TIMING

Lecture-13

Timing in dataflow graphs

- SDF (and KPN) focus only on functionality and dependencies
- · Execution of processes takes time in practice
 - · Time is a function of hardware and technology used

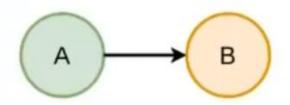
Timing in dataflow graphs

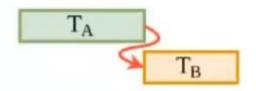
- SDF (and KPN) focus only on functionality and dependencies
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Assumptions:

- · A node can start execution only after all input dependencies are satisfied
- A node has a (static, unchanging) delay after which the outputs can be considered stable and ready

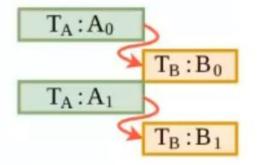
Gantt charts and Firing sequences





Firing sequence:

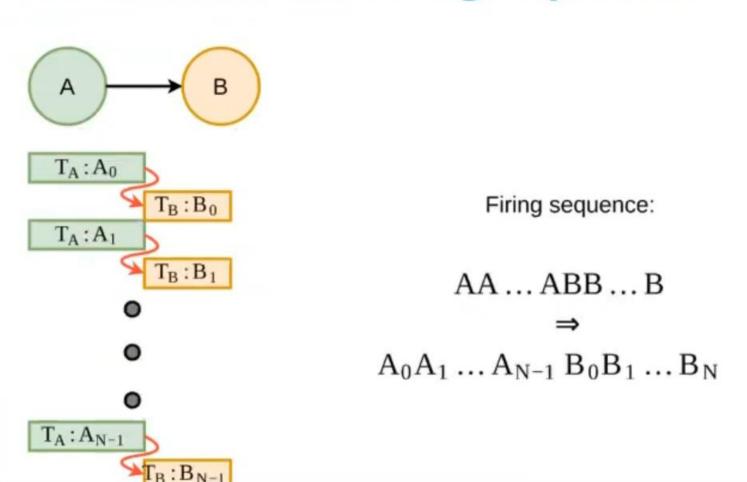
AB



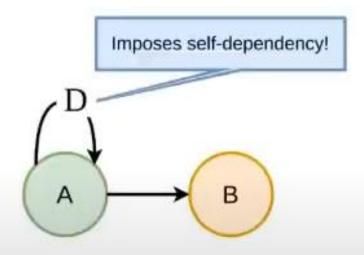
Firing sequence:

$$AABB \Rightarrow A_0A_1B_0B_1$$

Gantt charts and Firing sequences

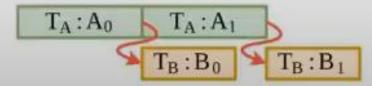


Self-dependency

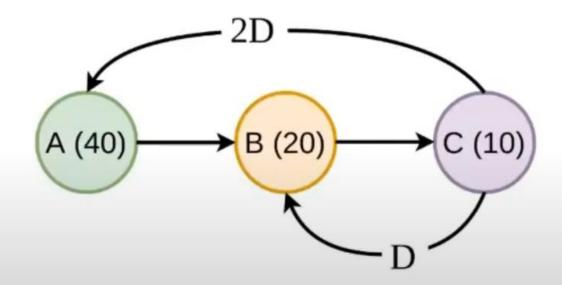


Firing sequence:

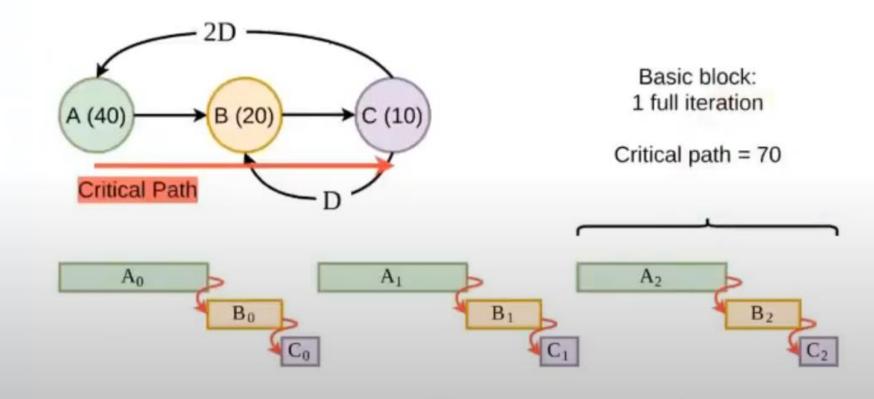
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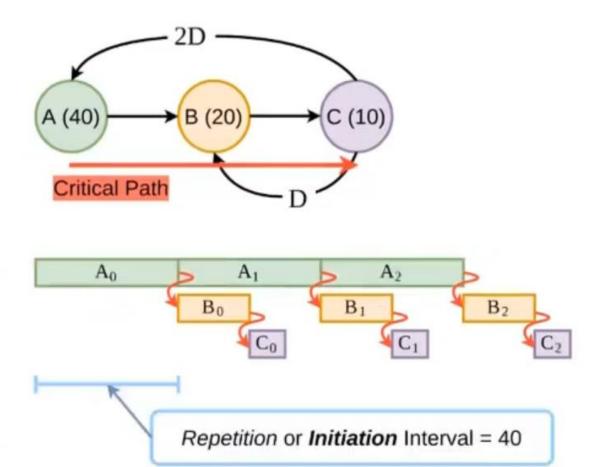
General Iterative DFGs



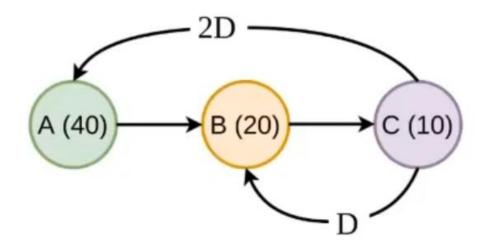
Critical path

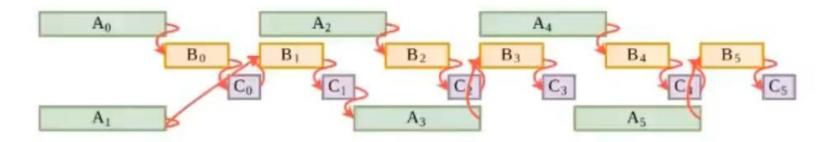


Overlapped Iteration

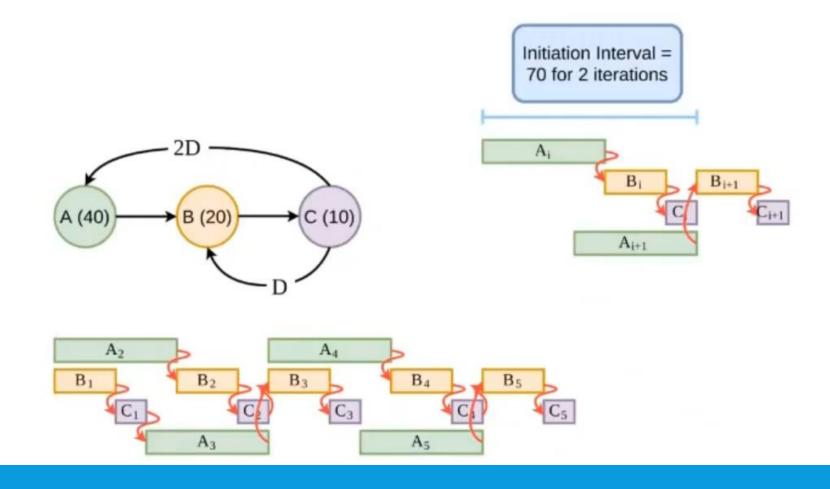


Self-timed execution





Steady State



Timing analysis

How could two instances of A run in parallel?

- 2 initial tokens present on C-A edge
- A2 depends on C0, but A0 and A1 do not
- B0 depends on A0 critical path
- B1 depends on C0, but B0 does not

- Latency: time to finish one iteration
- Initiation interval: time to start next iteration

Iteration period

Assume T is the average iteration period: time between successive samples or iterations



$$x_B \ge x_A + d_A$$

$$A - nD \rightarrow B$$

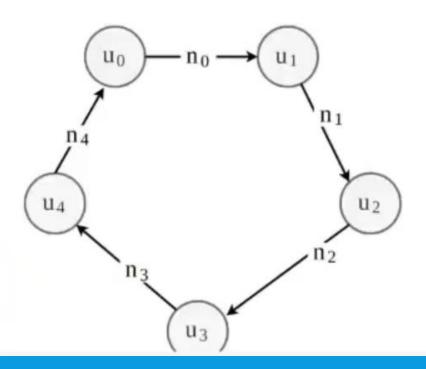
$$x_B \ge x_A + d_A - nT$$

Arbitrary graph

$$orall e \in E: u
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$$T \ge \frac{\sum d_i}{\sum n_i}$$

Iteration Period Bound

- Property of dataflow graph representing the algorithm
 - o Depends on how accurately the DFG captures the function!
- Property of the hardware technology choice
- · Fundamental limitation: cannot be easily modified
 - · Lookahead etc work in specific cases where the math is OK

Any Question...

Thank you