
 - Staff: ± 1700
 - Cleanroom: ± 10,000 m²



Nomadic Devices

Nomadic Devices



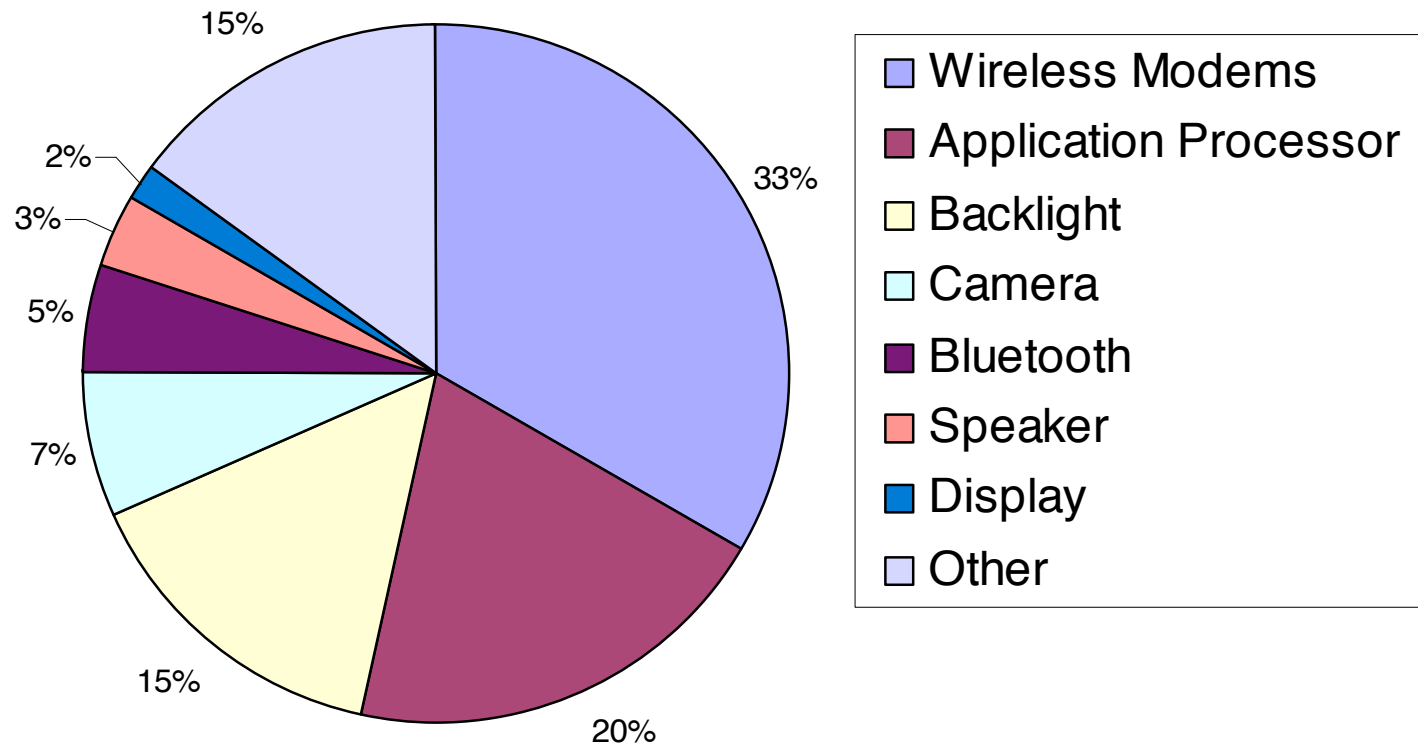
Nomadic Device Characteristics

- Power and energy constraints (battery)
- Design time constraints (time to market)
- Cost (area)
- Real-time constraints
- Flexibility and performance



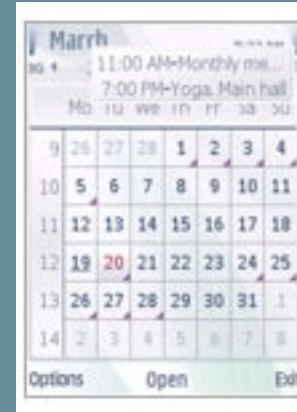
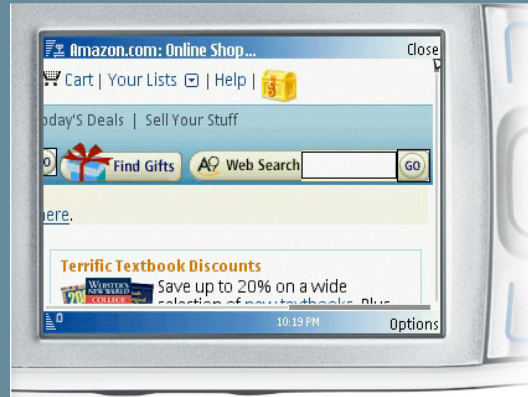
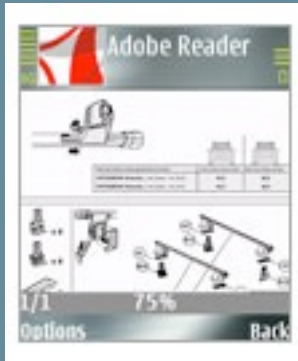
Handheld Battery-powered Devices

3W



[Kimmo Kuusilinna, Nokia, Date'08]

Current Market

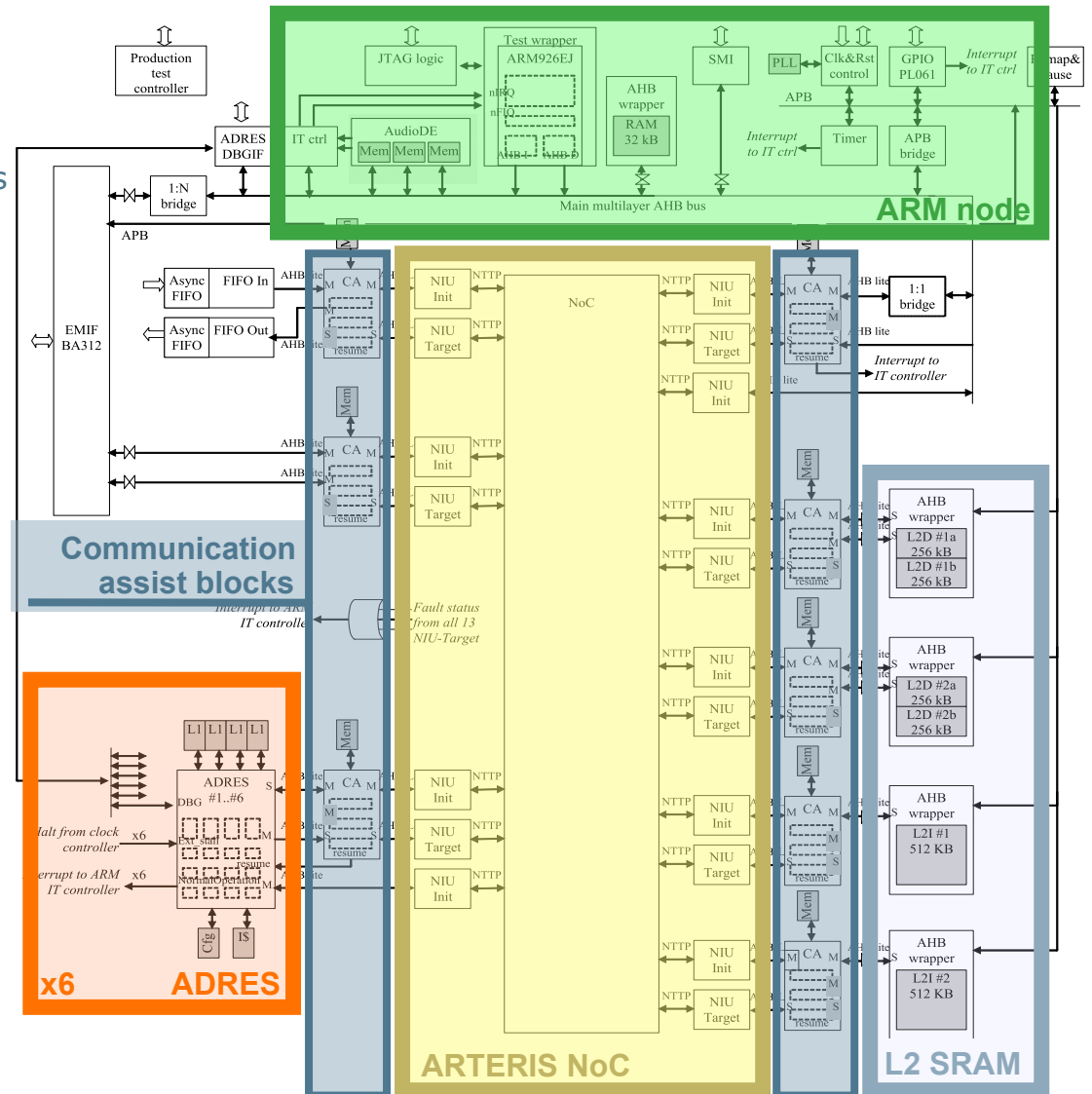


Concrete Numbers for the Belgian market

- Motorola: 17 models, 66 models in support
- Nokia: 87 models, 185 models in support
- Samsung: 79 models, 238 models in support
- LG: 16 models, 77 models in support

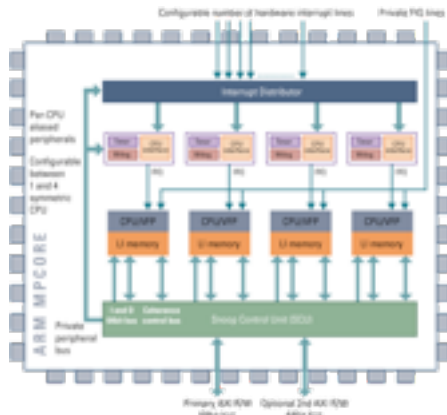
Design Variability: MPSoC Example

- 6 ADRES processors
 - 4x4 array, 3-issue VLIW
 - 32-bit datapath
 - 16 video CODEC specific instructions
 - 8 FUs with multipliers
 - Performance: 300MHz
- 13 Communication assist
 - Performance: 75/150MHz
- ARTERIS NoC
 - Separate instr. and data NoC
 - Bandwidth: 5Gbps@150MHz
- ARM926
 - System control
 - Performance: 75MHz
- L2 memory
 - L2I: 2 banks of 512kB
 - L2D: 4 banks of 256kB
- Voltage islands
 - ADRES processors
 - L2I and L2D banks
- Multiple clock domains

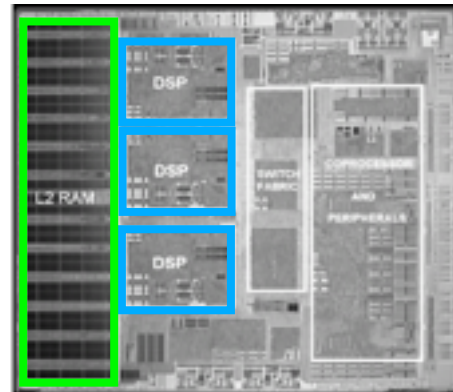


Heterogeneous Multicore is here to stay

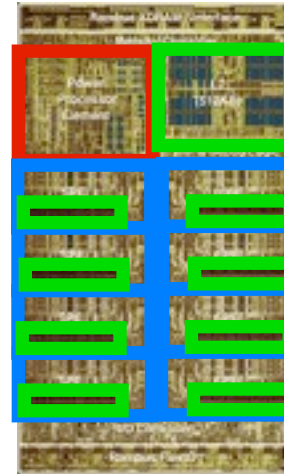
ARM



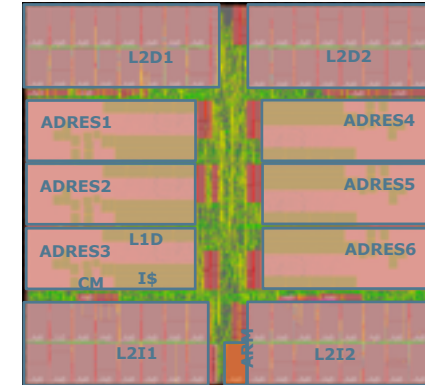
Texas Instruments



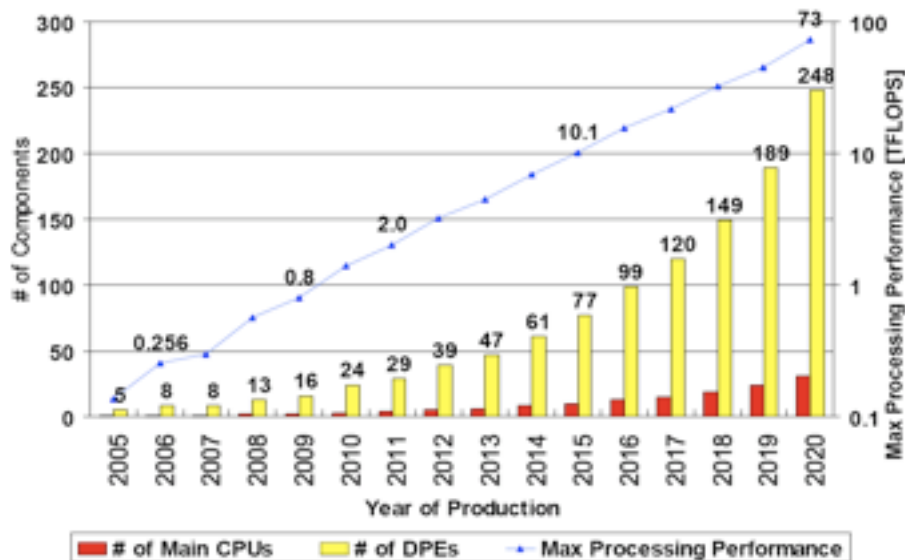
IBM Cell



IMEC



NVidia Ion

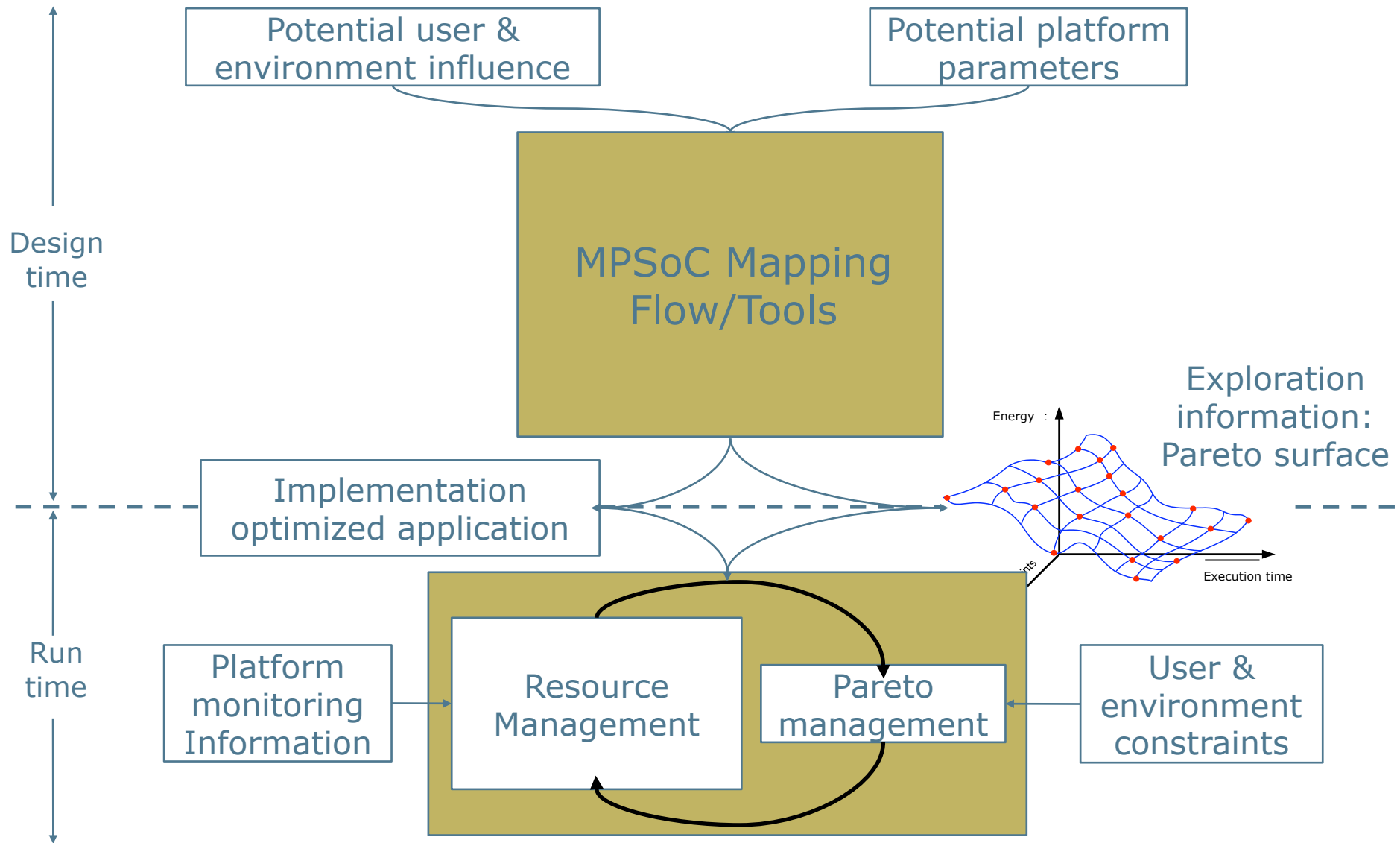


Key question:
 “How to write efficient programs cost-effectively?”

Programming Nomadic Devices



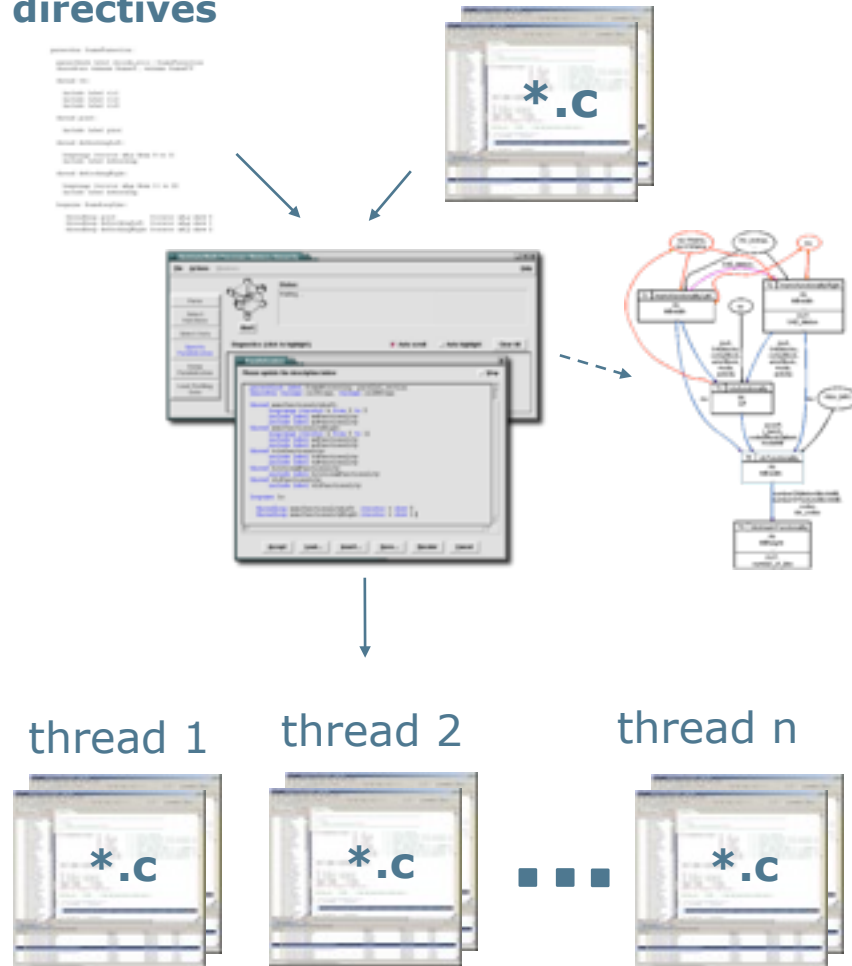
Dealing with variability: IMEC's Approach



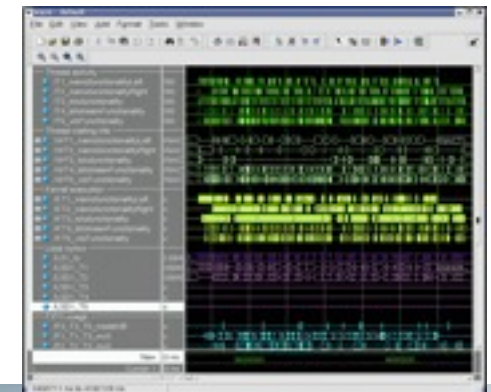
Solution for MPSoC: IMEC MPA Tool

Parallelization directives

Application code



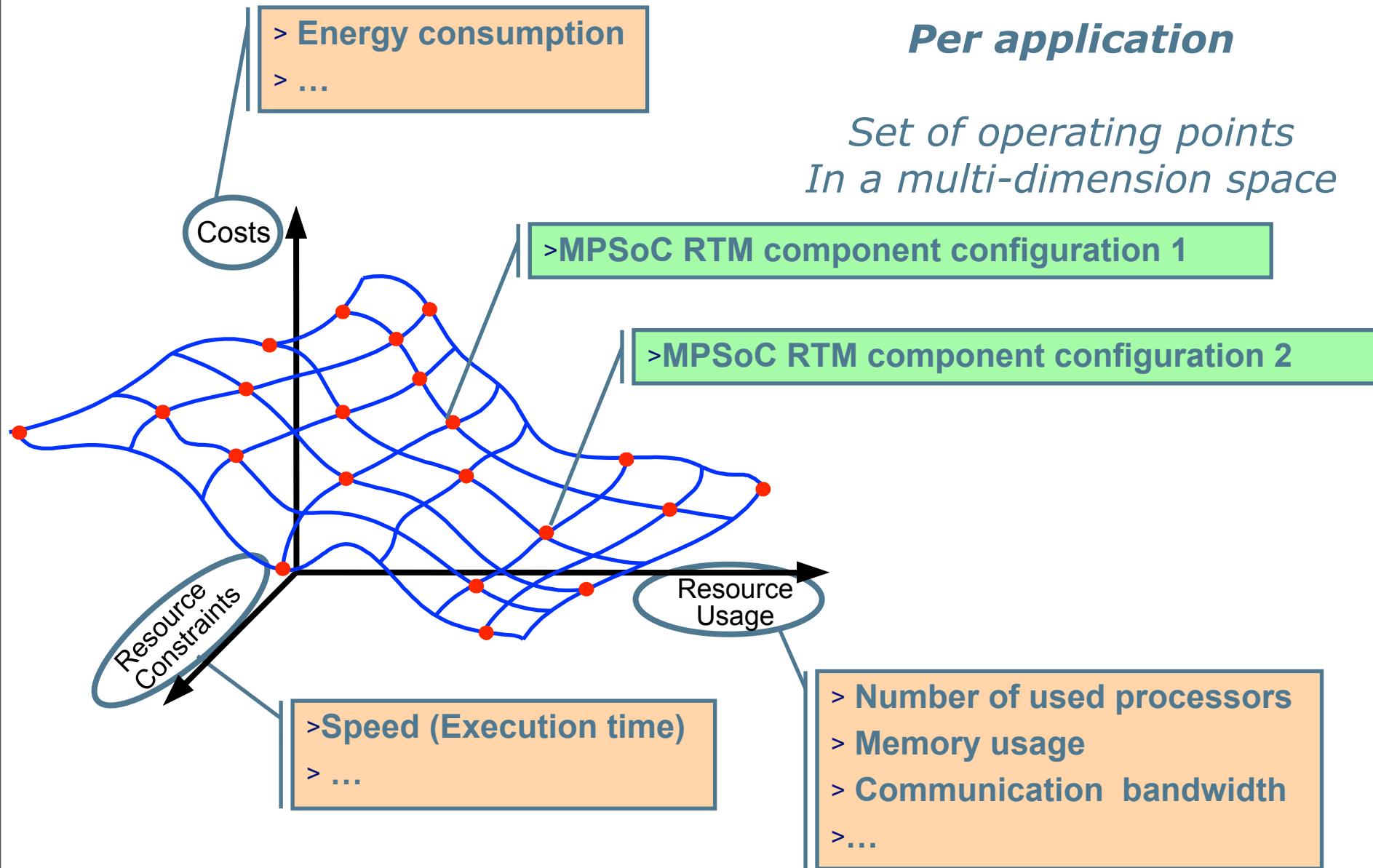
- ✓ Parallelizes sequential Clean-C source code
 - ✓ *Correct-by-construction multi-threaded code*
 - ✓ Higher level than OpenMP
 - ✓ Directives in separate file
- ✓ Supported types of parallelism
 - ✓ Functional split
 - ✓ (Coarse) Data-level split
 - ✓ Combinations
- ✓ Dumps parallel code
- ✓ Sets up communication
 - ✓ Communication by means of FIFO's
 - ✓ DMA transfers
 - ✓ FIFO sizes determined by tool (initial version)



Design Time Exploration

Per application

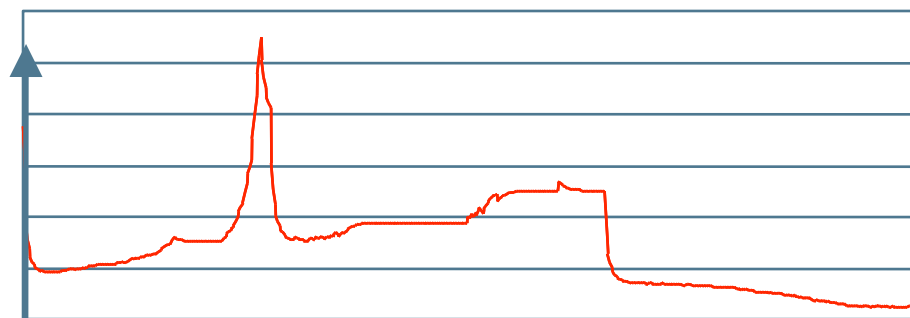
*Set of operating points
In a multi-dimension space*



Run-time management

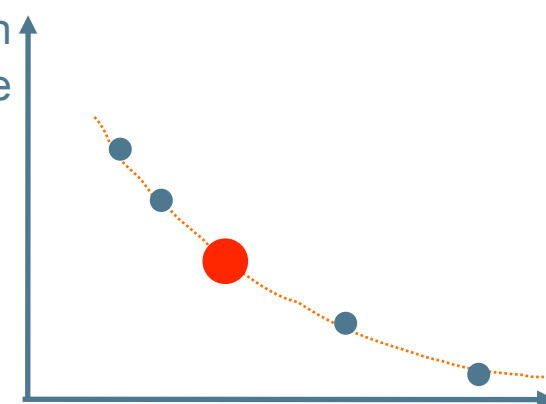
- For each thread frame, run-time scheduler changes management **dynamically** according to the run-time situations

Workload (e.g., complexity of 3D object rendered)



Time

Execution time



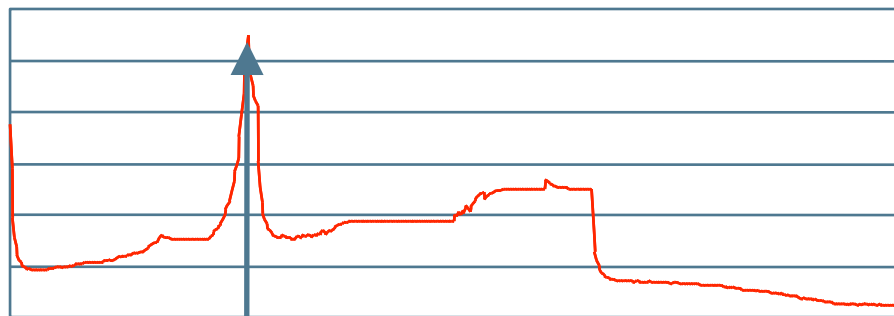
Power consumption

- scheduler options based on design time exploration

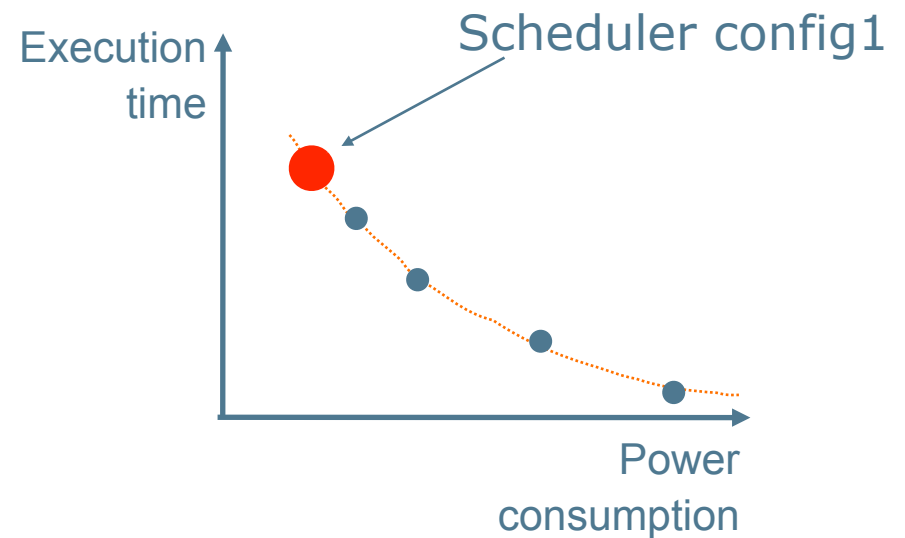
Run-time management

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Workload (e.g., complexity of 3D object rendered)



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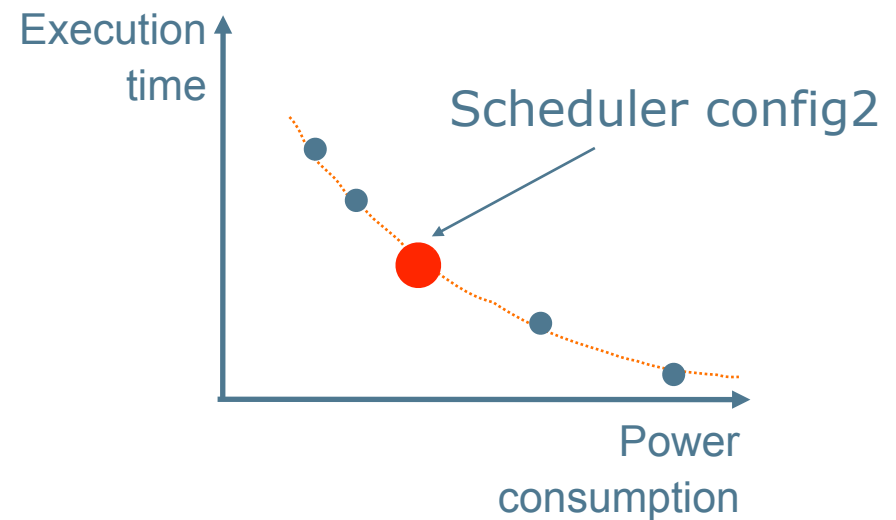
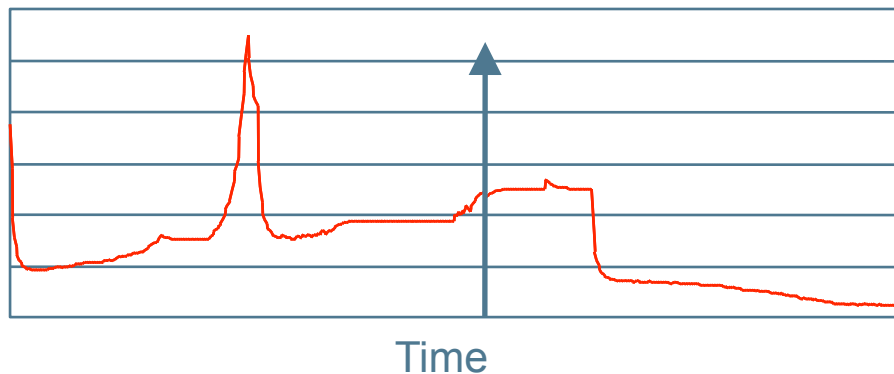


- scheduler options based on design time exploration

Run-time management

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Workload (e.g., complexity of 3D object rendered)

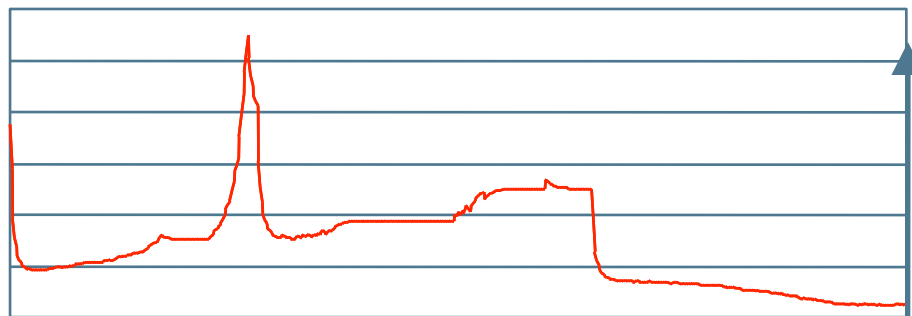


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Run-time management

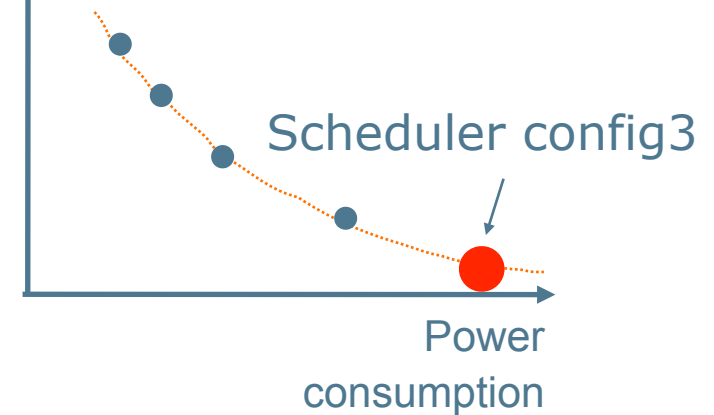
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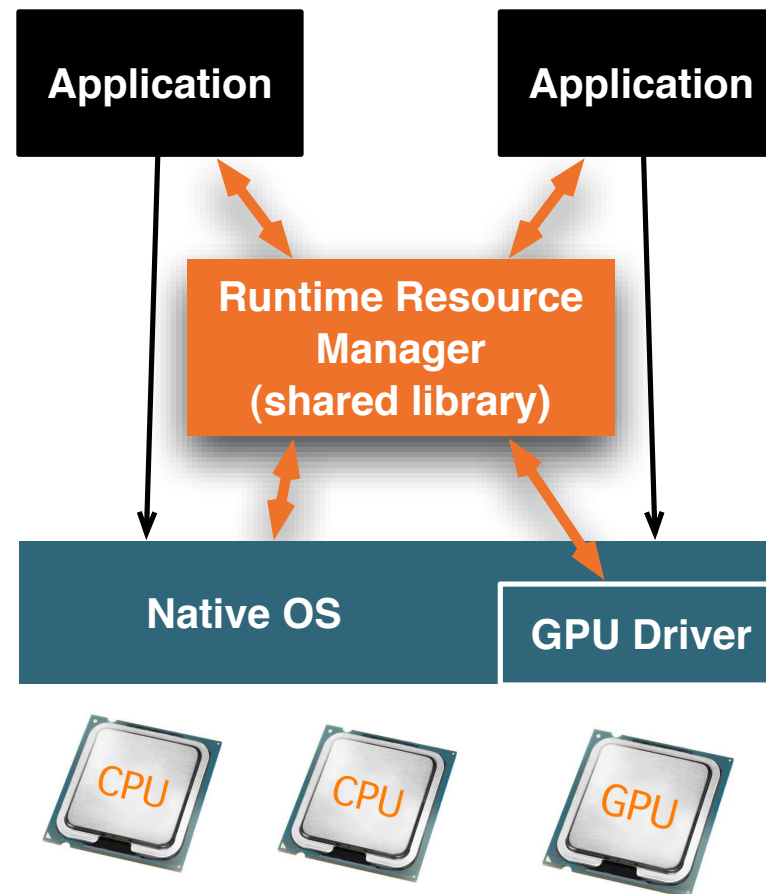
Execution time



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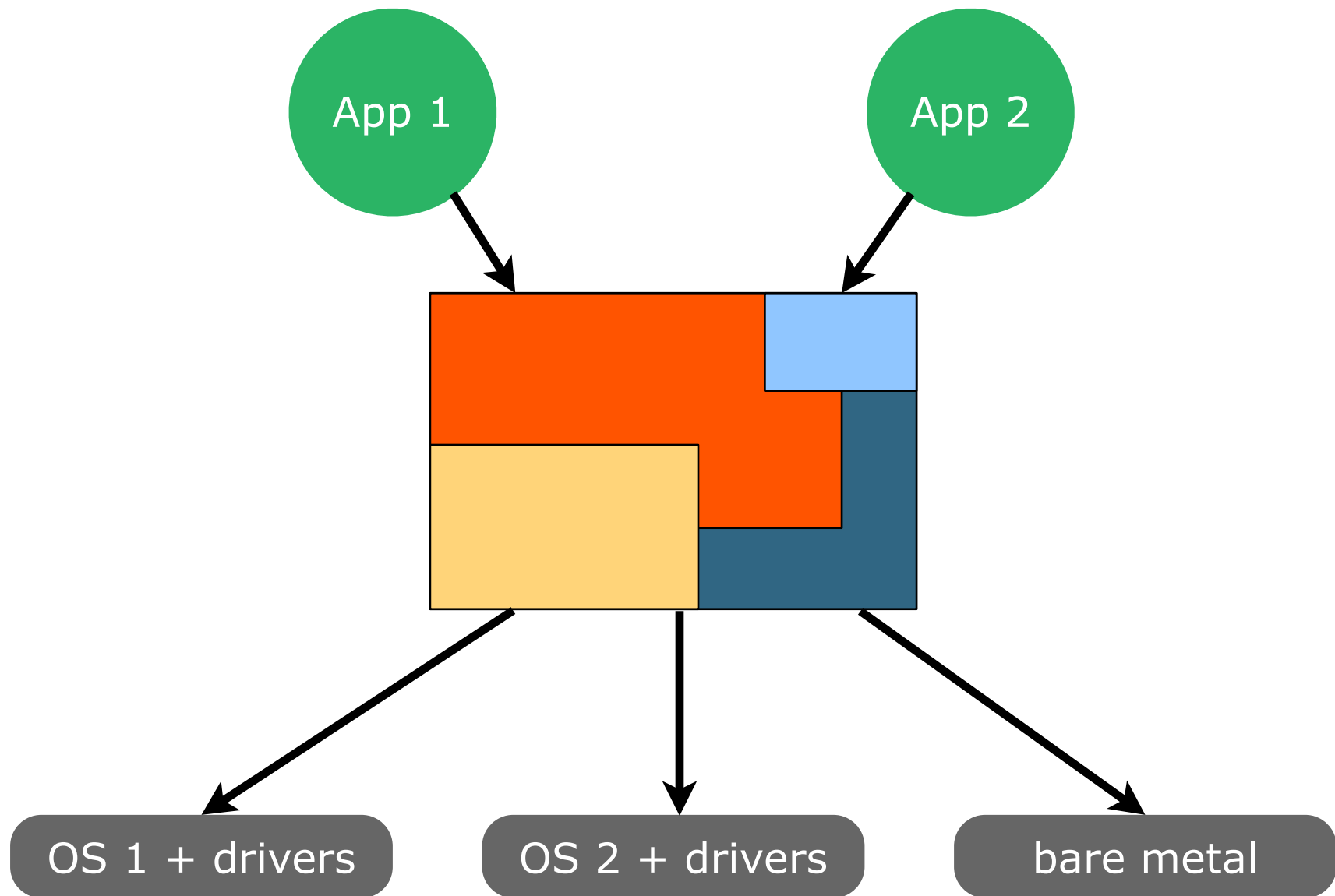
Adaptive Runtime Resource Management

- Assigns processing elements to tasks based on hardware and software static and dynamic data.

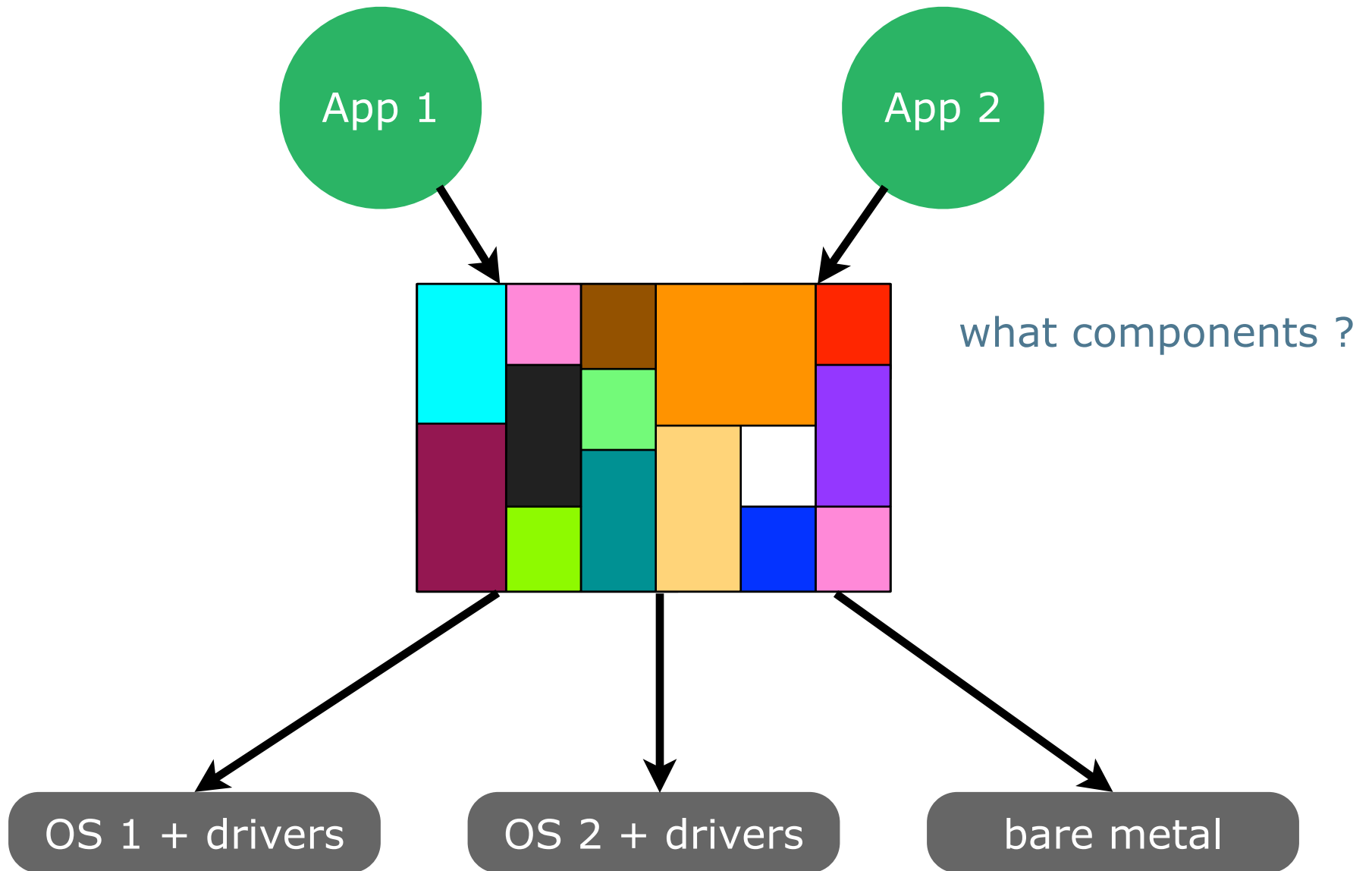


- **Hardware connection**
 - Use multiple heterogeneous hardware processing elements (CPU/GPU)
 - Control over the memory hierarchy (what data in what memory element)
- **Modularized VM**
 - general VM with parts that can be customized for particular hardware or applications, e.g. use scratchpad memory
- **Two-way communication between application and virtual machine**
 - application can adapt to VM and VM can do global optimizations
- **VM that adapts its internal working to context**
 - adapt GC algorithm

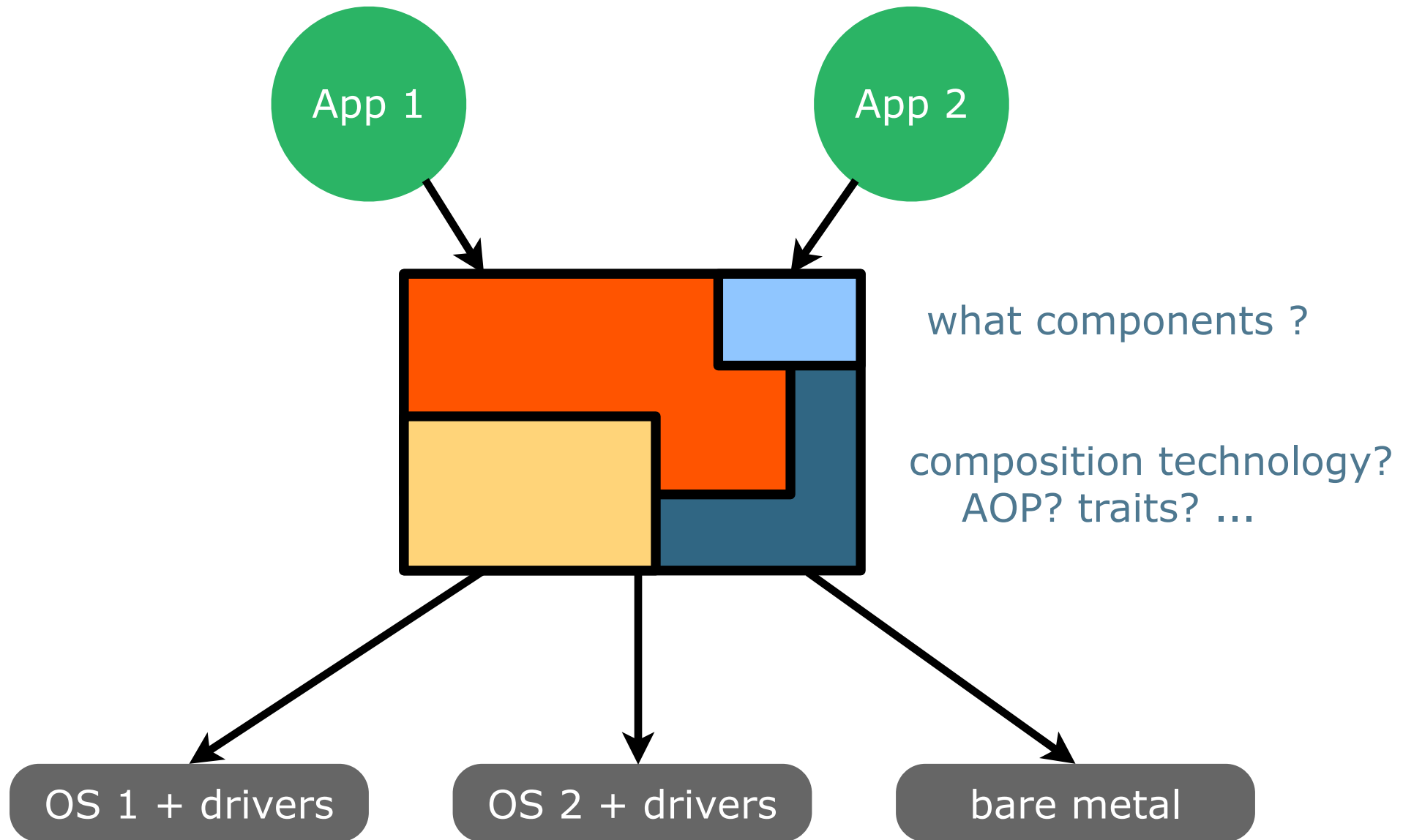
Questions...



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