

# Introduction to Embedded Systems – WS 2022/23

## Sample Solution to Test Exam

### 1 Real-Time Scheduling (39 Points)

#### 1.1 Short Questions (8 Points)

Answer the following questions for the MSP-432 processor:

- (a) (3 points) A system uses UART to transmit data, with the following configuration: the baud rate is 115 200 bits/s, 1 start bit, 2 stop bits, 7 data bits and 1 parity bit. How much time is needed to transmit 240 KB of data (1 KB = 1024 bytes)?

**Sample solution:**

Symbols transmitted with overhead:  $[240 \text{ KB} \times 1024 \times 8 \times \frac{11}{7}] = 3\,089\,555 \text{ bit}$

Time to transmit:  $3\,089\,555 \text{ bit} / 115\,200 \frac{\text{bit}}{\text{s}} = 26.82 \text{ s.}$

from math import ceil

!

$\text{ceil}((240 * 1024 * 8) / 7) * 4 + 240 * 1024 * 8 \rightarrow 3089556$   
 $3089556 / 115200 \rightarrow 26.8190625$

- (b) (2 points) How many bytes can be written in a block of memory accessed using byte-addresses 0x3000\_0000 through 0x308F\_FFFF?

**Sample solution:**

$0x308F\_FFFF - 0x3000\_0000 + 1 = 0x008F\_FFFF + 1 = 0x0090\_0000$

There are  $9 \times 2^{20}$  addresses, which means 9 Megabytes of memory.

$9 * 16^{**}5 == 9 * 2^{**}(4*5)$

- (c) (3 points) The following function returns the value that has been read from the appropriate GPIO port (pin 7 being the MSB).

```
uint8_t GPIO_getInputPortValue(uint_fast8_t selectedPort);
```

Pins 0 through 7 of GPIO port PORT1 are equipped with buttons with pull-up resistors (when the button is not pressed, the GPIO is connected to the supply voltage; when the button is pressed, the GPIO is connected to the ground). If only buttons connected to pins 2 and 7 of PORT1 are pressed, what value will variable `uint8_t kk` have after the following line of code is executed?

```
uint8_t kk = GPIO_getInputPortValue(PORT1) & 0x3C;
```

Hint: & is the logical AND operator.

0011 1100  
& 0111 1011  
0011 1000 38

**Sample solution:**

As pull-up resistors are used, a pushed button yields a 0, while a released one yields 1. We therefore have:

$kk = 0b0111\_1011 \text{ AND } 0b0011\_1100 = 0b0011\_1000 = 0x38$

MSB = most significant, LSB = least significant

<https://www.quora.com/What-are-MSB-and-LSB-in-an-embedded-system?share=1>

## 1.2 Cyclic-Executive Scheduling (8 Points)

Cyclic-executive scheduling with a period  $P = 12$  and a frame length  $f = 3$  is used to schedule the task-set given in Table 1. Note that "frame 1" is the first frame of each period.

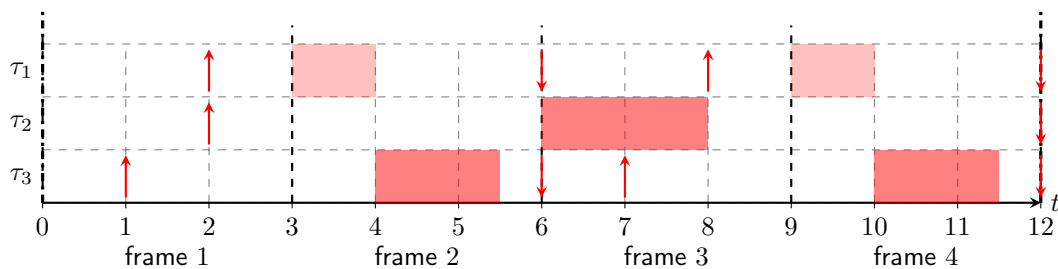
Table 1: A task set

Task	Period	Deadline	Phase	Execution Time	Frames
$\tau_1$		4		1	2, 4
$\tau_2$	12	10	2	2	
$\tau_3$	6	5	1	1.5	

- (a) (4 points) Determine one feasible assignment of tasks  $\tau_2$  and  $\tau_3$  to frames, construct the schedule for one period  $P$  and illustrate it graphically.

**Sample solution:**

One possible assignment is shown



- (b) (4 points) Determine the period of task  $\tau_1$  and its minimal possible phase, if the task is executed in frames 2 and 4.

**Sample solution:**

The period of task  $\tau_1$  is 6, as it occurs twice in 12 time units. The minimal solution for the initial phase for task  $\tau_1$  is 2.

why 2?

### 1.3 Rate Monotonic Scheduling (11 Points)

A periodic task set is given in Table 5. Assume all phases are zero, and deadlines equal periods.

Table 2: A task set

	$\tau_{P1}$	$\tau_{P2}$	$\tau_{P3}$	$\tau_{P4}$
Period	5	7	11	13
Execution Time	1	2	3	3

- (a) (2 points) Test if the given task set is schedulable under rate monotonic (RM) scheduling, using the *sufficient* test (the utilization bound test).

**Sample solution:**

The sufficient test:

$$\sum_{i=1}^n \frac{C_i}{T_i} = \frac{1}{5} + \frac{2}{7} + \frac{3}{11} + \frac{3}{13} = 0.989$$

$$n \times (2^{\frac{1}{n}} - 1) = 4 \times (2^{0.25} - 1) = 4 \times (1.189 - 1) = 0.757$$

$$0.989 > 0.757$$

... INCONCLUSIVE

Table 3: The task set, repeated

	$\tau_{P1}$	$\tau_{P2}$	$\tau_{P3}$	$\tau_{P4}$
Period	5	7	11	13
Execution Time	1	2	3	3

- (b) (5 points) Test whether the given task set is schedulable under rate monotonic (RM) scheduling, using the *necessary and sufficient* test.

**Sample solution:**

$\tau_4$ :

$$\begin{aligned}
 R_4^0 &= C_4 = 3 & I_4^0 &= \lceil \frac{3}{5} \rceil 1 + \lceil \frac{3}{7} \rceil 2 + \lceil \frac{3}{11} \rceil 3 = 1 + 2 + 3 = 6 & 6 + 3 &\neq 3 \\
 R_4^1 &= 6 + 3 = 9 & I_4^1 &= \lceil \frac{9}{5} \rceil 1 + \lceil \frac{9}{7} \rceil 2 + \lceil \frac{9}{11} \rceil 3 = 2 + 4 + 3 = 9 & 9 + 3 &\neq 9 \\
 R_4^2 &= 9 + 3 = 12 & I_4^2 &= \lceil \frac{12}{5} \rceil 1 + \lceil \frac{12}{7} \rceil 2 + \lceil \frac{12}{11} \rceil 3 = 3 + 4 + 6 = 13 & 13 + 3 &\neq 12 \\
 R_4^3 &= 13 + 3 = 16 & & & & \dots \text{UNSHEDULEABLE}
 \end{aligned}$$

from math import ceil

```

r = 1 + 2 + 3 + 3
r > 13
i = ceil(r/5) * 1 + ceil(r/7) * 2 + ceil(r/11) * 3
i + 3 > r
f"{i}, {r}"

```

```

r = i + 3
r > 13
i = ceil(r/5) * 1 + ceil(r/7) * 2 + ceil(r/11) * 3
i + 3 > r
f"{i}, {r}"

```

```

r = i + 3
r > 13
i = ceil(r/5) * 1 + ceil(r/7) * 2 + ceil(r/11) * 3
i + 3 > r
f"{i}, {r}"

```

```

r = 1 + 2 + 3 + 3
r > 13 >> False
i = ceil(r/5) * 1 + ceil(r/7) * 2 + ceil(r/11) * 3
i + 3 > r >> True
f"{i}, {r}" >> '9, 9'

```

```

r = i + 3
r > 13 >> False
i = ceil(r/5) * 1 + ceil(r/7) * 2 + ceil(r/11) * 3
i + 3 > r >> True
f"{i}, {r}" >> '13, 12'

```

```

r = i + 3
r > 13 >> True
i = ceil(r/5) * 1 + ceil(r/7) * 2 + ceil(r/11) * 3
i + 3 > r >> True
f"{i}, {r}" >> '16, 16'

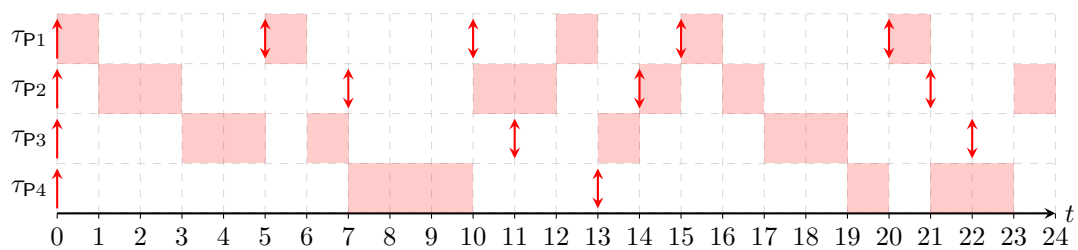
```

Table 4: The task set, repeated

	$\tau_{P1}$	$\tau_{P2}$	$\tau_{P3}$	$\tau_{P4}$
Period	5	7	11	13
Execution Time	1	2	3	3

- (c) (4 points) Using *earliest deadline first* (EDF) scheduling, construct a schedule from time 0 to time 24, and illustrate it graphically. Note if any task misses its deadline.

**Sample solution:**



## 1.4 Scheduling Mixed Tasks (12 Points)

We have a task set with periodic and aperiodic tasks. The periodic tasks are  $\tau_{P1}$ ,  $\tau_{P2}$  and  $\tau_{P3}$ ; the aperiodic tasks are  $\tau_{A1}$ ,  $\tau_{A2}$ , and  $\tau_{A3}$ . Additionally, task  $\tau_{PS}$  is a polling server meant to service the aperiodic tasks. All tasks are specified in Table 5.

Deadline Monotonic scheduling is used to schedule the periodic tasks and the polling server, while the polling server services aperiodic tasks on a first-come-first-serve basis.

Assume task  $\tau_{A1}$  arrives at time 1, task  $\tau_{A2}$  at time 0 and task  $\tau_{A3}$  at time 14.

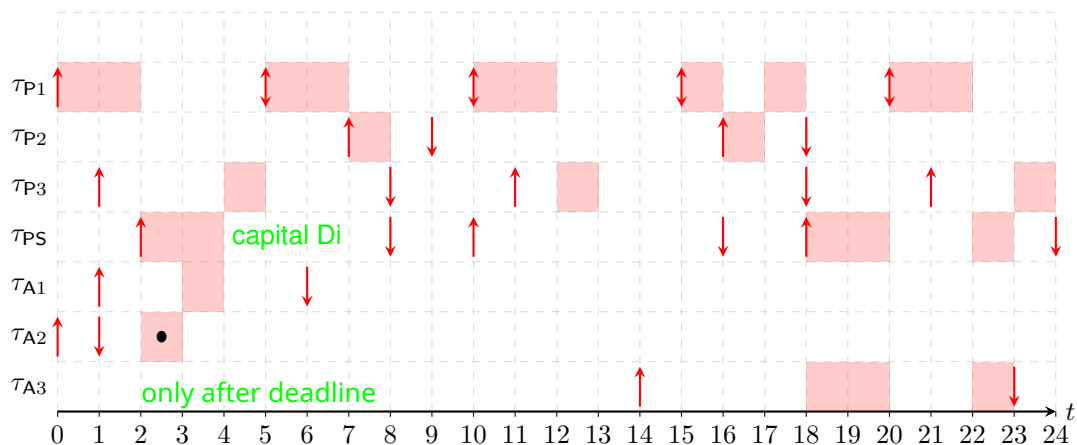
Table 5: Mixed task set

Task	Period	Phase	Deadline	Execution Time	Arrive	Prio
$\tau_{P1}$	5	0	5	2		2
$\tau_{P2}$	9	7	2	1		1
$\tau_{P3}$	10	1	7	1		4
$\tau_{PS}$	8	2	6	3		3
$\tau_{A1}$			5	1	1	1
$\tau_{A2}$			1	1	0	0
$\tau_{A3}$			9	3	14	14

Illustrate the schedule of all of the tasks graphically, including the polling server, from time 0 to time 24. Note if any task misses its deadline.

**Sample solution:**

The priorities are  $\tau_{P2} > \tau_{P1} > \tau_{PS} > \tau_{P3}$ . There is one deadline violation of the second aperiodic task.



## 2 Low Power Design (40 Points)

### 2.1 Dynamic Voltage Scaling (10 Points)

Consider a processor whose dynamic power dissipation when running with a clock frequency  $f$  in Hz, is given by  $P_{\text{dynamic}} = \left(\frac{f}{10^6 \text{Hz}}\right)^3 \text{ mW}$ . It is assumed that the processor has negligible static and leakage power dissipation. Furthermore, its clock frequency can be freely selected from a continuous range of frequencies.

The processor must execute the following task set:

Task	$\tau_1$	$\tau_2$	$\tau_3$
Arrival Time (ms)	0	3	5
Absolute Deadline (ms)	8	6	10
Cycles ( $\times 10^3$ )	8	12	2

Table 6: Task set.

Apply the *offline YDS* algorithm and plot the schedule of tasks and frequencies in Figure 1. Provide the steps of your solution in detail.

## Sample solution:

Apply the offline YDS algorithm using intensity function  $G[z_1, z_2] = \frac{\sum_{i \in V'} c_i}{z_2 - z_1}$ .

Step 1:

All intervals:

$$G[0, 6] = 12/6 = 2$$

$$G[0, 8] = (8 + 12)/8 = 2.5$$

$$G[0, 10] = (8 + 12 + 2)/10 = 2.2$$

$$G[3, 6] = 12/3 = 4$$

$$G[3, 8] = 12/5 = 2.4$$

$$G[3, 10] = (12 + 2)/7 = 2$$

$$G[5, 10] = 2/5 = 0.4$$

hence run  $\tau_2$  @ 4 MHz in  $[3, 6]$

Step 2:

New task set:

$\tau_1 : [0, 5], C_1 = 8$  Cycles not execution time

$\tau_3 : [3, 7], C_3 = 2$

hence new intervals:

$$G[0, 5] = 8/5 = 1.6 \quad \text{what is with } [3, 5]?$$

$$G[0, 7] = (8 + 2)/7 = 1.43$$

$$G[3, 7] = 2/4 = 0.5$$

hence, run  $\tau_1$  @ 1.6 MHz in  $[0, 3]$  and  $[6, 8]$  for 5 time units starting at 0

Step 3:

can also get 5 by:  $8 \text{kcycles} / 1.6 \text{ MHz} = 5 \text{ms}$  ( $T = \text{cycles}/f$ )

New task set:

$\tau_3 : [0, 2], C_3 = 2$

run  $\tau_3$  @ 1 MHz in  $[8, 10]$  2 time units beginnend bei 0, aber erst ab 8 wieder frei

$2 \text{kcycles} / 2 \text{ms} = 1 \text{MHz}$

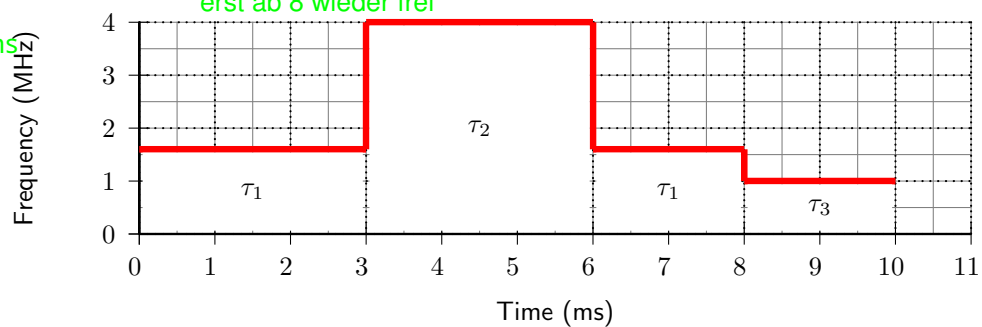


Figure 1: Offline YDS Schedule.



## 2.2 Dynamic Power Management (14 Points)

Consider an embedded system with a processor that can execute in one of three modes, namely *HIGH*, *LOW*, and *SLEEP* mode. The valid transitions between the three execution modes, the power dissipation, and the processor frequency within each mode are summarized in Figure 2. The transition cost in terms of both time and energy are denoted by  $t_1$ ,  $t_2$  and  $E_1$ ,  $E_2$ , respectively.

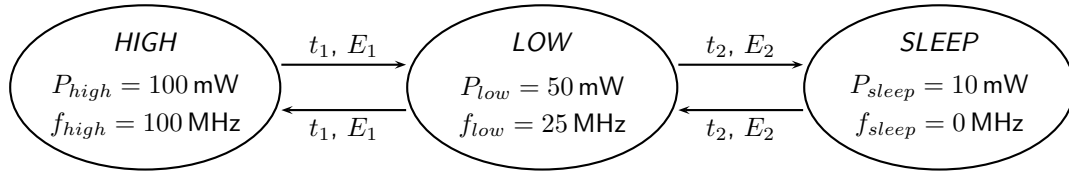


Figure 2: Processor execution modes.

The processor must schedule the following periodic real-time tasks:

Task	$\tau_1$	$\tau_2$	$\tau_3$
Period (ms)	10	10	10
Arrival of First Task (ms)	0	4	7
Relative Deadline (ms)	3	8	10
Cycles ( $\times 10^5$ )	1	2	2

Table 7: Periodic task set.

- (a) (4 points) Assume zero transition energy (i.e.  $E_1 = E_2 = 0$ ) and instantaneous mode transitions (i.e.  $t_1 = t_2 = 0$ ). Plot in Figure 3 a schedule that includes the power consumption over time, as well as tasks that are executing, using a workload-conserving scheduler that minimizes the average power. A workload-conserving scheduler always executes when a ready task is available. W / (1/s) = Ws

$$50 * 10^{-3} / 25 * 10^6 > 100 * 10^{-3} / 100 * 10^6 \quad \text{True}$$

**Sample solution:**

It can be shown that it is more energy efficient to execute in *HIGH* mode than in *LOW* mode (i.e.  $\frac{P_{low}}{f_{low}} > \frac{P_{high}}{f_{high}}$ ). Since there is no energy overhead in transitioning from *HIGH* to *SLEEP* mode, it is more energy efficient to enter *SLEEP* mode when there are no tasks to execute. The energy efficient workload-conserving schedule is as follows:

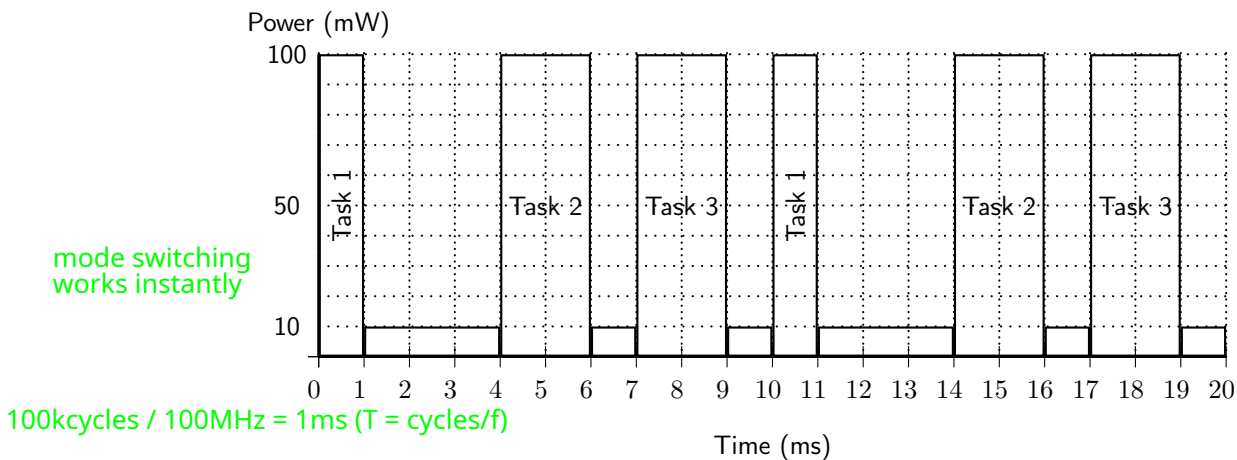


Figure 3: Energy efficient schedule using a workload-conserving scheduler.

For the following tasks assume the time and energy overhead between the execution modes as defined in Figure 2 to be  $t_1 = 0.1$  ms,  $t_2 = 0.9$  ms, and  $E_1 = 10 \mu\text{J}$ ,  $E_2 = 40 \mu\text{J}$ , respectively.

- (b) (5 points) Calculate the break-even time for the *HIGH* to *SLEEP* mode transitions.

**Definition of break-even time:** The minimum idle time required to compensate the cost of entering an inactive (sleep) state.

**Sample solution:**

The energy consumed without entering *SLEEP* mode is:

$$E_h = T_w \cdot P_{high}$$

When entering the to *SLEEP* mode the total energy consumed during the idle time is:

$$E_s = 2 \cdot (E_1 + E_2) + (T_w - 2 \cdot (t_1 + t_2)) \cdot P_{sleep}$$

The break-even needs to satisfy:

$$T_w \cdot P_{high} \geq 2 \cdot (E_1 + E_2) + (T_w - 2 \cdot (t_1 + t_2)) \cdot P_{sleep}$$

?

$$T_w \geq 2 \cdot \frac{E_1 + E_2 - (t_1 + t_2) \cdot P_{sleep}}{P_{high} - P_{sleep}}$$

$$T_w \geq 0.889 \text{ ms} \text{ } \rightarrow \text{goal is to require less energy}$$

An additional constraint comes from the time needed to switch from *HIGH* to *SLEEP* mode and back, i.e.  $T_w \geq 2(t_1 + t_2) = 2 \text{ ms}$ .

The final break even time therefore is  $T_w = 2.0 \text{ ms}$ . in this case the first calculated break even time:  $T_w \geq 0.889$  is irrelevant because of this other constraint / condition that says  $T_w$  has to be  $\geq 2 \text{ ms}$  which is bigger than 0.889.

- (c) (5 points) Find a schedule (not necessarily workload conserving) that satisfies all task deadlines and minimizes the energy consumption. Plot the schedule in Figure 4 that includes the power consumption over time, as well as tasks that are executing. Assume constant power consumption during the transition between different execution modes.

**Sample solution:**

The schedule that minimizes the energy consumption removes the overhead associated with executing in *LOW* mode, in favor of executing longer in *SLEEP* mode. This is achieved by delaying the execution of task  $\tau_2$  by 2ms and  $\tau_3$  by 1ms, thus producing a slack of 5ms between the end of task  $\tau_1$  and the beginning of task  $\tau_2$ . The power consumption between *HIGH* and *LOW* is 100mW, and the power consumption between *LOW* and *SLEEP* is 44 mW. The schedule, including the *HIGH* to *SLEEP* transition times, that minimizes the energy consumption is as follows:

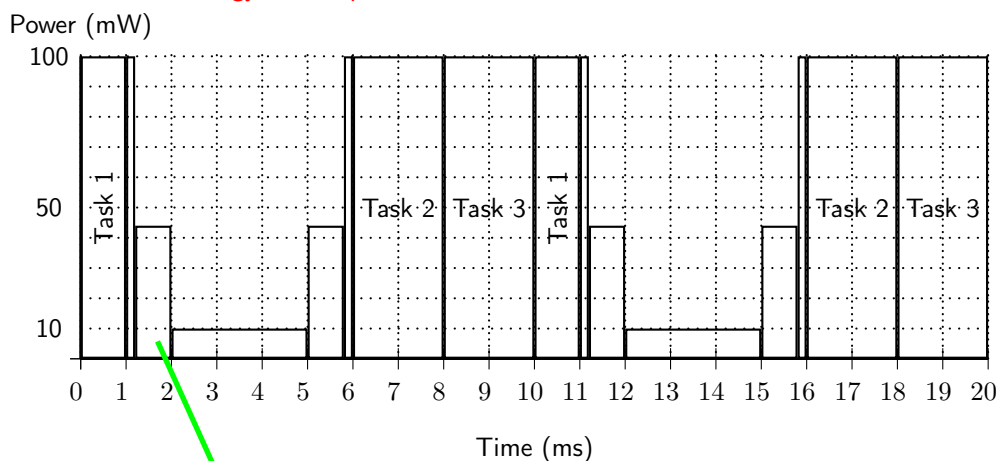


Figure 4: Energy minimizing schedule satisfying all task deadlines.

$$40/0.9 \gg 44.44444444444444$$

first has to go from active to low and then to sleep mode

0.1 and 0.9ms

$$10/0.1=100$$

## 2.3 Solar Cells and Power Point Tracking (5 Points)

We are given a solar cell with characteristics

$$I = G - 10^{-4} \times \left(\frac{U}{0.05}\right)^3, \quad (1)$$

where  $I$  is the normalized current,  $U$  is the normalized voltage, and  $G$  is the relative solar irradiance.

Execute by hand the power point tracking algorithm as presented in the lecture for  $G = 0.8$ . Determine the voltage  $U(k)$  and power  $P(k)$  for  $k = 0, \dots, 5$  with  $U(0) = 0.5$  and  $U(1) = 0.55$ , using the stepsize 0.05.

**Sample solution:**

$k$	0	1	2	3	4	5	...
$U(k)$	0.50	0.55	0.60	0.65	0.70	0.65	...
$P(k)$	0.350	0.367	0.376	0.377	0.368	0.377	...

Table 8: Values obtained by executing power point tracking algorithm.

$g = 0.8$

$u = 0.5$

$p = u * g - u * 10^{-4} * (u / 0.05)^3$   
 $p \gg 0.35000000000000003$

$u = 0.55$

$p = u * g - u * 10^{-4} * (u / 0.05)^3$   
 $p \gg 0.36679500000000004$

$u = 0.6$

$p = u * g - u * 10^{-4} * (u / 0.05)^3$   
 $p \gg 0.37632$

$u = 0.65$

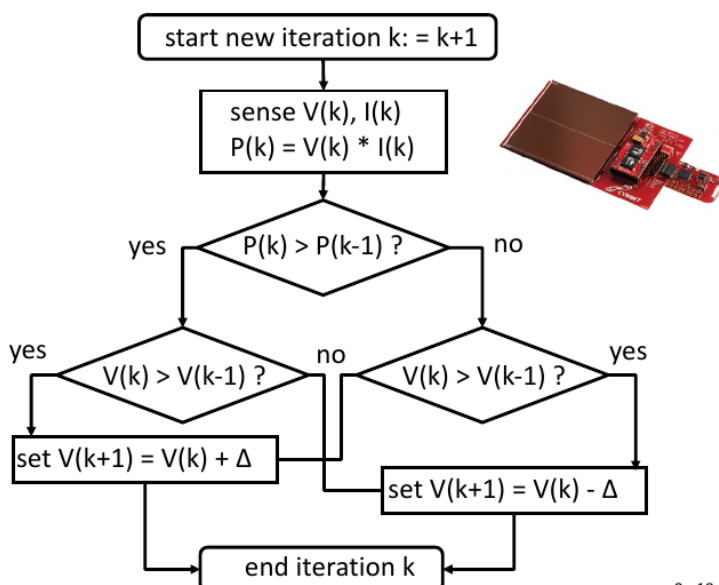
$p = u * g - u * 10^{-4} * (u / 0.05)^3$   
 $p \gg 0.377195$

$u = 0.7$

$p = u * g - u * 10^{-4} * (u / 0.05)^3$   
 $p \gg 0.36792$

$u = 0.65$

$p = u * g - u * 10^{-4} * (u / 0.05)^3$   
 $p \gg 0.377195$



9 - 18

$$P_{high} \cdot T_w \geq 2E_1 + 2E_2 + P_{sleep} (T_w - 2(t_1 + t_2))$$

$$-2E_1 - 2E_2 \geq P_s (T_w - 2(t_1 + t_2)) - P_h T_w$$

$$-2E_1 - 2E_2 \geq P_s T_w - 2P_s (t_1 + t_2) - P_h T_w$$

$$-2E_1 - 2E_2 \geq T_w (P_s - P_h) - 2P_s (t_1 + t_2)$$

$$\frac{2(P_s (t_1 + t_2) - E_1 - E_2)}{(P_s - P_h)} \leq T_w$$

## 2.4 Application Control (11 Points)

We consider an application control scenario with the harvested energy in time interval  $[t, t + 1]$  of  $p(t)$ , used energy of  $u(t)$  and battery capacity  $B$ . As the utility function we use  $\mu(u) = \sqrt{u}$ . The units of  $p$ ,  $u$ , and  $B$  are Wh, the unit of  $t$  is h.

- (a) (3 points) Suppose the energy is harvested by a solar panel, which generates  $a(t) = 0.05 \text{ Wh/cm}^2$  per hour in the daylight, which lasts 8 hours every day. During the rest of the day, the solar panel generates  $a(t) = 0 \text{ Wh/cm}^2$ . For a solar panel with a size of  $S$ , the harvested energy function is  $p(t) = a(t) \cdot S$ . The system is equipped with a solar panel of size  $S = 200 \text{ cm}^2$ . Is it possible for the system to continuously dissipate a constant power of 3 W for infinite days? If yes, what is the minimal battery size  $B$  in Wh to sustain this operation?

**Sample solution:**

Yes, it is possible. In 24h we harvest  $8 \cdot 200 \cdot 0.05 = 80 \text{ Wh}$  and we consume  $24 \cdot 3 \text{ Wh} = 72 \text{ Wh}$ .

During all daylight hours, the harvested energy is larger than the consumed energy. Therefore, the battery only needs to store energy for the night ( $24 - 8 = 16 \text{ h}$ ). Thus, the minimal battery size is  $B = 16 \cdot 3 \text{ Wh} = 48 \text{ Wh}$ .

- (b) (8 points) Suppose now that  $B = 33 \text{ Wh}$ . The harvested energy function  $p(t)$  is given in Figure 5. Determine an optimal energy usage function  $u^*(t)$  that maximizes the utility and never leads to failure state. Draw  $u^*(t)$  into Fig. 5.

**Hint:** All values of  $u^*(t)$  are integers.

**Sample solution:**

We use the theorem explained in the lecture. The optimal energy use  $u^*(t)$  is determined by satisfying the conditions in the theorem.

- When choosing  $u(t)$  for the whole day, then this appears to be the maximal minimum use energy: At  $b(17)$ , the battery is full and at  $b(8)$  it is empty. Any further increase in  $u(t) = 3$  will inevitably lead to an unfeasible solution. kept from a)
- During the time interval with surplus energy ( $t \in [9, 16]$ ) we can increase the use function to  $u(t) = 4$  without violating any feasibility constraint and still achieving a full battery at time 17. Red dots in Fig. 5 represent  $u^*(t)$ .

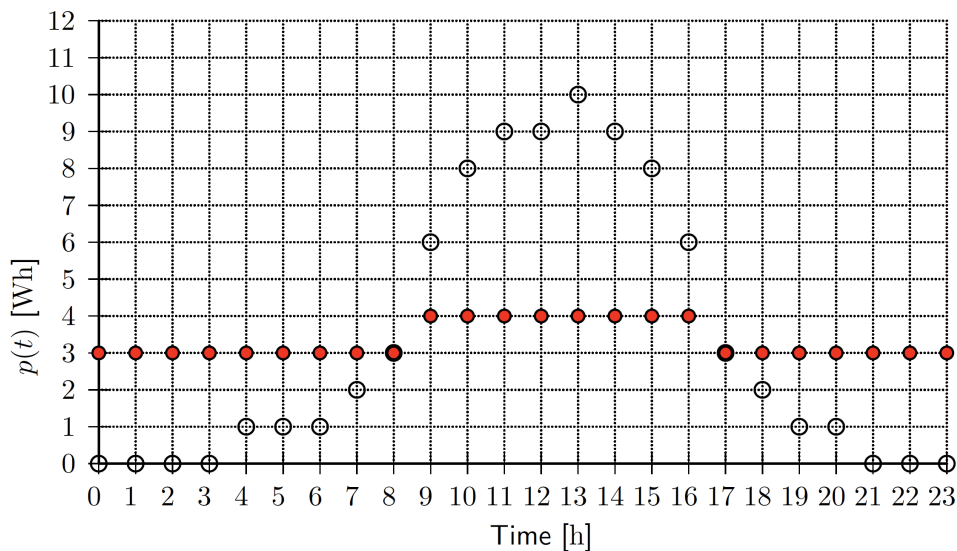


Figure 5: Application Control, Task (b)

$$1 + 1 + 1 + 2 + 3 + 4 + 6 + 8 + 9 + 9 + 10 + 9 + 8 + 6 + 4 + 3 + 2 + 1 + 1 \gg 88$$

$$3 + 3 + 3 + 3 + 2 + 2 + 2 + 1 + 1 + 2 + 2 + 3 + 3 + 3 \gg 33$$

$$b = 33$$

$$u = (6 + 8 + 9 + 9 + 10 + 9 + 8 + 6 - 33) / 8$$

$$u \gg 4.0$$

$$(6-u) + (8-u) + (9-u) + (9-u) + (10-u) + (9-u) + (8-u) + (6-u) == 33 \gg \text{True}$$

### 3 Models and Architecture Synthesis (41 Points)

#### 3.1 Architecture Synthesis Fundamentals (9 Points)

Mark the following statements as *true* or *false* and provide a one sentence explanation.

- (1 point) The "Stack Policy" as introduced in the lecture could be used in combination with EDF task scheduling

**Sample solution:**

☒ True ☐ False

Explanation: The "Stack Policy" can be used with dynamic priorities

- (1 point) A dependence graph as defined in the lecture can represent parallelism in a program and **can represent branches in control flow.**

**Sample solution:**

☐ True ☒ False

Explanation: It does not represent branches in control flow.

- (1 point) The throughput of an implementation of an iterative algorithm can be increased by decreasing the iteration interval.

**Sample solution:**

☒ True ☐ False

Explanation: Throughput is the inverse of the iteration interval

- (1 point) A marked graph is designed to be implemented in software only.

**Sample solution:**

☐ True ☒ False

Explanation: A marked graph can be implemented in software and hardware.

- (1 point) In a marked graph, a node with 2 input edges requires at least 2 tokens **on any** of the input edges to be activated.

**Sample solution:**

☐ True ☒ False

Explanation: It requires at least one token **on each** edge.

- (2 points) Given two operations,  $v_1$  and  $v_2$ , with execution time  $w(v_1) = 2$  and  $w(v_2) = 2$ , respectively. " $\tau(v_2) - \tau(v_1) \leq 4$ " models the following constraint : " $v_2$  must start not later than 2 time units after the end of  $v_1$ ".

**Sample solution:**

☒ True ☐ False

Explanation:  $\tau(v_1) + w(v_1) + 2 \geq \tau(v_2)$ .

- (1 point) Energy consumption can be improved by using pipelining instead of sequential processing of a given task set.

**Sample solution:**

☒ True ☐ False

- (1 point) List scheduling is an **optimal** algorithm for task scheduling with resource constraints.

**Sample solution:**

☐ True ☒ False

Explanation: It is not an optimal algorithm.

greedy selection principle

is a heuristic algorithm

A greedy algorithm is any algorithm that follows the problem-solving heuristic of making the locally optimal choice at each stage.[1] In many problems, a greedy strategy does not produce an optimal solution, but a greedy heuristic can yield locally optimal solutions that approximate a globally optimal solution in a reasonable amount of time.

### 3.2 LIST Scheduling (13 Points)

Given the sequence graph in Figure 6.

- (a) (8 points) Suppose that **one** multiplier and **one** adder are available as resources. Addition take **one time unit** for execution with the adder ( $r_1$ ). Multiplication take **two time units** for execution with the multiplier ( $r_2$ ). The first operation starts at  $t = 0$  and the top node ('nop') is executed within zero time unit. The **priority is assigned for each operation as maximal distance to the bottom node ('nop')**. **In case of equal priorities choose the node with the lowest index number.** Fill out Table 9 using LIST scheduling algorithm. For a timestep  $t$ , the value  $U_{t,k}$  denotes the set of operations that are ready to be scheduled on resource  $r_k$  (to be more specific, the set of operations that can be mapped on resource  $r_k$  and whose predecessors are all completed).  $S_{t,k}$  denotes the set of operations that start at time  $t$  on resource  $r_k$ , while  $T_{t,k}$  is the set of operations in execution at time  $t$  on resource  $r_k$ .

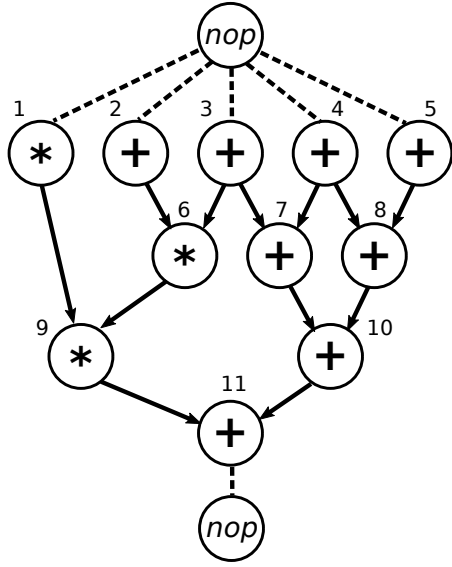


Figure 6: A sequence graph

$t$	$k$	$U_{t,k}$	$T_{t,k}$	$S_{t,k}$
0	$r_1$	$\nu_2, \nu_3, \nu_4, \nu_5$	—	$\nu_2$
	$r_2$	$\nu_1$	—	$\nu_1$
1	$r_1$	$\nu_3, \nu_4, \nu_5$	—	$\nu_3$
	$r_2$	—	$\nu_1$	—
2	$r_1$	$\nu_4, \nu_5$	—	$\nu_4$
	$r_2$	$\nu_6$	—	$\nu_6$
3	$r_1$	$\nu_5, \nu_7$	—	$\nu_5$
	$r_2$	—	$\nu_6$	—
4	$r_1$	$\nu_7, \nu_8$	—	$\nu_7$
	$r_2$	$\nu_9$	—	$\nu_9$
5	$r_1$	$\nu_8$	—	$\nu_8$
	$r_2$	—	$\nu_9$	—
6	$r_1$	$\nu_{10}$	—	$\nu_{10}$
	$r_2$	—	—	—
7	$r_1$	$\nu_{11}$	—	$\nu_{11}$
	$r_2$	—	—	—
8	$r_1$	—	—	—
	$r_2$	—	—	—
9	$r_1$	—	—	—
	$r_2$	—	—	—
10	$r_1$	—	—	—
	$r_2$	—	—	—
11	$r_1$	—	—	—
	$r_2$	—	—	—
12	$r_1$	—	—	—
	$r_2$	—	—	—
13	$r_1$	—	—	—
	$r_2$	—	—	—

Table 9: Table for subtask (a)



(b) (1 point) What is the resulting latency?

**Sample solution:**

$$L = 8.$$

(c) (2 points) Suppose it is allowed to add either one adder or one multiplier, which resource should be added to shorten the latency? What is the corresponding latency?

**Sample solution:**

Adder because the critical paths (e.g.  $5 \rightarrow 8 \rightarrow 10 \rightarrow 11$ ) are delayed by adders, not multipliers. The corresponding is  $L = 7$ .

(d) (2 points) In case of unlimited hardware resource, what is the minimized latency? Explain why.

**Sample solution:**

$L = 6$ . With infinite adders and multipliers, the critical paths ( $2 \rightarrow 6 \rightarrow 9 \rightarrow 11$ ) are now delayed by multipliers.

### 3.3 Iterative Algorithms (19 Points)

Consider the marked graph  $G_M$  in Figure 7. The nodes labeled with  $+$ ,  $\times 2$ ,  $+4$  represent addition, multiplication by 2, and addition with 4, respectively.  $f_1$ ,  $f_3$  and  $f_4$  need 1 time unit each,  $f_2$  needs 2 time units. The input  $u$  is a sequence of numbers, with  $u(k)$  representing the  $k$ -th number.

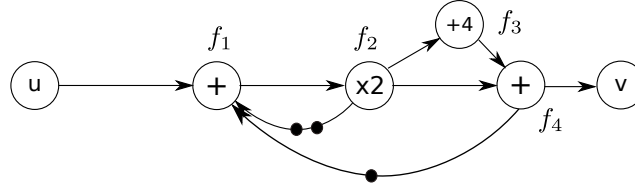


Figure 7: Marked graph  $G_M$

- (a) (7 points) Determine the output value  $v(k)$  corresponding to the graph in Figure 7 as a function of the input values  $u(\cdot)$  and previous output values  $v(\cdot)$ . Assume  $k > 2$ .

**Sample solution:**

tokens have initial values

$$\left. \begin{aligned} f_1(k) &= u(k) + f_2(k-2) + f_4(k-1) \\ f_2(k) &= 2 \cdot f_1(k) \\ f_3(k) &= f_2(k) + 4 = 2 \cdot f_1(k) + 4 \\ f_4(k) &= \text{[redacted]} \\ v(k) &= f_4(k) \end{aligned} \right\} \text{displacement}$$

we want this equation completely dependant on f4 because f4 is the last node in front of the output v(k) and thereby f4(k) = v(k)

$$\begin{aligned} \Rightarrow f_1(k) &= \frac{f_4(k)-4}{4} \\ \Rightarrow f_2(k) &= \frac{f_4(k)-4}{2} \\ \Rightarrow \frac{f_4(k)-4}{4} &= u(k) + \frac{f_4(k-2)-4}{2} + f_4(k-1) \\ \Rightarrow v(k) &= 4 \cdot u(k) + 2 \cdot v(k-2) + 4 \cdot v(k-1) - 4 \end{aligned}$$

- (b) (4 points) Suppose that we implement the algorithm using functional pipelining. Express all constraints which stem from the data dependencies in  $G_S$ , considering also the data dependencies among successive iterations.

**Hint:** Determine constraints of the form  $\tau(f_j) - \tau(f_i) \geq w(f_i) - d_{ij} \cdot P$ ,  $\forall (f_i, f_j) \in E_S$ , where  $P$  is the iteration interval of the pipelined implementation,  $w(f_i)$  denotes the execution time of  $f_i$ , and  $d_{ij}$  represents the index displacement associated with edge  $(f_i, f_j)$ .

**Sample solution:**

Data dependency constraints:

$$\begin{aligned} \tau(f_2) - \tau(f_1) &\geq 1 & (1) \\ \tau(f_3) - \tau(f_2) &\geq 2 & (2) \\ \tau(f_4) - \tau(f_2) &\geq 2 & (3) \\ \tau(f_4) - \tau(f_3) &\geq 1 & (4) \\ \tau(f_1) - \tau(f_2) &\geq 2 - 2P & (5) \\ \tau(f_1) - \tau(f_4) &\geq 1 - 1P & (6) \end{aligned}$$

- (c) (3 points) Assuming unlimited resources, determine the smallest feasible iteration interval  $P_{min}$ . Justify your solution.

**Sample solution:**

Based on the previous system of inequalities:

there are certain rules for inequations:  $T_i$  are terms

$T_1 < T_2$  and  $T_3 < T_4 \Rightarrow T_1 + T_3 < T_2 + T_4$

because what is added on the left site is always smaller then what is added on the right site, the inequation still holds / can't become false, the one line here can't catch up with the over line because the one line has it's own inequations that forces it to be smaller.

$$\begin{aligned} (1)+(3)+(6) &\Rightarrow 0 \geq 1 + 2 + 1 - P \Rightarrow P \geq 4 \\ (1)+(2)+(4)+(6) &\Rightarrow 0 \geq 1 + 2 + 1 - P \Rightarrow P \geq 5 \\ (1)+(5) &\Rightarrow 0 \geq 1 + 2 - 2P \Rightarrow P \geq \frac{3}{2} \end{aligned}$$

Hence,  $P_{min} = 5$ .

time bar

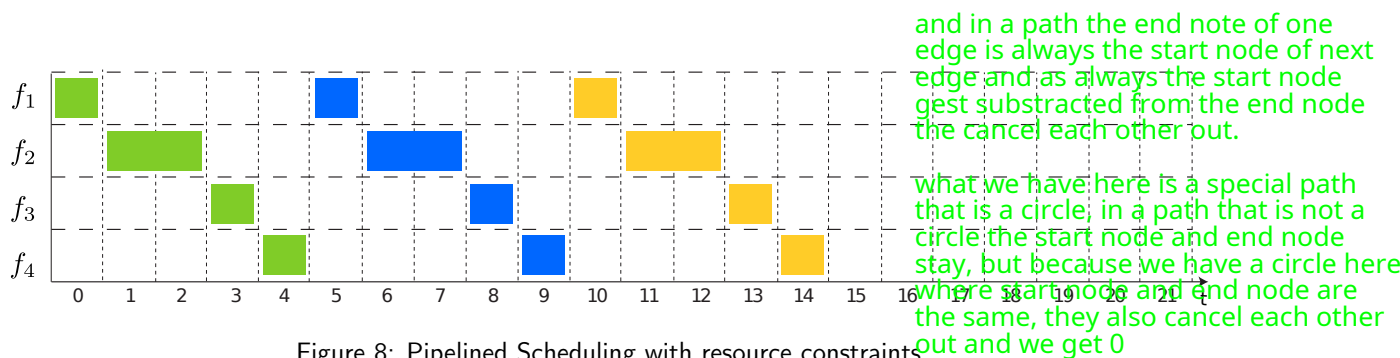
we take all paths or rather circles that use a edge back, because that's what determines the distance between two iterations

if we would proceed like a algorithm we just find alls circles where some edge back ist used even though for 1, 3, 6 we can already that it till have to compute 2 and ones edge to compute. 2. 4. 6 uses

- (d) (3 points) Now assume that, there are only **one** multiplier to compute  $f_2$  and  $f_4$  available. First, depict a pipelined scheduling in Figure 8 under this resource constraint with a predefined minimal iteration interval  $P = 5$ . Then, indicate the latency  $L$  of the schedule. Draw **three** consecutive iterations, and mark different iterations clearly, e.g. with different colors, different textures, or different numbers.

$$L = 5 \quad 1 + 2 + 1 + 1$$

we get zero because we always have the situation for a edge that is discribed by those inequations that the start node gets substracted from the end node



and in a path the end note of one edge is always the start node of next edge and as always the start node gest substracted from the end node the cancel each other out.

what we have here is a special path that is a circle, in a path that is not a circle the start node and end node stay, but because we have a circle here where start node and end node are the same, they also cancel each other out and we get 0

- (e) (2 points) Can the latency of a schedule given the marked graph be decreased by using an unlimited number of adders and multipliers? Explain why?

No, because the outputs of the adders depend on each other.

example: following the constraints / conditions  $f_3$  ends when  $f_4$  just starts. There's no possibility overlap in time possible where something could be parallized.