

API

setup Specify the location and size of application data structures and other parameters for gather/scatter

```
/* ImageDiff: Specify image location, dimensions, and decimation factor */  
void setup(void *ref, size_t ref_width, size_t ref_height, size_t elem_sz, size_t decimate);  
/* PageRank, RandomAccess, SpMV: Specify reference table and index array */  
void setup(void *ref, size_t elem_sz, const void *index, size_t len);
```

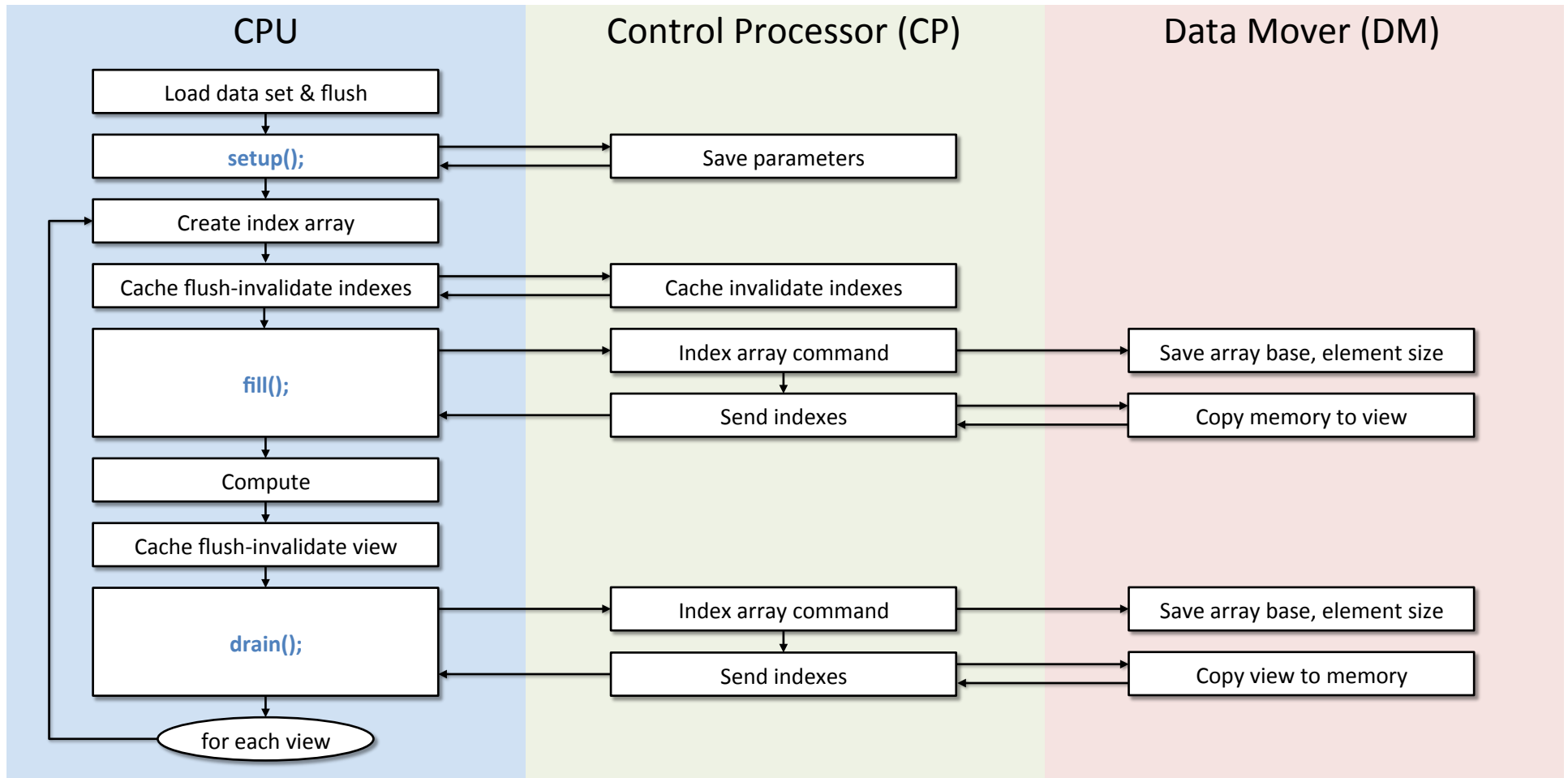
fill Copy from DRAM to the buffer according to the access pattern established during setup

```
/* Specify view and window offset */  
void fill(void *buf, size_t buf_sz, size_t offset);
```

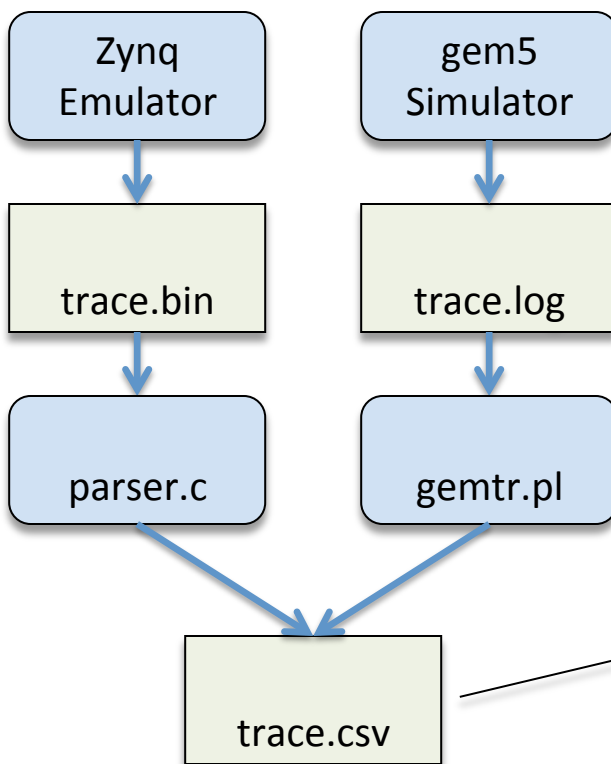
drain Copy from the buffer into DRAM according to the access pattern established during setup

```
/* Specify buffer and window offset */  
void drain(void *buf, size_t buf_sz, size_t offset);
```

Control flow for gather-scatter operations



Trace Capture



```
0,R,0x40101520,32,29,2131065
0,R,0x7f186b20,32,30,2131091
1,R,0x40185060,8,0,2132263
1,R,0x40185080,8,0,2132270
...
1,W,0x40000030,8,2,2132548
1,W,0x40000034,8,2,2132554
1,R,0x40185260,8,0,2132571
1,R,0x40185280,8,0,2132575
1,W,0x40000038,8,2,2132577
1,W,0x4000003c,8,2,2132581
```

Trace format by column

- 1) CPU=0 / Accelerator=1
- 2) Read/Write
- 3) Address
- 4) Transaction size in bytes
- 5) AXI ID
- 6) Time stamp