

Design of Low Power MPSoC Architecture using D-R Method

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ABSTRACT

In this work, static re-configuration allocates time period for an application as well as dynamic re-configuration termed as processing time re-configuration utilizes a dynamic allocation scheme that reallocates hardware at processing time. The benefits of static reconfiguration are remained, and we can achieve an efficient trade-off between time and space. There are two different memories that use the dynamic re-configurable systems. However, implement run-time reconfiguration onto a single context device, the different full memory should be combined to layers within the configuration memory, and each layer is switched inner and outer layer of the FPGA as needed. Mostly, the benchmark performs unique tasks executed by large number of con-current threads.

Keywords: MPSoC, Low power Design, Wireless communication, Dynamic Allocation.

1. INTRODUCTION

1.1 Mobile Processor (MP)

Mobile Processor has developed as significant class of VLSI systems [1-4]. Reliability is a developing important challenge in the multiprocessor Systems-on-Chip design. MP represents vital and distinct multiprocessors in branch to complete the necessities of embedded applications uniquely. MP has been in production for higher than multicore processors. Multiprocessor system-on-chip platform gives the high-level of adaptability, performance, reliability and energy efficiency.

The main blocks of the System-on-Chip are: the processing elements responsible for executing the applications, the on-chip memories responsible for storing the application data and instructions, generally, the on-chip interconnect structure responsible for linking the processing elements with the memories and the I/O components.

The tasks are performed on PEs. Based on the type of PEs, two varieties of MP are distinguished:

- Heterogeneous MP which is composed of different types of PEs designed to perform their specific tasks (dedicated accelerators).
- Homogeneous MP which are composed of one type of PE instantiated multiple times where all the elements necessary for the particular application are embedded inside the PE.

Comparing both MP heterogeneous MP0 provide good energy efficiency and performance. Heterogeneous MP target high-performance applications with low-power requirements. Microprocessor architectures may be shown, without loss of common factors, as a part of processing components or nodes which share through a communication loop. Hence, Intermediate nodes may be either software or hardware. Software nodes are having sub systems that should be programmable include one or more common processing unit. Several king of processing unit may be used for the variable sub-systems to realize different components. In order to the architectures, the software part of a hardware node generally includes excess components to raise communication [8-10]. This may varies from easiest bus arbitration to useful memory and parallel Input and Output architectures.

1.2 Optical reconfigurable logic block –Dynamic layer

A functional block diagram of an OR logic block of the VLSI chip modeled as DORGA is presented in below Figure. The Input/Output signals from the switching matrices are applied through some wiring channel and optically reconfigurable Input/output blocks are switched to LUTs through large number of multiplexers [7-12]. Each and every OR logic block consists of two 4-input 1 output look-up tables, 10 multiplexers, 12 tri-state buffers, and 2 delay-type flip-flops with a RS function. The I/O signals from the wiring channel are applied through some switching matrices and wiring channels from optically reconfigurable Input/output blocks are transferred to LUTs through eight multiplexers [7-9]. The Look up Tables are used for executing Boolean laws [5-6]. The results of a Look-up-Tables and of a delay type flip-flop are merged to the Look-up-Tables are merged to a multiplexer.

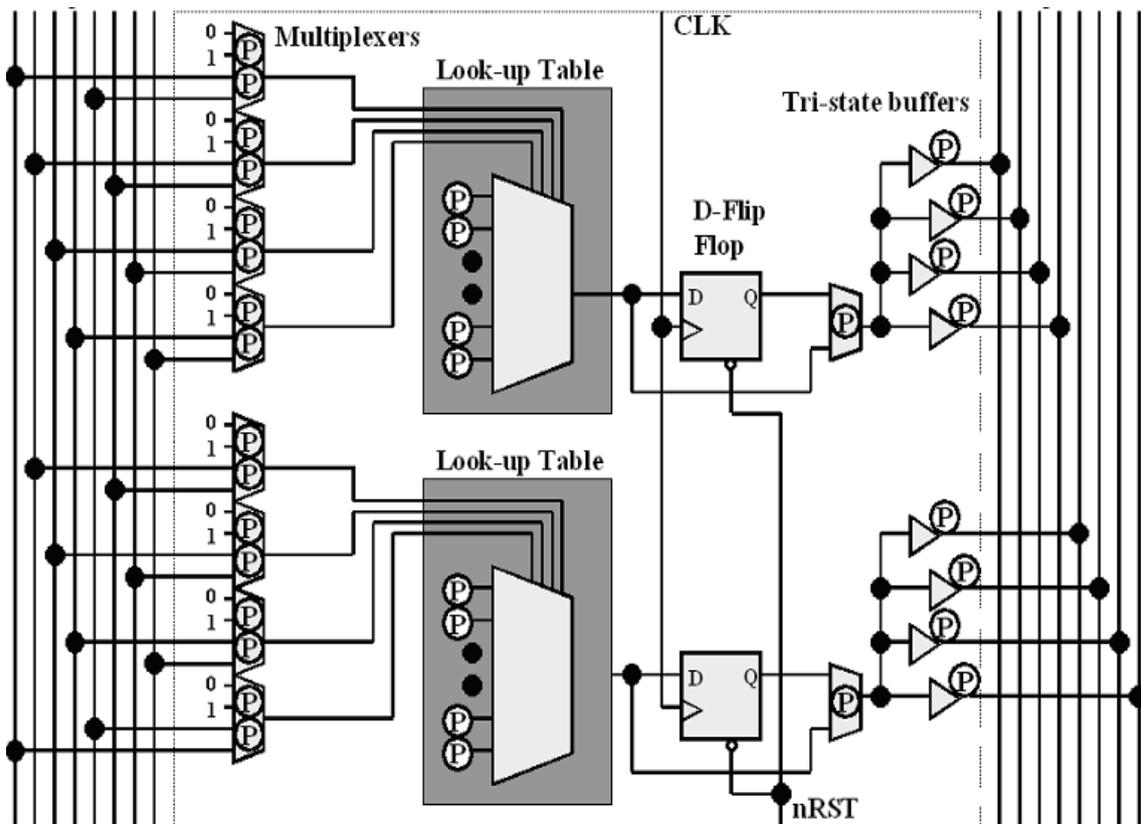


Figure.1 Basic Blocks of an Optically re-configurable block.

The both combinational as well as sequential circuit can be locked by changing the multiplexers in the Field Programmable Gate Arrays. Lastly, outputs of the multiplexers are merged to the channels again through large numbers of 3 state buffers. Hence, each Four-input 1-output Look up Tables, multiplexer, and tri-state buffer has 16 photo-diodes, 3 photodiodes, and 1 photodiode, respectively. To execute the circuit clock by clock simultaneously re-configurable devices are essential. From the recent VLSI development, dynamic realization of faster re-configuration and narrow reconfiguration contexts is not possible.

1.3 Look-up-Tables

A Look-up-Tables is the main key factor in our work, it used to reduce power and area. Generally, simple sign-bit exclusion, the Look-Up-Table size is minimized by part at the cost of a principle area overhead. The

Look-up-Tables are used for executing Boolean laws. The final outputs of an Look-up-Tables and delay type flip-flop connected to the Look-up-Tables are connected to a multiplexer.

1.4 Re-configurable RAM

- Here, Static re-configuration plays important and most common used methods for executing applications with re-configurable logic.
- Reconfigurable RAM changes the hardware at very slow rate

2. SIMULATION RESULTS

Area – Proposed Work (294 slices)

Base_Work Project Status (03/18/2017 - 11:33:30)			
Project File:	VER_4.xise	Parser Errors:	No Errors
Module Name:	Proposed_work	Implementation State:	Synthesized
Target Device:	xc6vx75t-3ff484	Errors:	No Errors
Product Version:	ISE 12.1	Warnings:	59 Warnings (59 new)
Design Goal:	Balanced	Routing Results:	
Design Strategy:	Xilinx Default (unlocked)	Timing Constraints:	
Environment:	System Settings	Final Timing Score:	

Device Utilization Summary (estimated values)			
Logic Utilization	Used	Available	Utilization
Number of Slice Registers	294	93120	0%
Number of Slice LUTs	439	46560	0%
Number of fully used LUT-FF pairs	237	496	47%
Number of bonded IOBs	172	240	71%
Number of BUFG/BUFGCTRLs	2	32	6%
Number of DSP48E1s	3	288	1%

Proposed Work-Speed 340.530MHz

No asynchronous control signals found in this design

Timing Summary:

Speed Grade: -3

Minimum period: 2.937ns (Maximum Frequency: 340.530MHz)
Minimum input arrival time before clock: 1.901ns
Maximum output required time after clock: 4.704ns
Maximum combinational path delay: 7.320ns

Timing Details:

All values displayed in nanoseconds (ns)

Timing constraint: Default period analysis for Clock 'clk_in'
Clock period: 2.937ns (frequency: 340.530MHz)
Total number of paths / destination ports: 11015 / 471

Delay: 1.468ns (Levels of Logic = 3)
Source: U2/pr1_in_2 (FF)
Destination: U2/state_1 (FF)
Source Clock: clk_in falling
Destination Clock: clk_in rising

In this work, the performance of area, speed and latency improved in the proposed work compare with the existing base work with an architectural level changes in the functional block diagram. Here, overall areas used as 294 slices and speed utilization is about 340.53MHz.

3. CONCLUSION

In this system, we presented a innovative class of MP architecture in which hardware accelerators are shared between processors in such a way to reduce system cost and increase performance. Experimental results have demonstrated that with MP it is possible to obtain the same performance with less logic elements than with MP architecture. In this work, the unique area on the FPGA are shared between cores to implement multiple patterns used for various applications. As future works, we plan to evaluate our dynamically reconfigurable MP MILP model on multithreaded parallel benchmarks.

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