

# An Architecture Framework for an Adaptive Extensible Processor

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<https://hdl.handle.net/2324/9164>

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出版情報 : SLRC プレゼンテーション, 2007-07-25. 九州大学システムLSI研究センター  
バージョン :  
権利関係 :

A decorative graphic consisting of a thin yellow circle. A thick black left square bracket is positioned on the left side of the circle, and a thick yellow right square bracket is on the right side. A horizontal bar with a light green-to-white gradient is placed across the middle of the circle, containing the title text.

# An Architecture Framework for an Adaptive Extensible Processor

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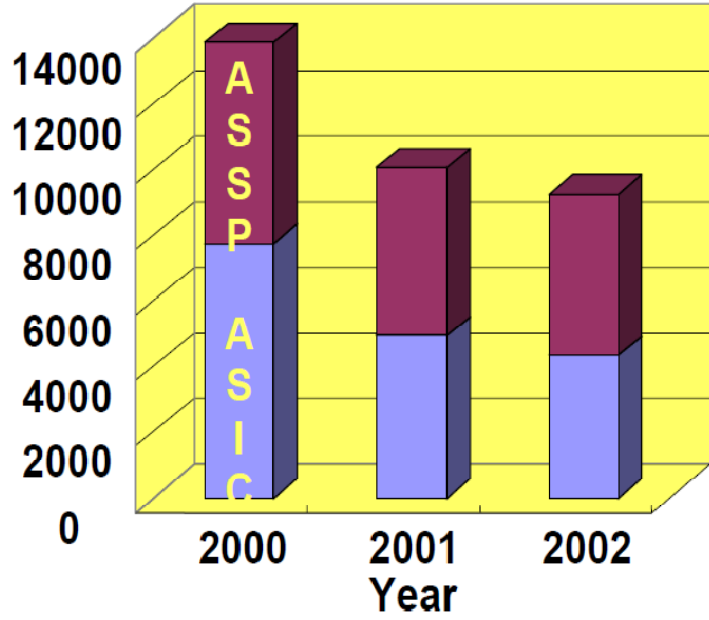
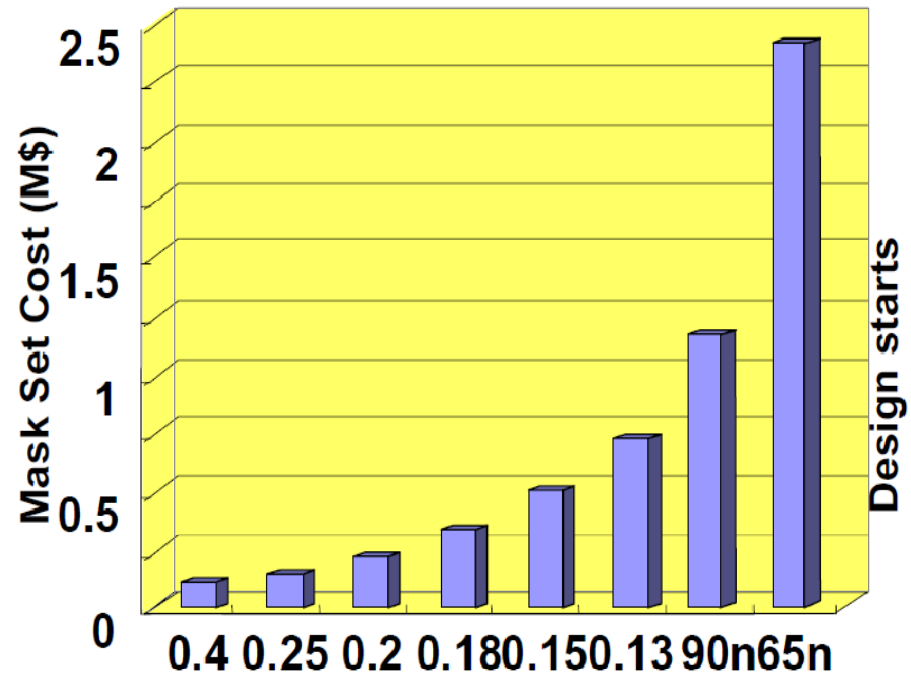
# [Outline]

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- Motivations
- Goal
- An Adaptive Extensible Processor
  - Extensible Processors
  - General Overview of Proposed Architecture
  - Generating Custom Instructions
  - Proposed Reconfigurable Functional Unit
- Evaluation Results

# [ Motivations (1/2) ]

## ■ Exploding NRE Costs

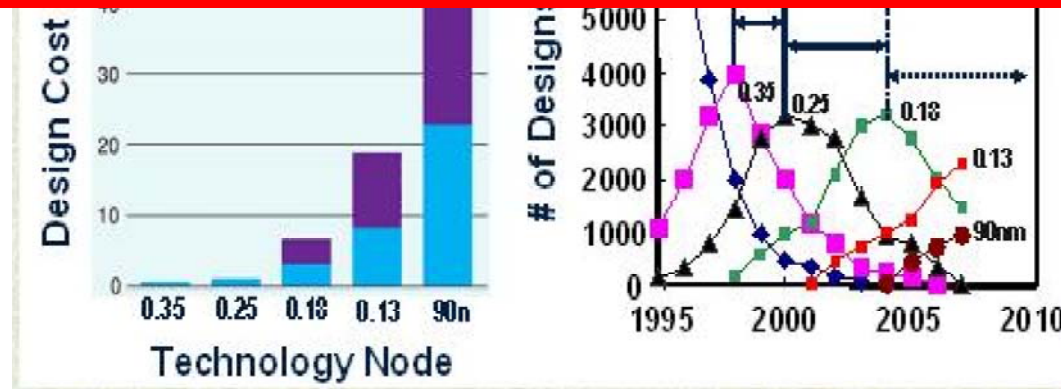


Keynote @ ASP-DAC 2007

# Motivations (2/2)

- Higher design costs due to more complex SoCs
- More complex applications → more computation and
- p
- S

This has led to the quest for a flexible and reusable embedded processor that still must achieve the required performance and energy efficiency levels.



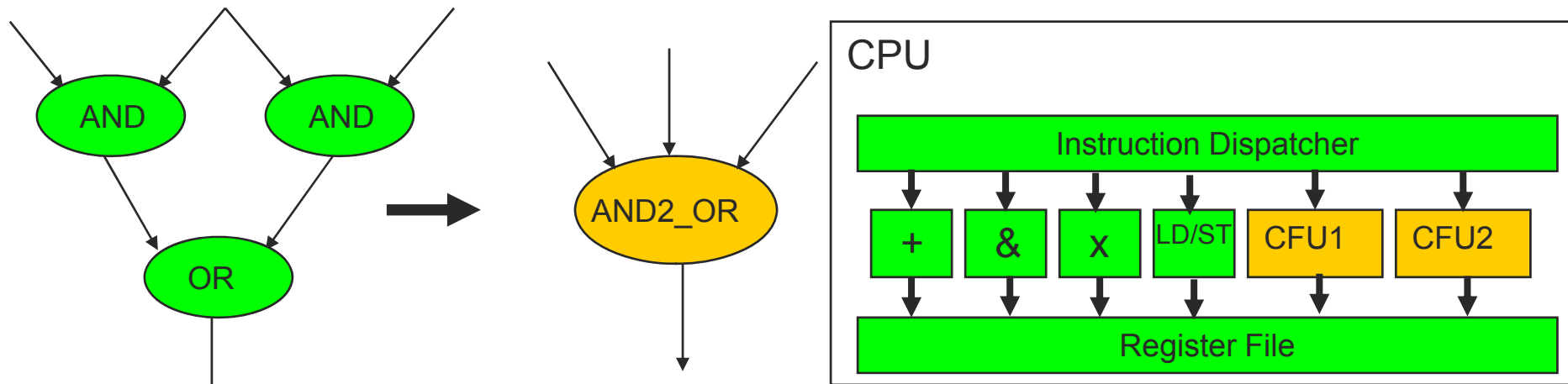
# [ Goal ]

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- Improving the performance and energy efficiency of embedded processors, while maintaining binary compatibility, and flexibility of embedded processors.

# [ An Adaptive Extensible Processor ]

- Introduction to Extensible Processors



LD/ST: Load / Store

CFU: Custom Functional Unit

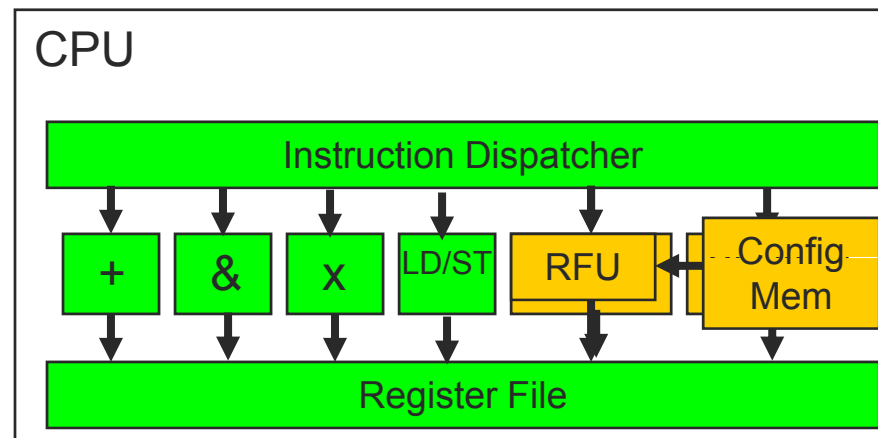
# [ Custom Instructions ]

- Improve performance efficiency
  - Increasing parallelism
  - Reducing the latency of critical path
  - Reducing number of intermediate results written to the register file
  - Reducing cache misses
  
- Improve energy efficiency
  - Reducing accesses to
    - Instruction cache
    - Register file
    - Decoder
    - ALU
    - Cache misses
  - Reducing execution time (clock energy)



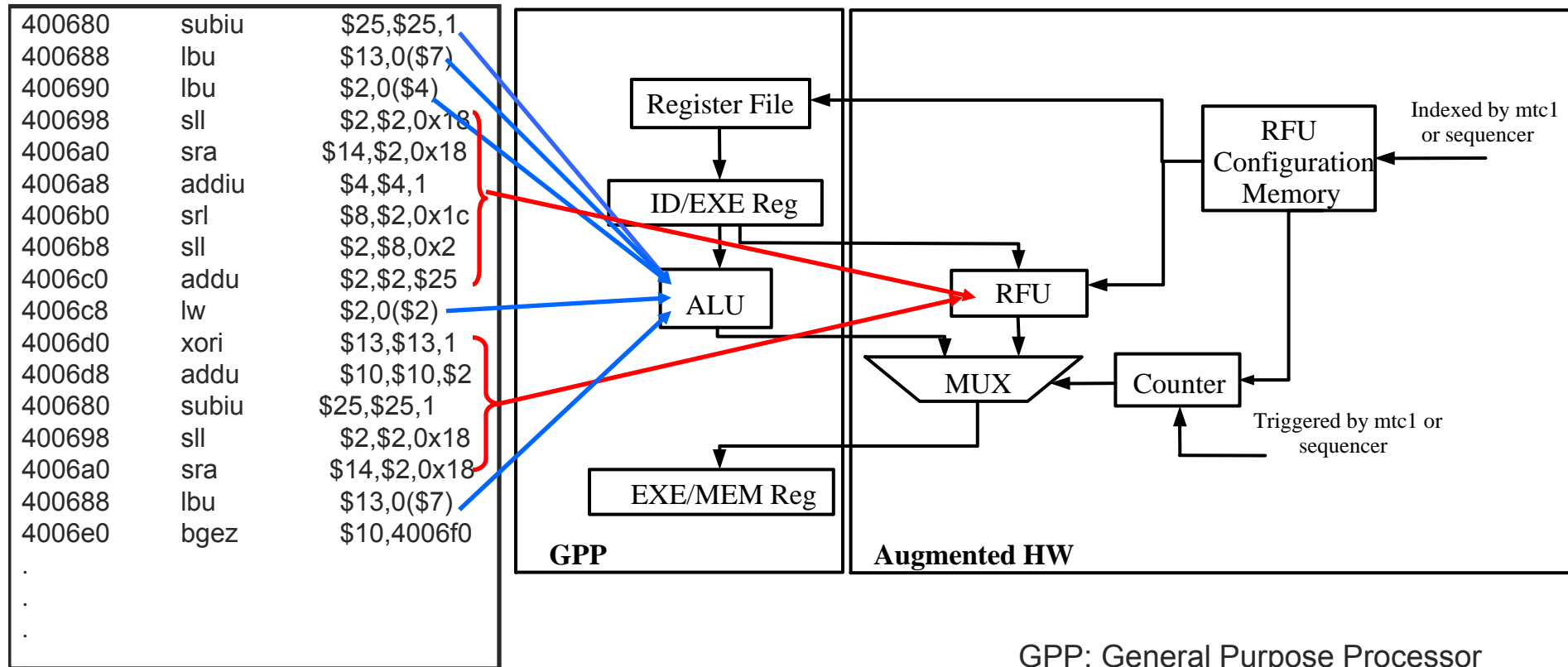
# [ Proposed Approach ]

- An Adaptive Extensible Processor (ADEXOR)
  - Adding and generating custom instructions after fabrication
  - Using a reconfigurable functional unit (RFU) instead of custom functional unit



CFU: Custom Functional Unit  
RFU: Reconfigurable Functional Unit

# General Overview of the Proposed Architecture



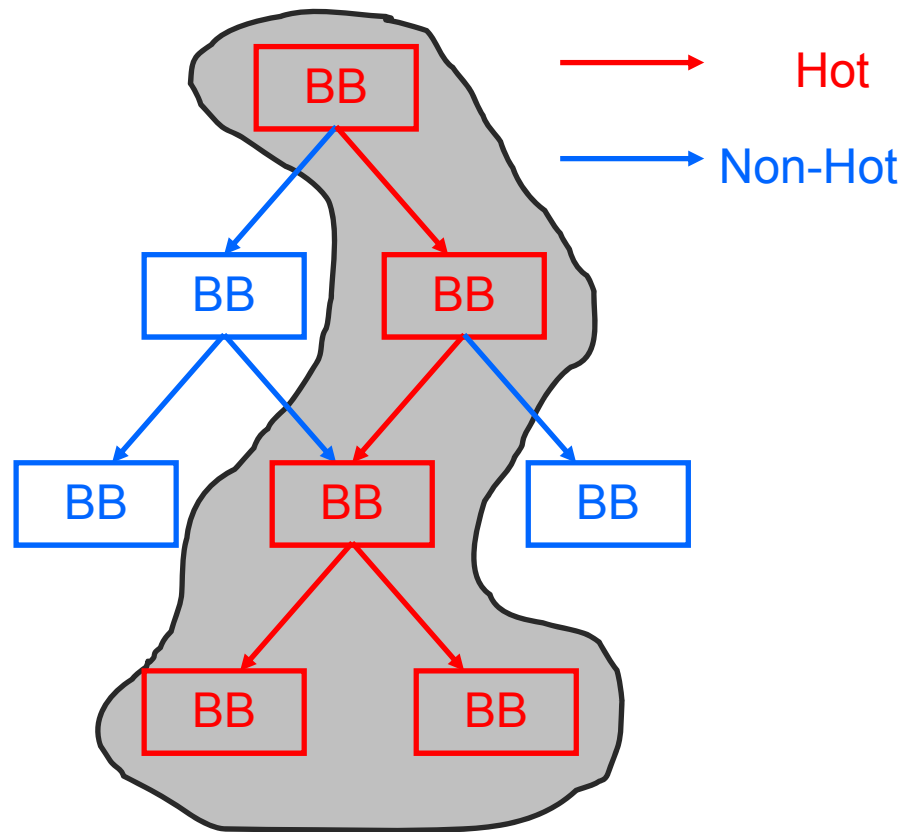
Hot Basic Block

GPP: General Purpose Processor

RFU: Reconfigurable Functional Unit

# [ Generating Custom Instructions ]

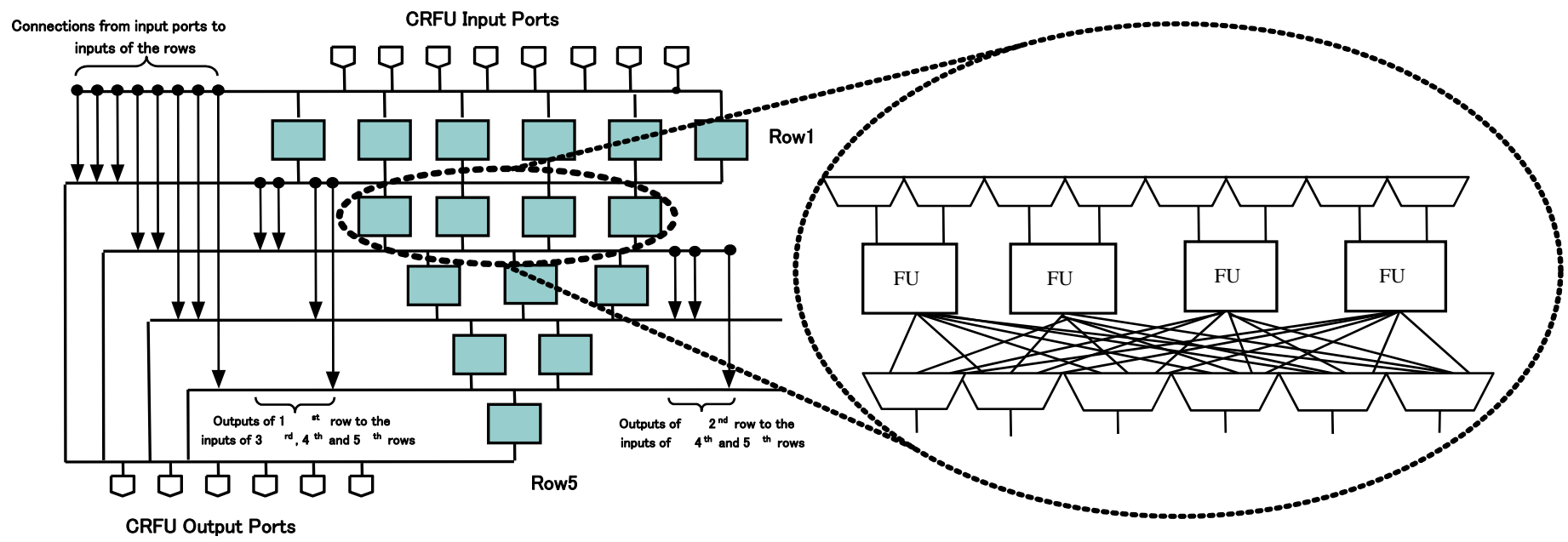
- Load, divide, multiply, floating point operations are not supported



BB: Basic Block



# Architecture of the RFU

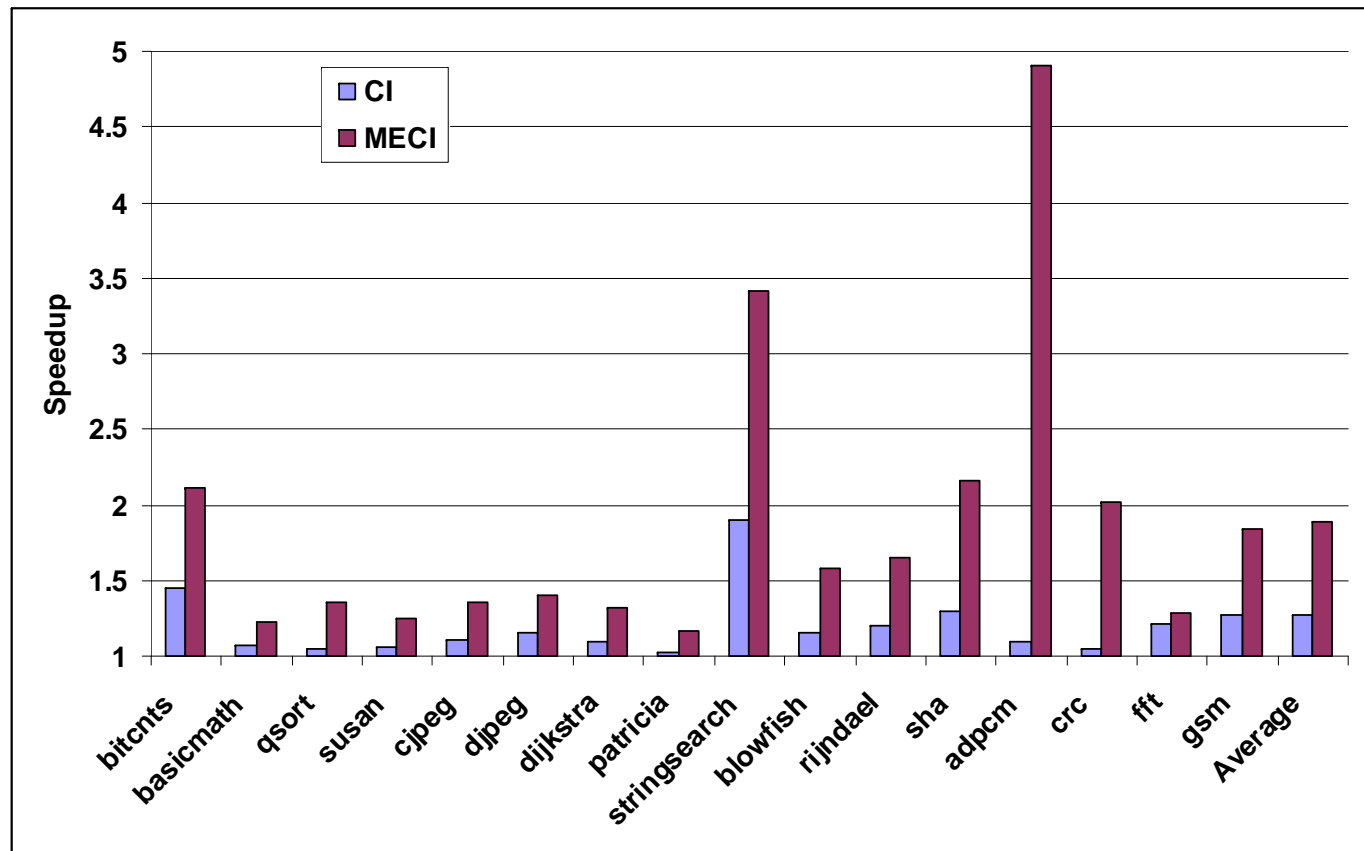


# [ Evaluation Results ]

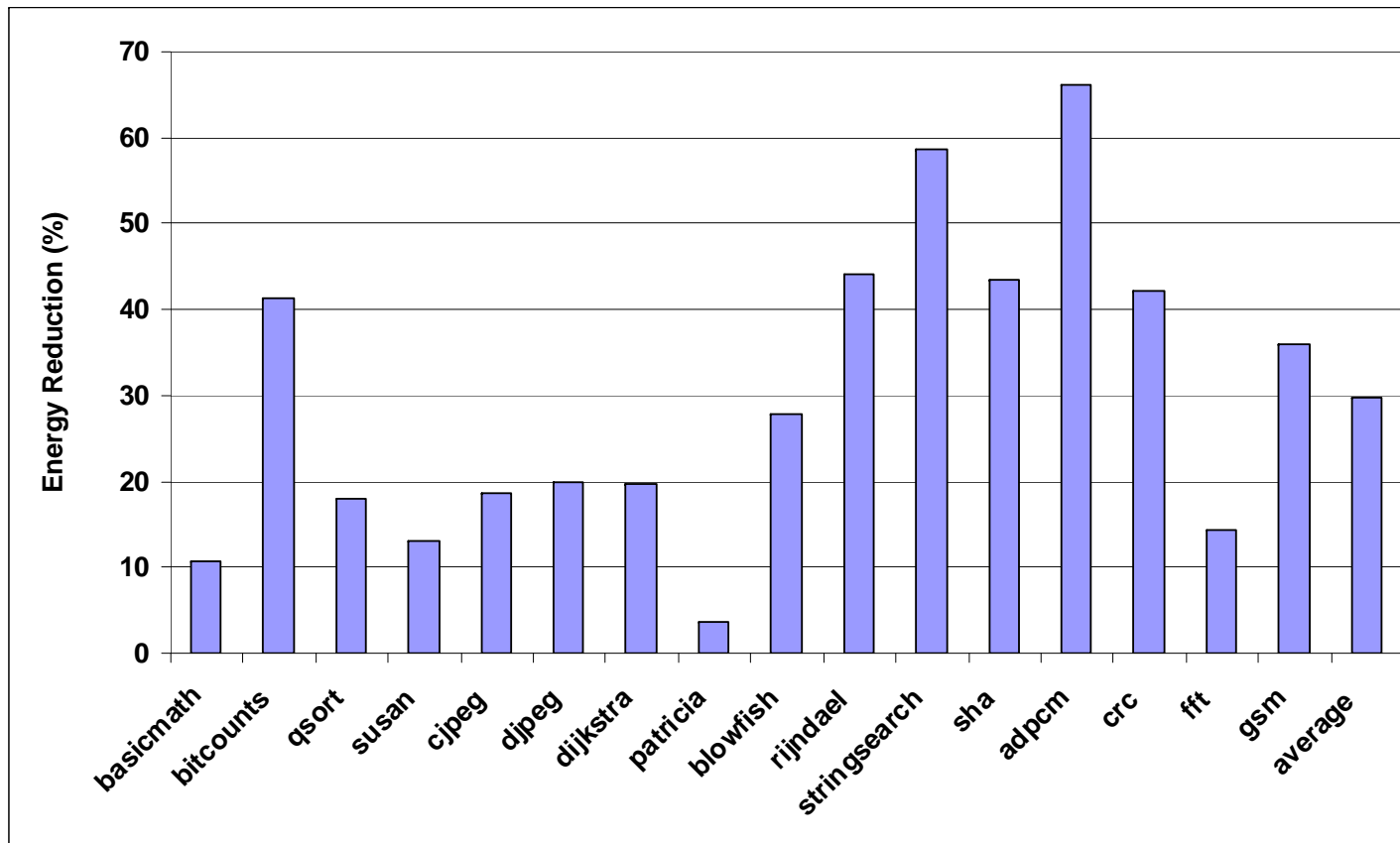
Issue	1-way
L1- I cache	16K, 2 way, 1 cycle latency for hit, 20 cycles for miss
L1- D cache	16K, 4 way, 1 cycle latency for hit, 20 cycles for miss
Execution units	1 integer unit, 1 floating point unit , 1 divider (8 cycles), 1 multiplier (5 cycles)
Branch predictor	bimodal
Branch prediction table size	256
Extra branch misprediction latency	3
Clock frequency	135 MHz



# Performance Evaluation



# [ Energy Evaluation ]



# [ Area Overhead ]

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- Base Processor 0.18 $\mu\text{m}$  (4.5 $\text{mm}^2$ ) + Cache (3.2 $\text{mm}^2$ ) = 7.7 $\text{mm}^2$
- Area Overhead: 37%



# Conclusions

- An architecture framework for an adaptive extensible processor
- Generating and adding custom instructions after chip-fabrication
- No new compiler, no source code modification and recompiling
- Evaluation
  - Speedup: max. 4.9 and average 1.9
  - Energy saving: max. 67% and 30% in average
  - Area overhead: 36%



Thank you for your attention