

# HW6 Retiming, Unfolding and Folding

## VLSI DSP HW6

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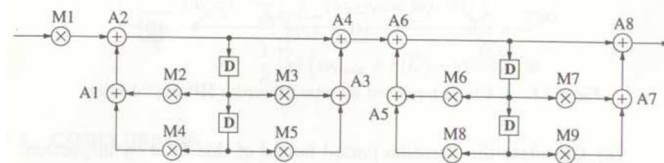
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## I. Problem & Solutions

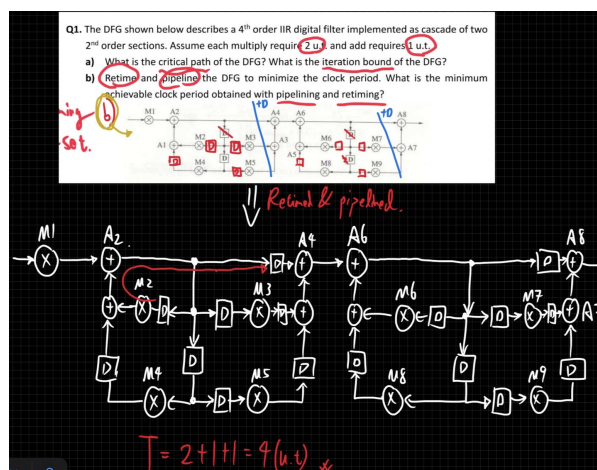
### Q1

**Q1.** The DFG shown below describes a 4<sup>th</sup> order IIR digital filter implemented as cascade of two 2<sup>nd</sup> order sections. Assume each multiply require 2 u.t. and add requires 1 u.t.

- a) What is the critical path of the DFG? What is the iteration bound of the DFG?
- b) Retime and pipeline the DFG to minimize the clock period. What is the minimum achievable clock period obtained with pipelining and retiming?

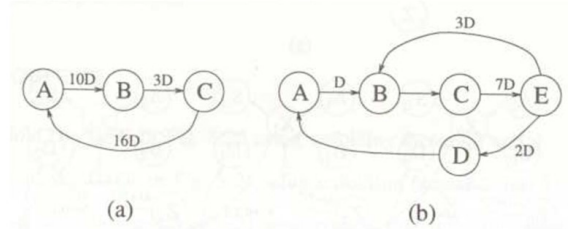


- Remember that you can do retiming and pipelining, not just simply perform pipelining. The concept of pipelining feedforward cutsets and retiming feedback cutset is important.
- The art of retiming means moving the delays around the circuit, remember to draw out the retiming contour to ensure that you are doing the correct retiming.



## Q2

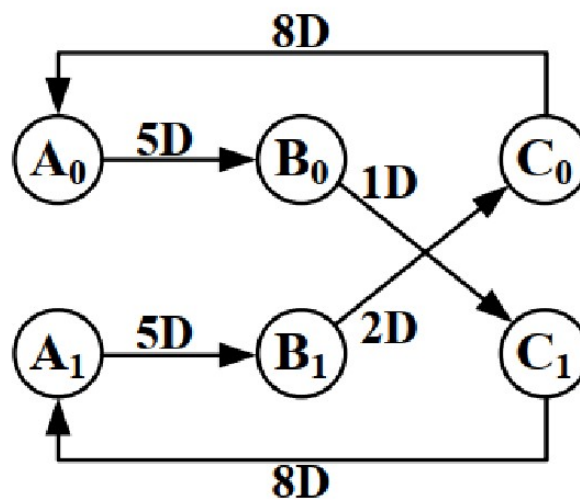
Q2. Unfold the DFG shown below using unfolding factors 2 and 5



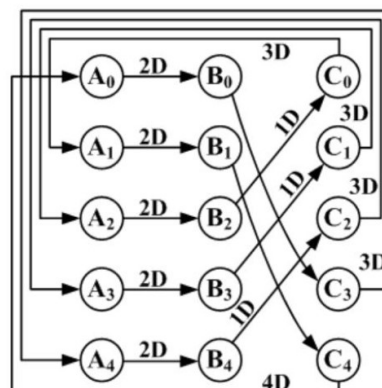
### ■ Unfolding algorithm

- For each node  $U$  in the original DFG, draw  $J$  nodes  $U_0, U_1, \dots, U_{J-1}$
- For each edge  $U \rightarrow V$  with  $w$  delays in the original DFG, draw the  $J$  edges  $U_i \rightarrow V_{(i+w) \% J}$  with  $\left\lfloor \frac{i+w}{J} \right\rfloor$  delays for  $i=0, 1, \dots, J-1$

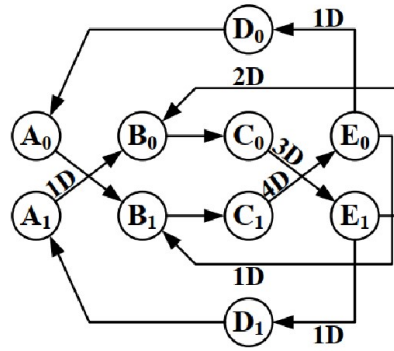
a)  $J=2$



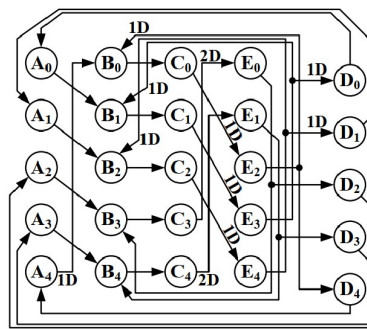
a)  $J=5$



b)  $J=2$



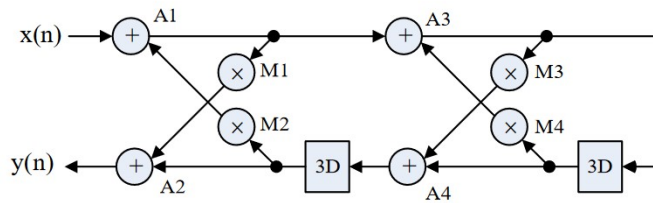
b)  $J=5$



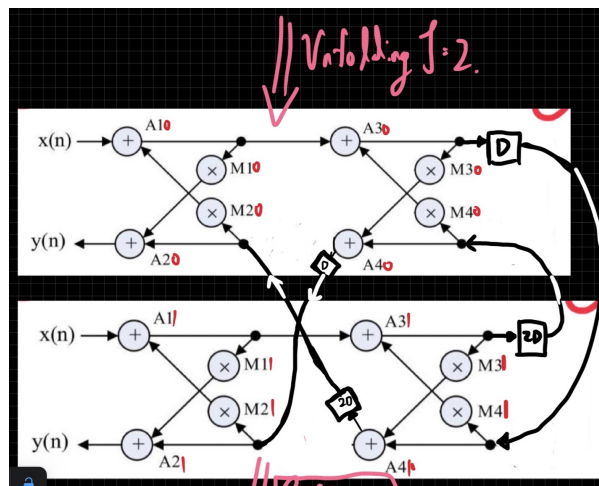
- Unfolding algorithm can be used to achieve the minimal Sampling period, the iteration bound however cannot be changed using unfolding.
- If the iteration bound of the circuit is not an integer, unfolding the circuit might help achieve the minimal sampling period at the cost of more HWs.
- Dummy nodes can be added to simplify the process of Unfolding a circuit.

## Q3

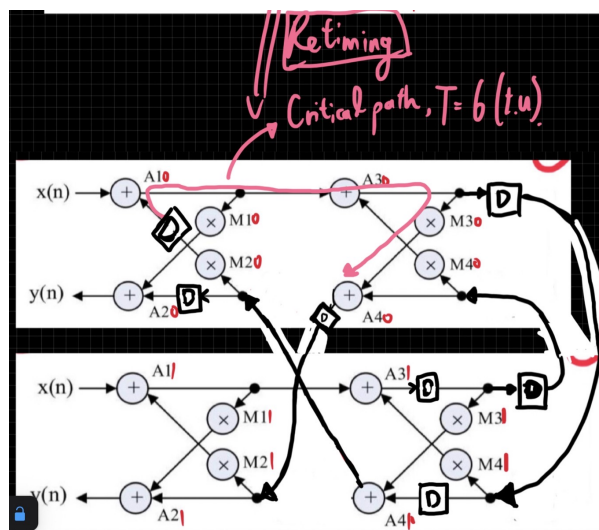
**Q3.** For the DFG shown below, assume the computing times of multiplier and adder are 3 u.t. and 1 u.t., respectively. Unfold the design by a factor of 2 and apply retiming to achieve a critical path delay of 6 u.t..



First perform Unfolding with  $J = 2$

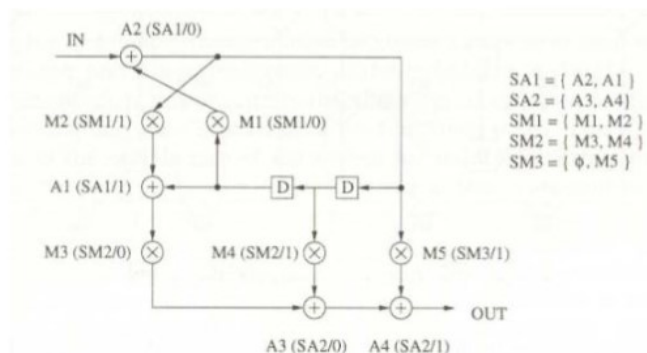


Perform the Retiming to achieve critical path of  $T = 6$



Q4

**Q4.** For the design shown below.



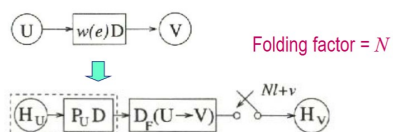
- For a folded design with 5 folding sets (SA1, SA2, SM1, SM2, SM3) and a folding factor equal to 2, verify if this is a valid folding
- If it is not, find a new valid folding design by modifying the folding orders in each set. **Note:** Each folding set has only two possible folding orders. In total, there are 32 possible combinations of folding orders. You may write a program to enumerate all 32 possible combinations and check if any of them are valid.
- In case, you cannot identify any valid combinations of folding orders in (b), perform retiming first followed by folding
- Derive your folded design without register minimization based on the folding obtained in (b) or (c). You need to draw the folded circuit design.
- Repeat (d) using the forward backward register allocation scheme to minimize the register usage. **Note:** you need to show the derivation details, e.g. life time chart, register allocation table, and so on.

- Preliminary

- Consider a DFG
- An edge  $e$  connecting nodes  $U$  and  $V$  with  $w(e)$  delays
- Executions of the  $l$ -th iterations of  $U$  and  $V$  at time units  $Nl+u$  and  $Nl+v$
- $u$  and  $v$ : folding orders and  $0 \leq u, v \leq N-1$
- $N$ : folding factor, the number of operations folded to a single function unit
- $H_U$  and  $H_V$ : function units to execute nodes  $U$  and  $V$
- $H_U$  is pipelined by  $P_U$  stages

- Folding an edge

- $U \xrightarrow{e} V$  has  $w(e)$  delays
- $l$ -th iteration of node  $U$  is available at time  $Nl + u + P_U$
- Generated data is used by the  $(l + w(e))$ -th iteration of  $V$
- The result must be stored for
- $D_e(U \xrightarrow{e} V) = [N(l + w(e)) + v] - [Nl + P_U + u] = Nw(e) - P_U + v - u$



a)

a)

$D_F(i \rightarrow j)$	$N_w(e) - P_U + v - w$	
$1 \rightarrow 3$	$2 \cdot 0 - 0 + 1 - 0$	1
$1 \rightarrow 7$	$2 \cdot 0 - 0 + 1 - 0$	1
$2 \rightarrow 1$	$2 \cdot 0 - 0 + 0 - 0$	0
$3 \rightarrow 4$	$2 \cdot 0 - 0 + 1 - 1$	0
$4 \rightarrow 5$	$2 \cdot 0 - 0 + 0 - 1$	-1
$5 \rightarrow 8$	$2 \cdot 0 - 0 + 0 - 0$	0
$6 \rightarrow 8$	$2 \cdot 0 - 0 + 0 - 1$	-1
$8 \rightarrow 9$	$2 \cdot 0 - 0 + 1 - 0$	1
$7 \rightarrow 9$	$2 \cdot 0 - 0 + 1 - 1$	0
$1 \rightarrow 6$	$2 \cdot 1 - 0 + 1 - 0$	3
$1 \rightarrow 4$	$2 \cdot 2 - 0 + 1 - 0$	5
$1 \rightarrow 2$	$2 \cdot 2 - 0 + 0 - 0$	4

Invalid

b)

- By high level programming language, we can verify that all the permutations of the folding set is not valid.



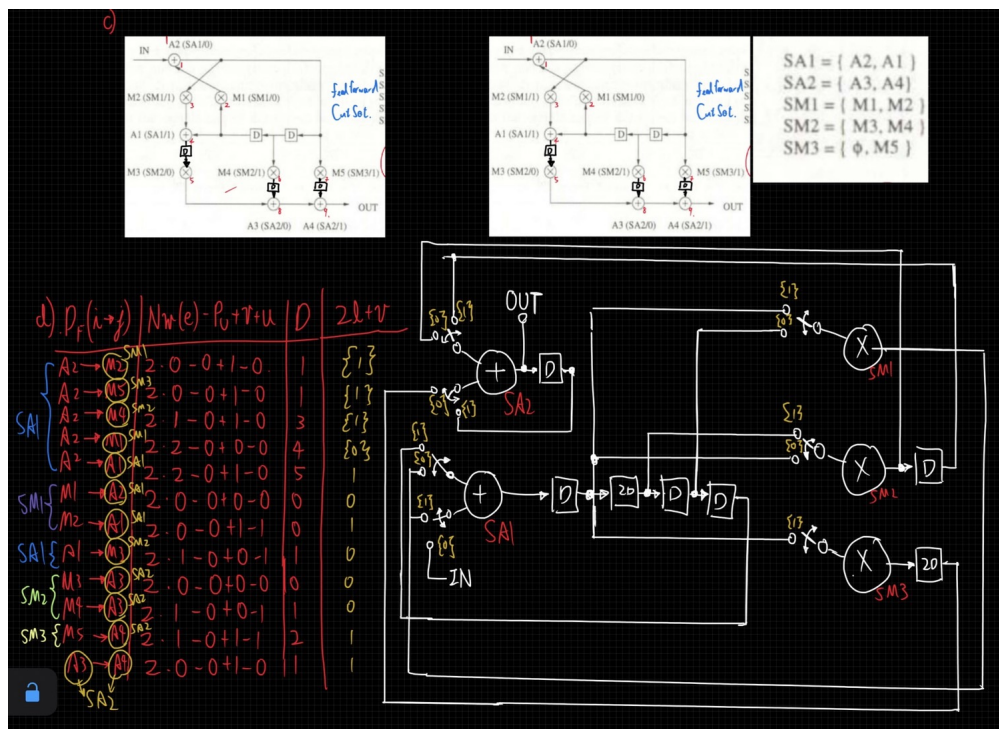
c) d)

## Goal

- To synthesize control circuits in folded architectures with minimum number of registers

## Procedures

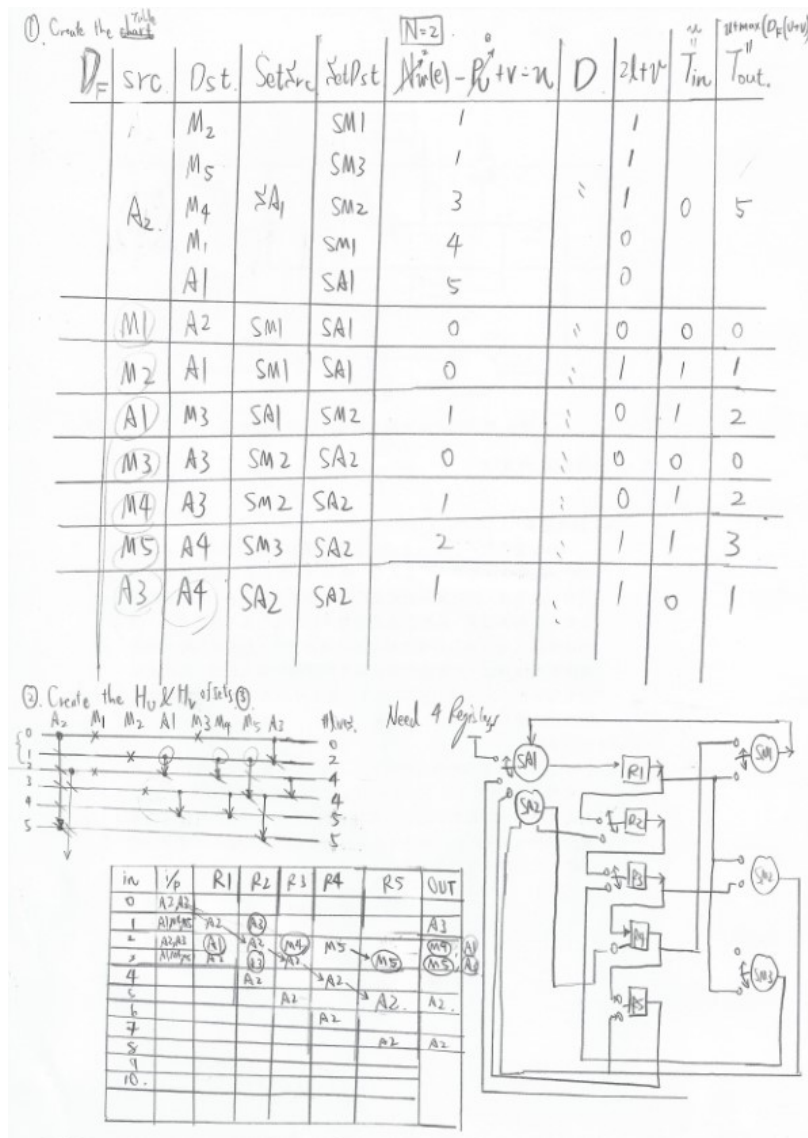
- Perform retiming for folding
- Write folding equations
- Use the folding equations to construct a lifetime table
- Draw the lifetime chart and determine the required number of registers
- Perform forward-backward register allocation
- Draw the folded architecture that uses the minimum number of registers



e)

### Construct a lifetime table

- Each a node with lifetime ( $T_{input} \rightarrow T_{output}$ ) corresponds to an entry in the lifetime table
- $T_{input} : u$  (folding order) +  $P_U$  (# of pipelining stages of the function unit)
- $T_{output} : u + P_U + \max_V \{D_F(U \rightarrow V)\}$
- For node 1, folding order is 3, adder's  $P_U$  is 1  $\Rightarrow T_{input} = 3 + 1 = 4$
- $T_{output} = u + P_U + \max_V \{D_F(U \rightarrow V)\} = 3 + 1 + \max \{1, 0, 2, 3, 5\} = 9$





## Note

1. While doing register minimization, remember to mark the Src Node, Destination node and their correspondent sets to simplify the operations of mapping.
2. Remember where the input and output ports are.
3. Switches are switche in time instance  $Nl+v$
4. Tin and Tout might varies in different architecture.
5. When drawing the linear lifetime table, remember to draw until the next iteration starts to overlap with the past data.

## II. References

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- [1] [UMN EE-5329 VLSI Signal Processing Lecture-11 \(Spring 2019\),Folding Transformation of Data flow Graph , Prof. Keshab Parhi](#)
- [2] [UMN EE-5329 VLSI Signal Processing Lecture-10 \(Spring 2019\), , Unfolding of Data-Flow Graphs with Switches and Digit-Serial Design , Prof. Keshab Parhi](#)
- [3] [VLSI DSP 2023, Lecture Handouts, Ch8 Folding 8-5 ~ 8-38, Y.T Hwang](#)
- [4] [VLSI DSP 2023, Lecture Handouts, Ch6 Unfolding 7-4, Y.T Hwang](#)