

Processors in Embedded Systems

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Contents

- ❑ Introduction
- ❑ ASIC and Processor
- ❑ Processor selection
- ❑ Embedded processor design
- ❑ Design methodology
- ❑ Recap

Introduction

❑ Embedded System

- Computer which is not used for computing

❑ Examples

- TV, VCD Player, MP3 player, Control system in Automobiles, Washing machine, Lift

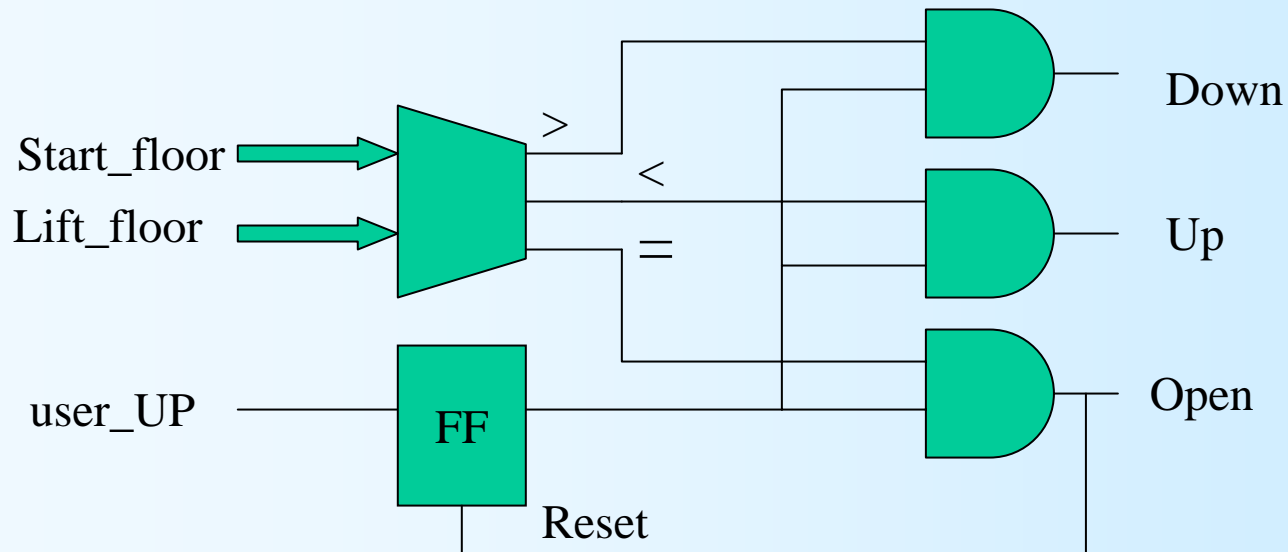
Introduction

□ Lift as an embedded system

- If user press UP button, lift should come down and open
- Pressing floor number, lift should move and go to that floor and open
- Same thing for down buttons

Embedded System Design

□ Design of Lift system (approach 1)



Embedded System Design

□ Design of Lift System (approach 2)

```
While(1){  
  If (user_UP =1)  
  {  
    if(lift_floor > user_floor)  
      down = 1;  
    else if (lift_floor = user_floor)  
      open = 1;  
    else  
      up = 1;  
  }  
  If up = 1  
    user_UP = 0;
```

Embedded System Design

□ ASIC Design

- Application specific
- Low area
- Low Power
- More design time

□ Processor design

- Flexibility
- Generic => Easy to design
- More power and area

Processor selection

□ Various options available

- High performance processor (P4, Athlon64 etc)
- Low power processor PowerPC
- ARM
- DSP Processor
- Multi cores (Dual and quad cores)

Processor Selection

❑ Power/Energy

- Battery power (size of battery)

❑ Cost

- Processor cost and size

❑ Performance

- How much computation required

❑ Size

Application Specific Processor Design

❑ To match application needs

❑ Possibilities of customization

- Register file (port and size)
- Number of Functional units
- Instruction set modification/extension
- Additional memory structures

❑ Example:

- DSP processor
- Media processor
- Micro-controllers

ASIP Design Methodology

□ Instruction set modification

- Reduced instruction set
 - Instructions that are not user regularly are removed (example, floating point unit for some applications)
- Instruction set extension
 - New application specific instruction example MAC

ASIP Design Methodology

□ Reduce instruction set

- Less area
 - Less control because of less instruction
 - Data path area can also be reduces
- Less power

□ A few facts

- Number of instructions in Pentium 4 are order of few hundreds
- Number of instructions in DSP processor are order of 50

ASIP Design Methodologies

□ Instruction set extension

- Application specific instructions
- More performance
 - Vector add – Add two vectors of length 8 into third
 - 8 times faster
 - If such addition constitute 50% of computation, application would be around 40% faster
- Example – MAC instruction in DSP, MMX instruction in media processors

ASIP Design methodologies (IITD Approach)

□ Instruction set extension

▪ Methodology

- Use profiling tools to find patterns which may be suitable candidates for new instruction
- Constraints: Area, number of input/output, latency, load/store exclusion

▪ Tools

- Suif compiler is used for profiling
- New instruction are written as function
- In code generation, replace function calls by new instruction
- Trimaran compiler is used for backend

ASIP Design methodologies (IITD Approach)

□ Multiple function unit

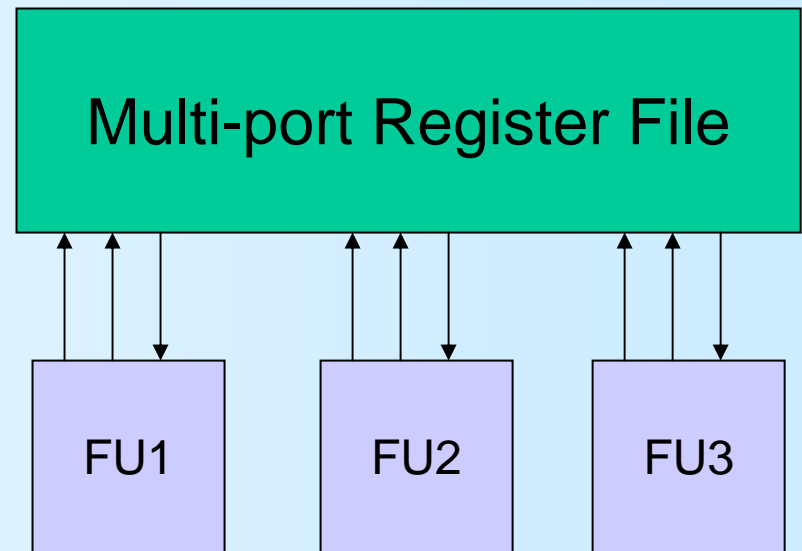
- VLIW processor is used as base architecture
- Trimaran compiler

□ VLIW processor

- Multiple function units
- Compiler controlled execution

□ VLIW Design space

- Number of FUs
- Register file ports
- RF Cluster interconnect
- Register file bypass



Recap

- ❑ Understand the application requirement
- ❑ Choose between ASIC and processor
- ❑ Which processor
 - RISC, ASIP or Multiprocessor
- ❑ Processor customization
 - According to application
 - Need application analysis
- ❑ Compiler is important in design space exploration of a custom processor