



Exploring ILP for VLIW architecture by Quantified Modeling and Dynamic Programming-based Instruction Scheduling

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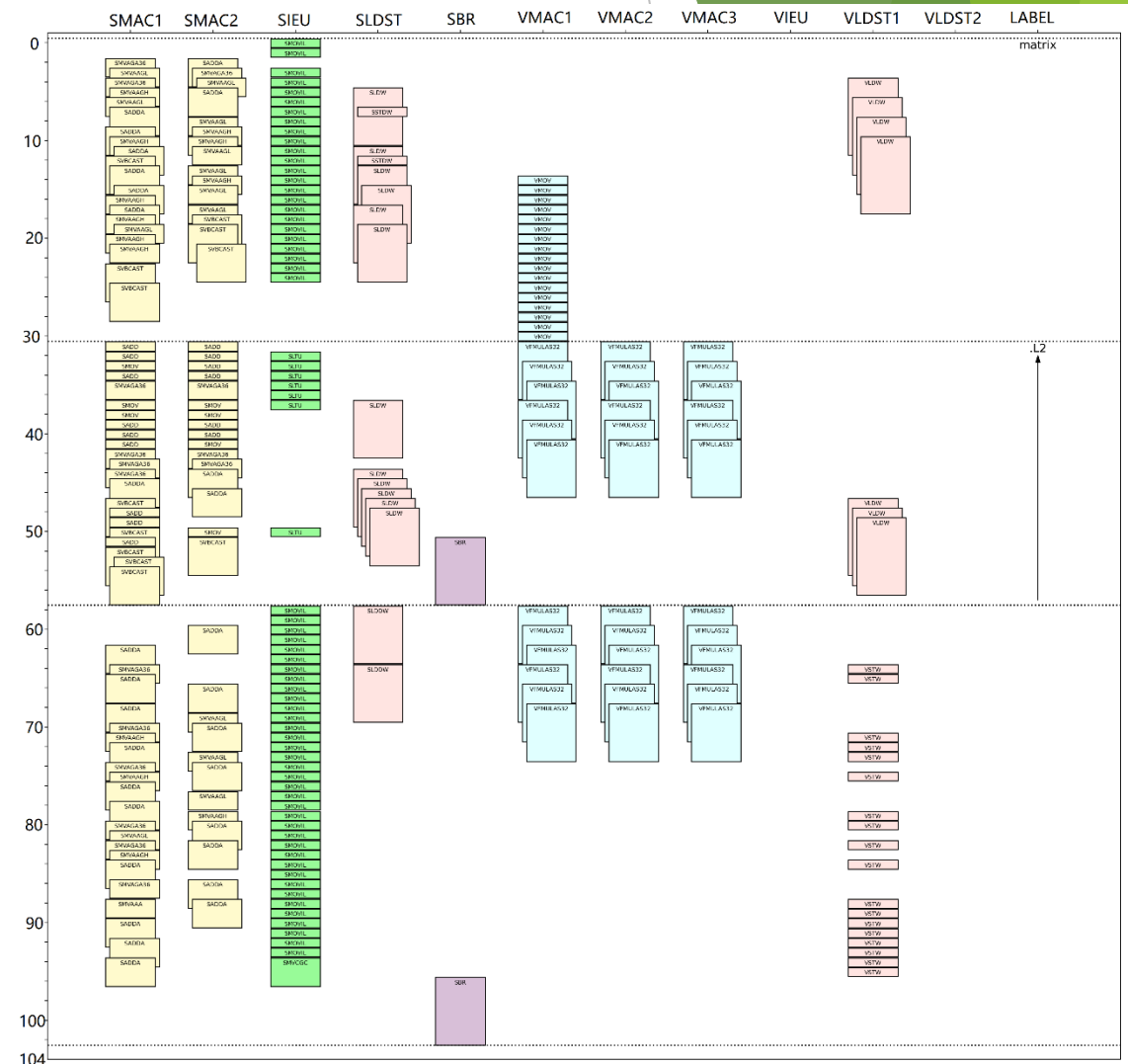
PART 1

Introduction

1.1 Background

- VLIW architecture is widely adopted in dedicated processors
- The performance of VLIW processors is getting higher and higher

LS solution



1.1 Background

- **Disadvantage:**

- ▶ LS algorithms make a decision from the feasible solutions in a **local view**
- ▶ The efficiency of the final solution is **unpredictable**

	LS (list scheduling)	DP (dynamic programming)
Searching space	Local view	Global view
Goal	Feasible solution	Optimal solution
Time overhead	Low	low
Space Complexity	Low	High

1.2 Motivation

- Propose a dynamic programming based strategy (**DPS**) to make a trade-off
- Achieve a high **efficiency** scheduling solution within acceptable **time overhead**
- Construct a quantifiable model for the instruction scheduling problem and get a theoretical **upper bound** of efficiency

PART 2

Method

2.1 ● Objective:

$$\min(T) = \min(\max(\sum_{q=0}^{T_0-1} (1 - \sum_{t=0}^q X_{i,t}^f) + C_i))$$

● Constraints:

$$\sum_{f=0}^{m-1} \sum_{t=0}^{T_0-1} X_{i,t}^f = 1 \quad (\forall I_i \in I) \quad (1)$$

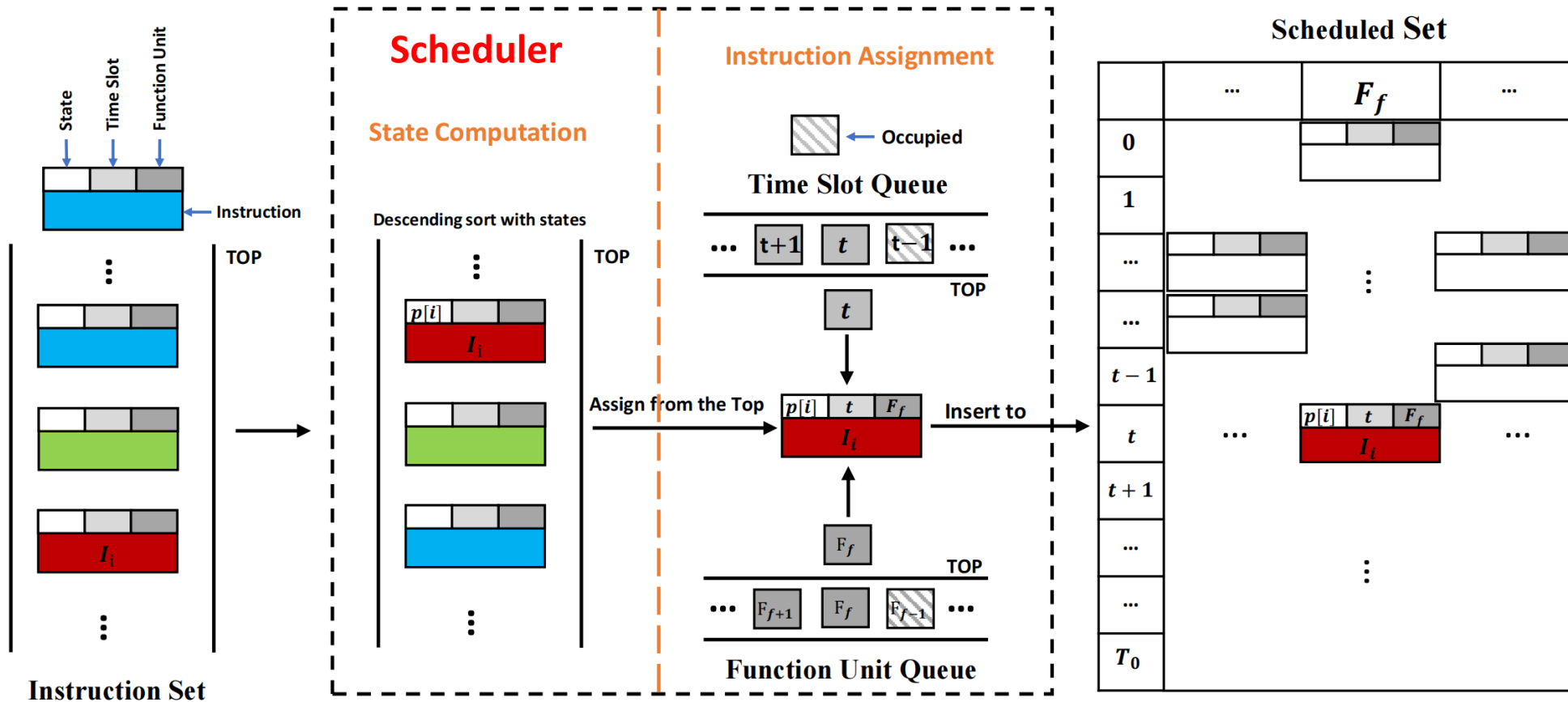
$$\sum_{f=0}^{m-1} \sum_{t=0}^{T_0-1} Y_{i,f} \cdot X_{i,t}^f = 1 \quad (\forall I_i \in I) \quad (2)$$

$$\sum_{i=0}^{n-1} X_{i,t}^f \leq 1 \quad (\forall t \in T, \forall F_f \in F) \quad (3)$$

$$S_i + Edge_{i,l} \leq S_l \quad (I_i, I_l \in I) \quad (4)$$

$I = \{I_0 \dots I_i \dots I_{(n-1)}\}$	Sequence of Instruction
$F = \{F_0 \dots F_f \dots F_{(m-1)}\}$	Sequence of function unit
$T = \{0 \dots t \dots (T_0 -)\}$	Sequence of cycle
$X_{i,t}^f$	Binary variable {0,1}
$Y_{i,f}$	Binary variable {0,1}

2.2 Dynamic Programming-Based Strategy(DPS)



2.2.1 State Computation

Algorithm 1: State Computation

Input: Instructions

Output: States

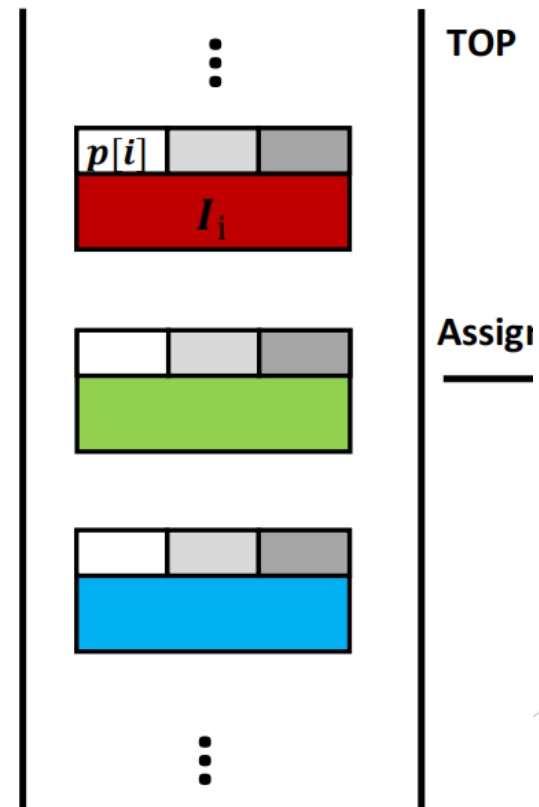
```
1 for  $i \leftarrow 0$  to  $(n - 1)$  do
2   //  $n$  is the number of instructions;
3   if  $chl = 0$  then
4     //  $chl$  is the number of children;
5      $p[i] \leftarrow C_i$ 
6   else
7     for  $j \leftarrow 0$  to  $(chl - 1)$  do
8        $p[i] \leftarrow \max(p[j] + Edge_{i,j}, C_i)$ 
```

$$p[i] = \max(p[j] + Edge_{i,j}, C_i)$$

State Computation

Highest State First

Descending sort with states



2.2.2 Instruction Assignment

Algorithm 2: Pseudocode for DPS Method

Input: A block

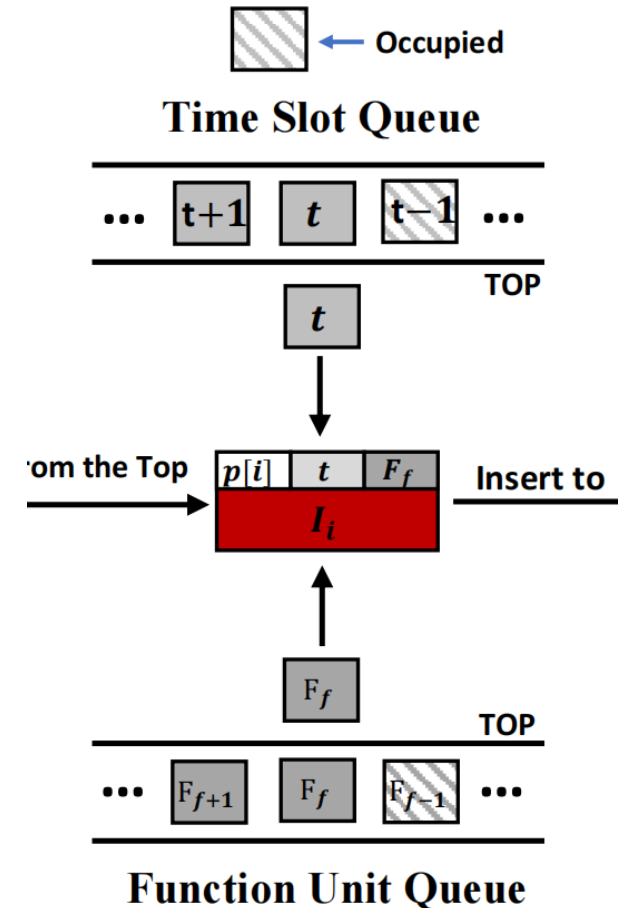
Output: A scheduled block

```

1 Call State Computation //Call for Algorithm 1;
2 for  $i \leftarrow 0$  to  $(n - 1)$  do
3   Pop the highest state instruction  $I_i$ ;
4   for  $t \leftarrow ES_i$  to  $T_0 - 1$  do
5     for  $k \leftarrow 0$  to  $(m - 1)$  do
6       if function unit available then
7         Allocate function unit  $F_f$  and time slot  $t$  for
           instruction  $I_i$ ;
8       else
9         Shift to the next time slot;
10  Update  $ES$  values for all the children;

```

Instruction Assignment



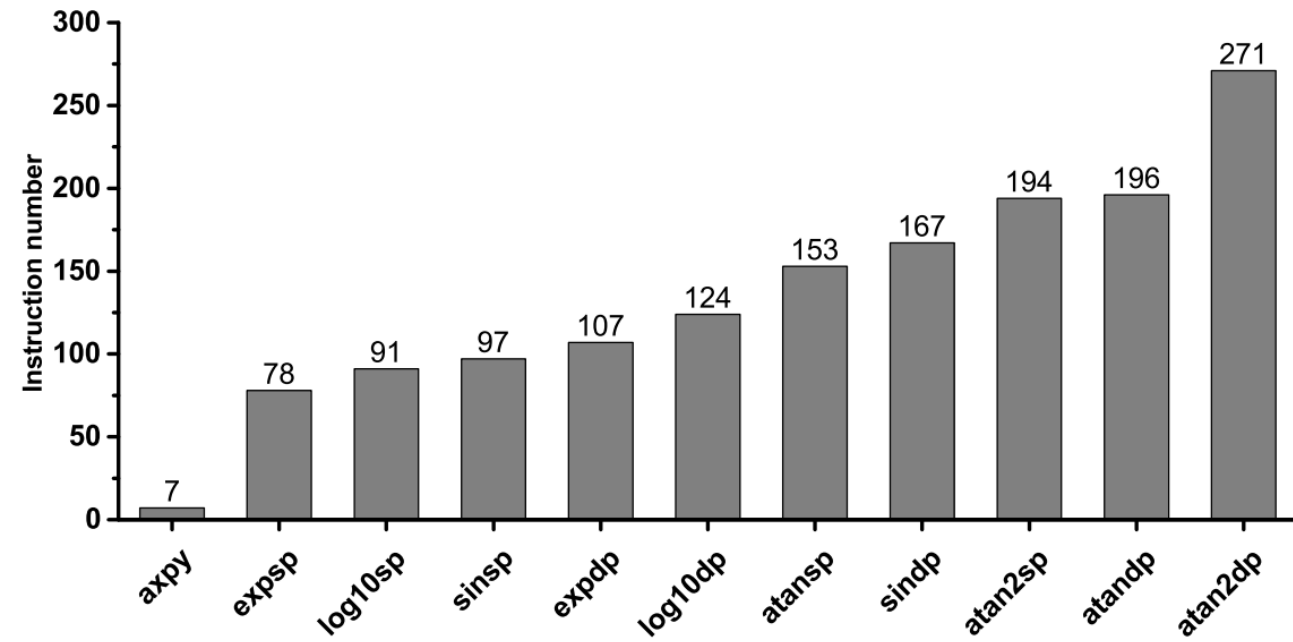
2.3 Experiments

- **Platform:** FT-Matrix DSP
- **Benchmark:** Transcendental Functions
- **BaseLines:** Heterogeneous Earliest Finish Time (HEFT), Critical-Path-Node-Dominant (CPND), and Longest Job First (LJF)

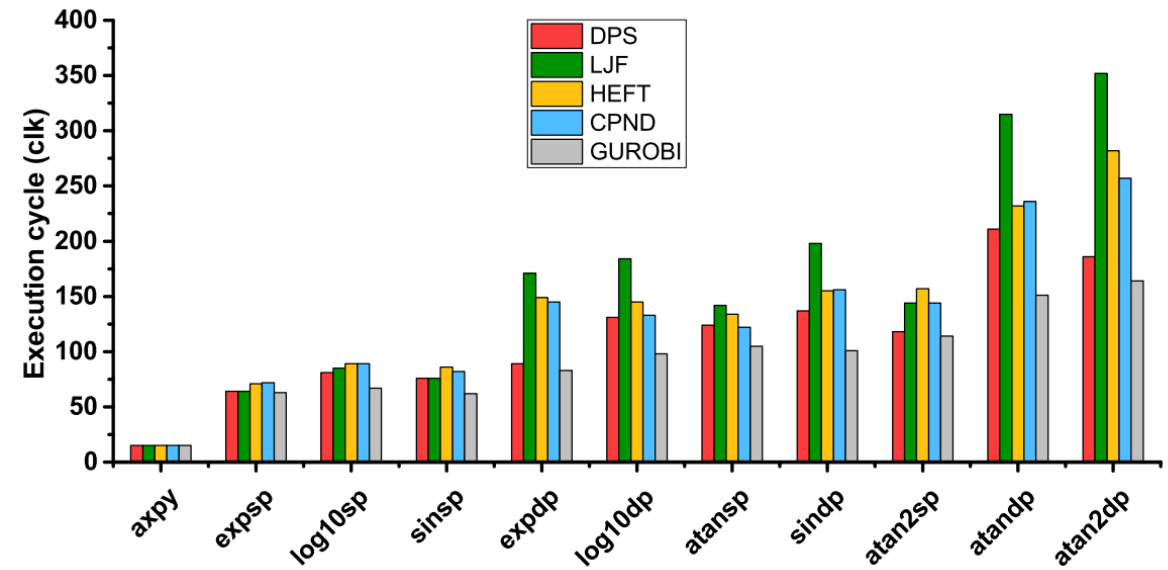
PART 3

Results

3.1 Execution cycle of solutions



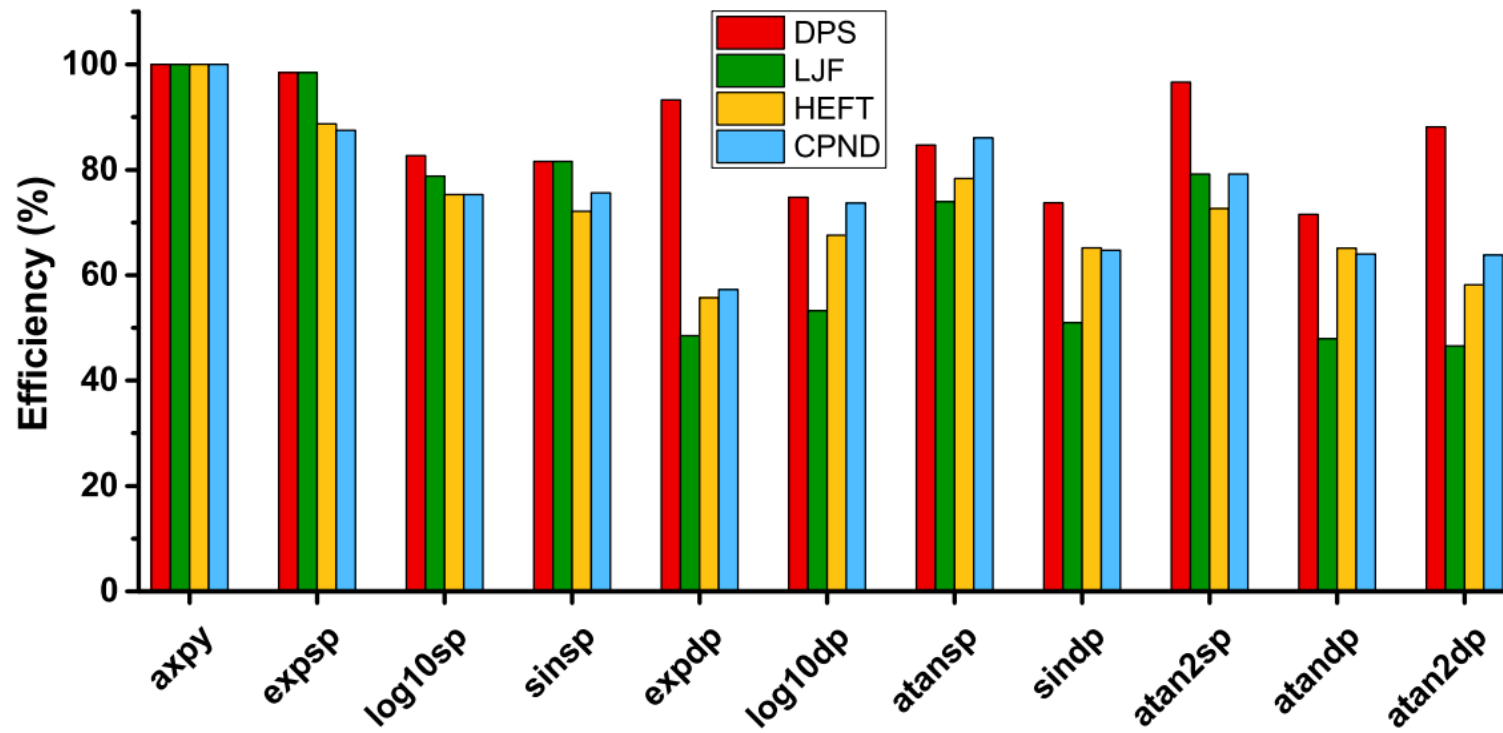
Instruction number of benchmarks



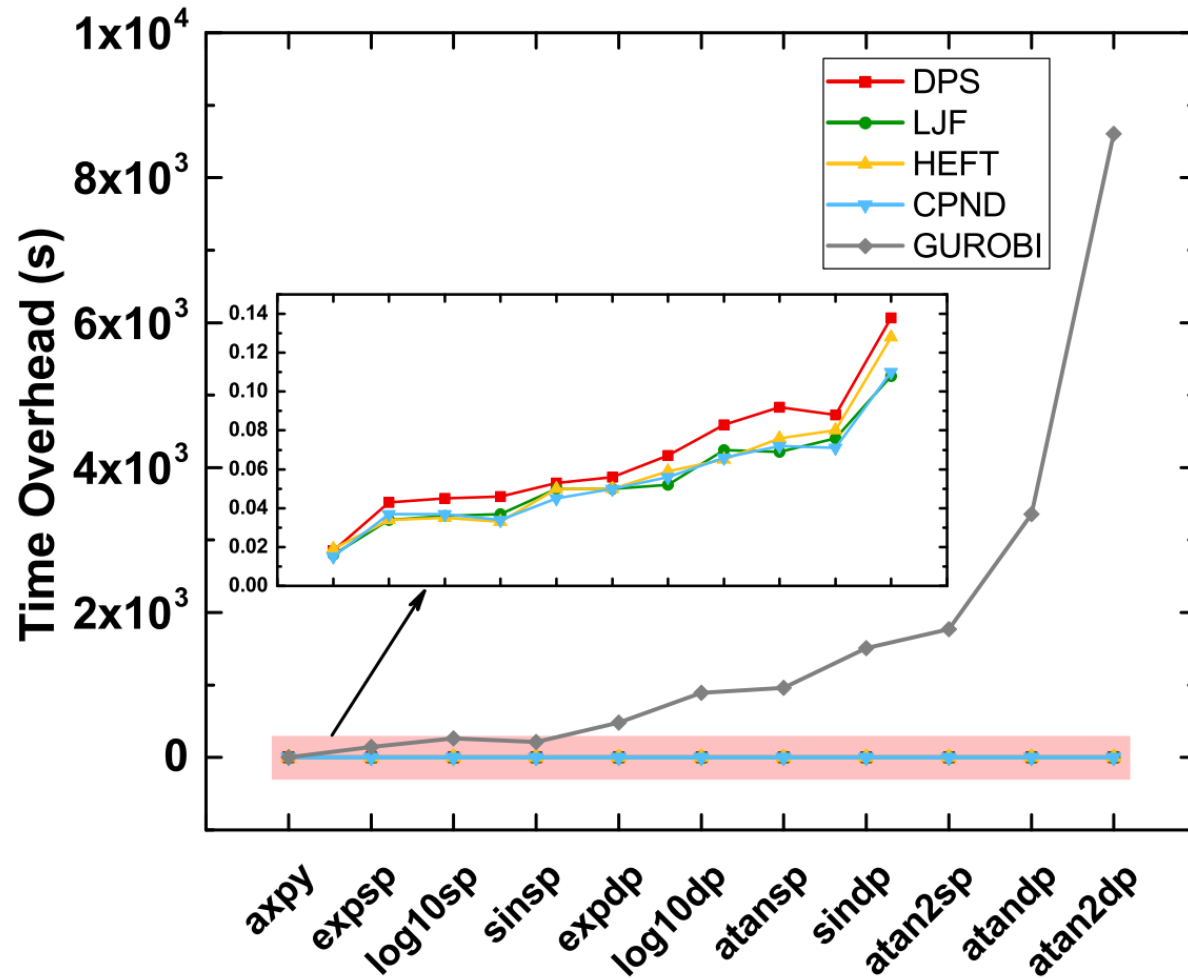
Execution cycle of the benchmarks

3.2 Efficiency

$$\text{Efficiency} = \frac{\text{Execution cycle of GUROBI}}{\text{Execution cycle of the methods}}$$



3.2 Time Overhead



PART 4

Conclusion

4. Conclusion

- The DPS proposed in this work achieves a trade-off between execution and time overhead
- Compared with the three LS algorithms, DPS shows a good scalability and efficiency improvement of up to 44% within acceptable time overhead
- One future work is to explore the optimization space toward the optimal solutions.

Thank you!