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## Ch5 note

## p5-1~p5-12 note

- 1. 同個hyperplane為相同執行順序
- 2. 同個projection為同樣一顆processor
- 3. normal vector (\$\vec{s}\$) 垂直於hyperplane, length由DG維度決定
- 4. components of the scheduling vector \$\vec{s}\$ must be co-prime(互質)
- 5. schedule of node  $i = inner product of \leq s$  & i
- 6. nodes on the same hyperplane should not be assigned to the same processor to preserve computing parallelism
- Observe partial ordering(precedence relation)
- \$ \vec{s^t} \cdot \vec{e} \geq 0\$ for all \$\vec{e}\$ (單位向量)
- Preserve parallelism \$\vec{s^t} \cdot \vec{d} \neq 0\$ for projection vector \$\vec{d}\$
- 7. Type of schedules
- default schedule => \$\vec{s} = \vec{d}\$
- Resursion schdule => \$\vec{s}\$ is parallel to one of axis in the index space of the DG, usually the recursion direction
- Systolic schedule => at least one delay on each edge of SFG
- 8. example 在講義5-9~5-11
- pipeline period \$\alpha = \vec{s^t} \cdot \vec{d}\$ (number of clock cycles between two successive computations)

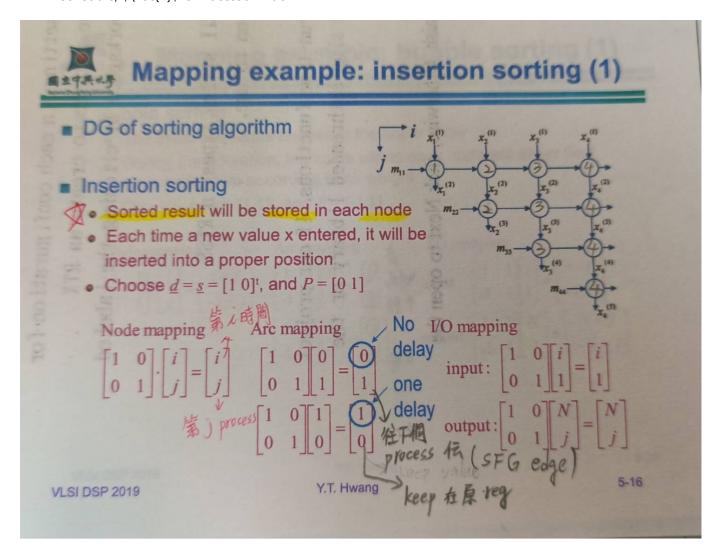
## P5-13~

- 1. \$ \vec{P}\$ is the processor basis or processor allocation matrix, and their dim is (N-1) \* N(N is DG dimension)
- spatial mapping
- \$ P \cdot \vec{e} = 0 \$ where d is projection vector
- process index n = \$ P \cdot \vec{i}\$
- 2. Timing mapping
- time index t = \$ \vec{s^t} \cdot \vec{i}, \vec{s^t}\$ is the scheduling vector
- 3. Transfer matrix is  $T = \left[ \sum_{s=1}^{s} \right]$
- 4. Mapping procedures
- Node mapping \$\begin{bmatrix} \vec{t(\vec{i})} \ \vec{n} \end{bmatrix} = \begin{bmatrix} \vec{s^t} \ P \end{bmatrix} \cdot \begin{bmatrix} \vec{i} \end{bmatrix}\$ , \$\vec{i}\$ is DG node, \$t(\vec{i})\$ is schedule, \$\vec{n}\$ is Processor index

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Arc mapping \$\begin{bmatrix} \vec{D(\vec{e})} \ \vec{e} \end{bmatrix} = \begin{bmatrix} \vec{s^t} \ P \end{bmatrix} \cdot \begin{bmatrix} \vec{a} \end{bmatrix}\$, \$\vec{a}\$ is DG arc, \$D(\vec{e})\$ is edge delay, \$\vec{e}\$ is SFG edge

• IO mapping \$\begin{bmatrix} \vec{t(\vec{c})} \ \vec{n} \end{bmatrix} = \begin{bmatrix} \vec{s^t} \ P \end{bmatrix} \cdot \begin{bmatrix} \vec{c} \end{bmatrix}\$, \$\vec{c}\$ is I/O node, \$t(\vec{c})\$ is schedule, \$\vec{n}\$ is Processor index



## Ref

[1] 如何在 Markdown 輸入數學公式及符號