TSEA44: Computer hardware – a system on a chip

Lecture 4: The lab system and JPEG encoding

LINKÖPING UNIVERSITY

Agenda

- Array/memory hints
- Cache in a system
  - The effect of cache in combination with accelerator
- Introduce JPEG encoding of images
  - DCT transform
  - Data reduction

Practical issues

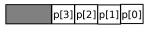
- Forming groups
  - Require pass on lab0
  - Send email to me (to get shared folder access)
  - Try to form groups of 2
    - Groups of 1 to 3 is ok; 3 is ok, 2 is prefered, 1 is ok
    - See exam webpage of course for list of students
    - Each group have their own directory to store files /courses/TSEA44/labs/labgrpXX

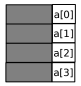
Some tips about arrays/memories

- FPGA memories can be created using
  - Flipflops; asynchronous read, synchronous write
  - Distributed using LUTs; asynchronous read, synchronous write, 16x1 each
  - BRAMs; synchronous read, synchronous write, 512x32, 1024x16 ....
- Memories can be designed
  - Using templates (BRAMs)
  - Inferred (distributed)

Some tips about arrays/memories

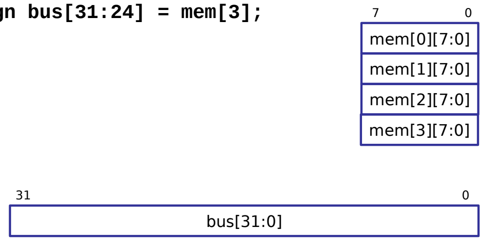
- Usually describe memory as arrays
- Two ways to describe arrays in SystemVerilog
  - Packed, e.g., logic [3:0] p;
    - Guaranteed to be continuous
    - Typical for samples, values
  - Unpacked, e.g., logic u [3:0];
    - Support other data types
    - Typical for multiple unit of same type





Unpacked arrays

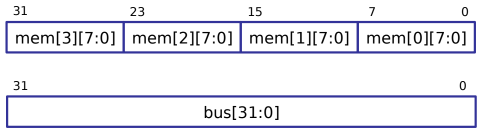
```
wire [31:0] bus;
reg [7:0] mem [0:3];  // a 4-byte memory
…
assign bus[31:24] = mem[3];
```



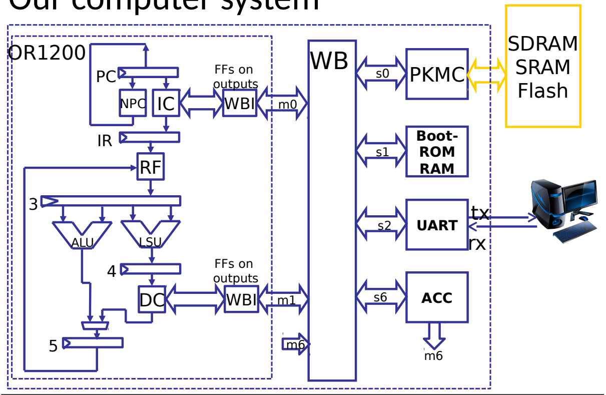
Packed arrays

```
wire [31:0] bus;            // a packed array
reg [3:0][7:0] mem;         // so is this
                            // both are continuous

assign bus = mem;
assign bus[31:16] = mem[3:2];
```



Our computer system



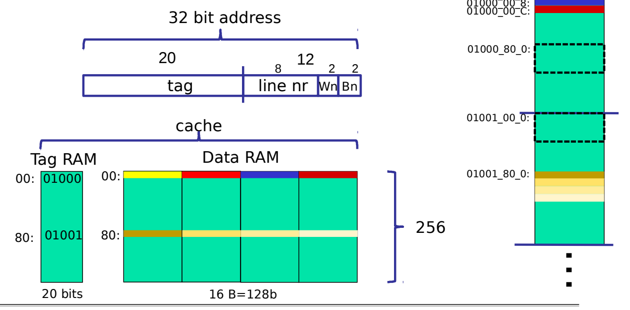
Caches

- Essential! Required to get good (close to 1) instructions per clock cycle (IPC)
- Expect to fetch 1 instruction each clock cyle
  - Internal (FPGA ROM/RAM) memory have a latency of 3 clockcycles
  - External (SRAM/SDRAM/FLASH) have a latency of 4 clockcycles
- **Size**: (depending on FPGA) there are up to 120 x 2KB block RAMs

  => Select 8KB each for IC and DC
- **Type**: direct mapped (or set associative)

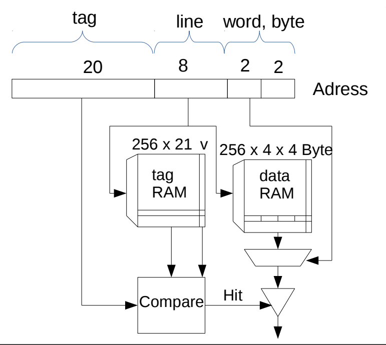
4 KB cache example (direct mapped)

More than 1 word is fetched on a cache miss
A cache line is 4 words = 16 bytes (256x128 bits)

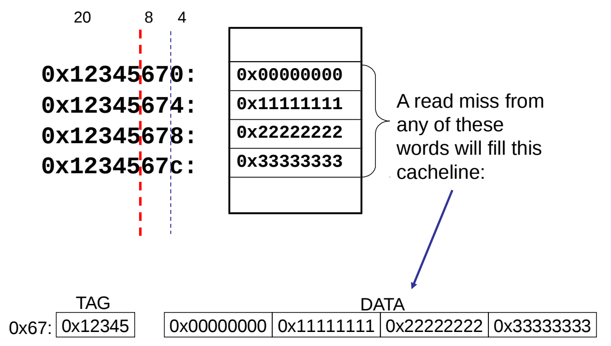


4 KB direct mapped cache

v is valid bit: indicate if cache line contains data

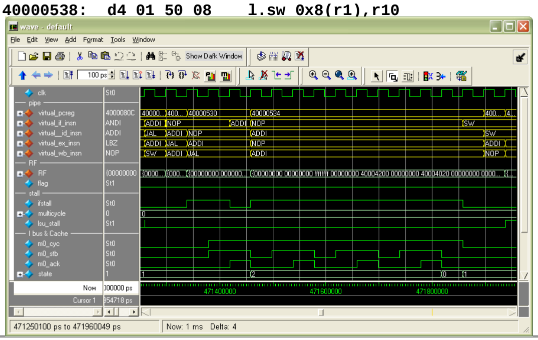


A closer look at a cacheline



An IC cache miss

```
40000530:  9c 21 ff e4    l.addi r1,r1,0xffffffe4
40000534:  d4 01 48 04    l.sw 0x4(r1),r9
40000538:  d4 01 50 08    l.sw 0x8(r1),r10
```


wave - default
File Edit View Add Format Tools Window
Show Dafk Window
100 ps
clk St0
pipe
virtual_pcreg 4000080C 40000... 400... 40000530 40000534 400... 4...
virtual_if_insn ANDI ADDI NOP ADDI NOP SW
virtual__id_insn ADDI JAL ADDI NOP ADDI SW
virtual_ex_insn LBZ ADDI JAL ADDI NOP ADDI
virtual_wb_insn NOP SW ADDI JAL ADDI NOP
RF
RF {00000000 {0000... {000... {00000000 000000... {00000000 00000000 ffffffff 00000000 40004200 00000000 40004020 00000000 0000...
flag St1
stall
ifstall St0
multicycle 0 0
lsu_stall St1
I bus & Cache
m0_cyc St0
m0_stb St0
m0_ack St0
state 1 1 2 0 1
Now 000000 ps
Cursor 1 354718 ps
471400000 471600000 471800000
471250100 ps to 471960049 ps
Now: 1 ms Delta: 4

Cache policy

Cacheline = 4 words = 16 Bytes

Instruction cache

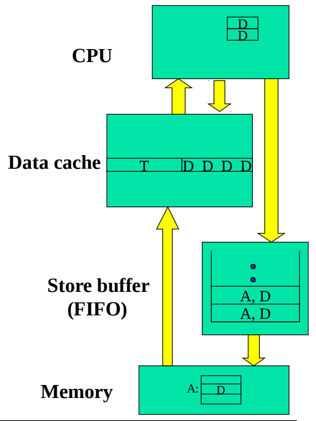
	hit	miss
read	read from cache	fill (replace) cacheline from memory

Data cache

	hit	miss
read	read from cache	fill (replace) cacheline from memory
write	write to cache write thru to memory	write to memory only

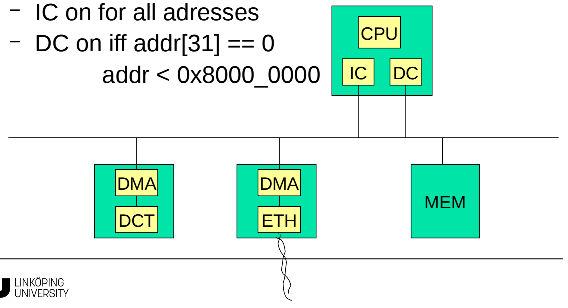
Or1200 store buffer

- In a write-through data cache is every write equivalent to a cache miss!
- A store (write) buffer is placed between CPU and memory
- Writes are placed in a queue, so that the data cache is available on the next clock cycle



Watch out!

- Caches can be incoherent when using DMA
  - Write to memory not updating CPU caches
- Parts of memory should be non-cacheable
  - IC on for all adresses
  - DC on iff addr[31] == 0
    addr < 0x8000_0000



Accelerator interfacing

- Accelerator should implement functionality that is time-consuming to run on the CPU
- Interfacing the accelerator require additional data moves
- Simplest case (for the processor)
  - CPU send data to accelerator
  - CPU gets data from accelerator
    - Data available immediately, no waiting
    - Usually difficult to implement, processing takes time

Accelerator interfacing, cont.

- More common case: Accelerator require some time to process data
  - CPU send data to accelerator
  - CPU waits for some time (N clock cycles)
    - No useful work performed by processor
  - CPU gets data from accelerator
  - Worse if time required to wait is unknown
    - Busy wait on the bus: Ask accelerator, but not get a respons for many clock cycles => Stalling CPU, locking bus

Accelerator interfacing, cont.

- Common for the accelerator to have large amount of data to receive, process, and return
- Simplest approach: Use CPU to feed accelerator with data

Mem->CPU CPU-> Accelerator	Feed data to accelerator, uses CPU
...wait	
Accelerator->CPU CPU -> Mem	Return data from accelerator, uses CPU

Accelerator interfacing, cont.

- Want to reduce load on CPU: let the accelerator do the data moves by itself: DMA! (Direct Memory Access)

CPU setups DMA controller in accelerator (startadress, length)

Mem -> Accelerator ...processing	Feed data to accelerator, CPU do other things
Accelerator->Mem	Return data from accelerator, CPU do other things

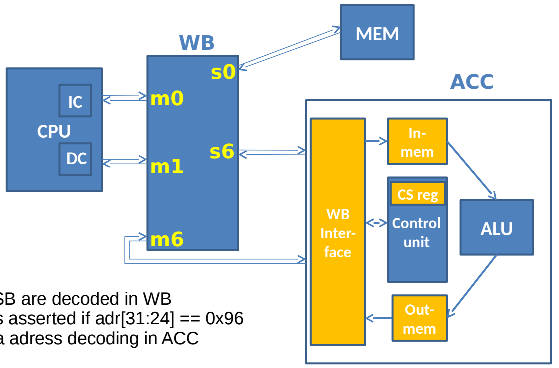
A drawback: Both accelerator and CPU compete for the bus
Even worse if a number of accelerators work on
data in sequence (Accelerator1 -> Accelerator2 ->...)

Accelerator interfacing, cont.

- Stop communication between accelerators from going over the bus
  - Use special memories interconnecting only accelerators
  - Remove bus use (increase availability for the CPU)
  - The memories are unavailable to the CPU

  CPU->Accelerator (setup startadress, length etc.)
  Mem->Accelerator1
  ... process in Accelerator1, store result in extra memory
  ... process in Accelerator2, read input from extra memory
  Accelerator2->Mem

Accelerator Control

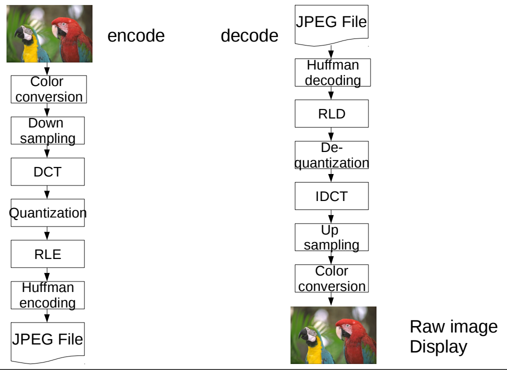


- 8 MSB are decoded in WB
  stb is asserted if adr[31:24] == 0x96
- Extra adress decoding in ACC

JPEG Introduction

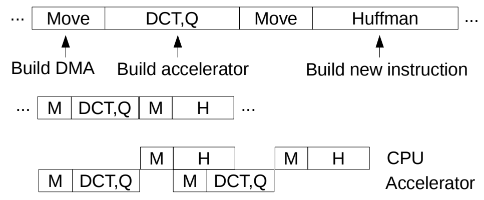
- Joint Photographers Expert Group
- Image compression standard defined by JPEG
  - Remove things that we cannot see
  - Decoded image is slightly different from original
    - Lossy compression

JPEG Encoding/decoding algorithm



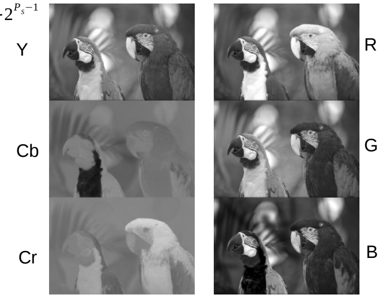
Problem definition

- JPEG compression of testbild.raw 512x400 pixels
  - JPEG works on 8x8 blocks => 3200 blocks
  - Unaccelerated JPEG takes more than 32 000 000 clock cycles => 1 block takes more than 10 000 clock cycles!



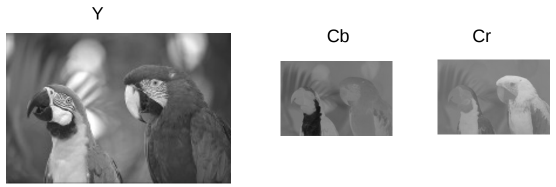
Color Conversion

$$Y=0.299\,R+0.587\,G+0.144\,B$$
$$Cb=-0.1687\,R-0.3313\,G+0.5\,B+2^{P_s-1}$$
$$Cr=0.5\,R-0.4187\,G-0.0813\,B+2^{P_s-1}$$



Y = luminance
Cb/Cr = chrominance

Resampling



Data reduction
50%

8-point 1-D DCT/IDCT

$$T(k)=c(k)\sum_{x=0}^{7} v(x)\cos\left(\frac{(2x+1)k\pi}{16}\right), \qquad k=0.\ldots7$$

$$v(x)=\sum_{k=0}^{7} c(k)T(k)\cos\left(\frac{(2x+1)k\pi}{16}\right), \qquad x=0\ldots7$$

$$c(0)=\sqrt{\frac{1}{8}}$$

$$c(k)=\frac{1}{2}, \quad k\neq0$$

$$C(\underset{\text{coord}}{\nearrow\!x};\underset{\text{freq}}{k\!\nwarrow})=\cos\left(\frac{(2x+1)k\pi}{16}\right)$$

8x8-point 2-D DCT/IDCT

$$T(k,l)=c(k,l)\sum_{x=0}^{7}\sum_{y=0}^{7}v(x,y)C(y;l)C(x;k), \qquad k,l=0...7$$

$$v(x,y)=\sum_{k=0}^{7}\sum_{l=0}^{7}c(k,l)T(k,l)C(y;l)C(x;k), \qquad x,y=0...7$$

$$c(0,0)=\frac{1}{8} \qquad k=l=0$$

$$c(k,l)=\frac{1}{4} \qquad else$$

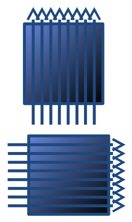
$$C(x;k)=\cos\left(\frac{(2x+1)k\pi}{16}\right)$$

Simplifications

1. Separation in x and y

$$T(k,l)=c(k,l)\sum_{x=0}^{7}\underbrace{\left\{\sum_{y=0}^{7}v(x,y)C(y;l)\right\}}C(x;k)$$

$$=c(k,l)\sum_{x=0}^{7}B(x,l)C(x;k)$$

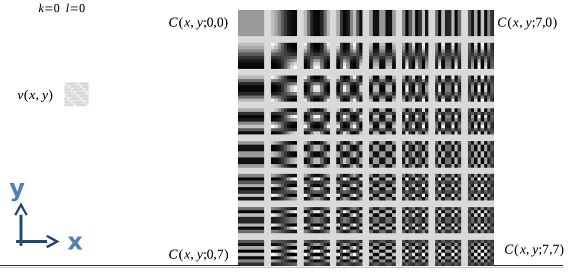


2. 1-D DCT can be simplified for N=8

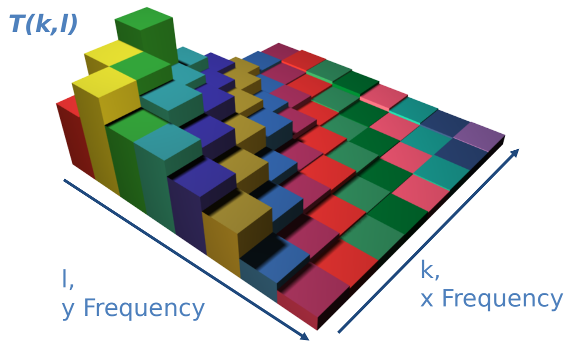
Meaning of the transform

$$v(x,y)=\sum_{k=0}^{7}\sum_{l=0}^{7}T(k,l)c(k,l)C(y;l)C(x;k)=$$

$$=\sum_{k=0}^{7}\sum_{l=0}^{7}T(k,l)C(x,y;k,l)$$



Quantization



Data Reduction

- Transform, rounded division result Y_q = round ($DCT_2(Y)/Q_L$)

$$Y = \begin{bmatrix} 162 & 162 & 162 & 161 & 162 & 157 & 163 & 161 \\ 162 & 162 & 162 & 161 & 162 & 157 & 163 & 161 \\ 162 & 162 & 162 & 161 & 162 & 157 & 163 & 161 \\ 162 & 162 & 162 & 161 & 162 & 157 & 163 & 161 \\ 162 & 162 & 162 & 161 & 162 & 157 & 163 & 161 \\ 164 & 164 & 158 & 155 & 161 & 159 & 159 & 160 \\ 160 & 160 & 163 & 158 & 160 & 162 & 159 & 156 \\ 159 & 159 & 155 & 157 & 158 & 159 & 156 & 157 \end{bmatrix}$$

$$\mathcal{DCT}_2(Y) = \begin{bmatrix} 259 & 5 & 3 & 0 & 0 & -1 & -5 & 6 \\ 8 & -1 & 1 & -5 & 2 & 3 & -4 & 3 \\ -5 & 0 & -2 & 2 & -1 & 0 & 2 & -2 \\ 2 & 1 & 2 & 1 & -1 & -1 & 0 & 1 \\ -1 & -1 & 0 & -1 & 2 & 1 & -1 & -1 \\ 1 & 0 & -2 & 0 & -2 & 1 & 2 & 1 \\ -2 & 0 & 3 & 2 & 2 & -2 & -1 & -1 \\ 1 & 0 & -2 & -2 & -1 & 2 & 1 & 1 \end{bmatrix}$$

$$Q_L = \begin{bmatrix} 16 & 11 & 10 & 16 & 24 & 40 & 51 & 61 \\ 12 & 12 & 14 & 19 & 26 & 58 & 60 & 55 \\ 14 & 13 & 16 & 24 & 40 & 57 & 69 & 56 \\ 14 & 17 & 22 & 29 & 51 & 87 & 80 & 62 \\ 18 & 22 & 37 & 56 & 68 & 109 & 103 & 77 \\ 24 & 35 & 55 & 64 & 81 & 104 & 113 & 92 \\ 49 & 64 & 78 & 87 & 103 & 121 & 120 & 101 \\ 72 & 92 & 95 & 98 & 112 & 100 & 103 & 99 \end{bmatrix}$$

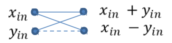
$$Y_q = \begin{bmatrix} 16 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 1 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

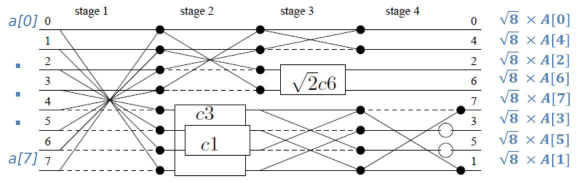
Loefflers algoritm (fast DCT)

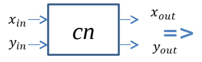
- 1-D 8-point DCT can be simplified

$$A[u] = c[u] \cdot \sum_{x=0}^{7} a[x] \cos\left(\frac{2\pi}{32}(2x+1)u\right)$$

○ => multiplication with $\sqrt{2}$

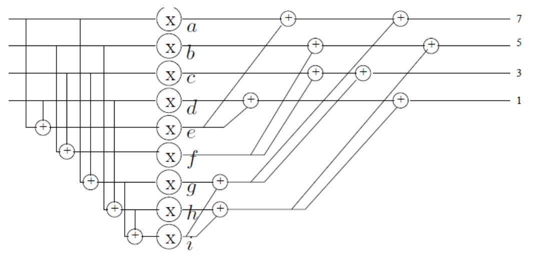






$$\Rightarrow \begin{cases} x_{out} = x_{in} \cdot \cos n\pi/16 + y_{in} \cdot \sin n\pi/16 \\ y_{out} = -x_{in} \cdot \sin n\pi/16 + y_{in} \cdot \cos n\pi/16 \end{cases}$$

Final modification



$$k_3(k_1x + k_2y) = k_3k_1\,x + k_3k_2\,y$$

precompute

RLE = run length encoding, Example:

Raw data: 0 0 0 1 1 1 1 0 0 0 0 1 0

Encoded as: 3:0, 4:1, 4:0, 1:1, 1:0

Alternative (if only zeroes are plentiful):

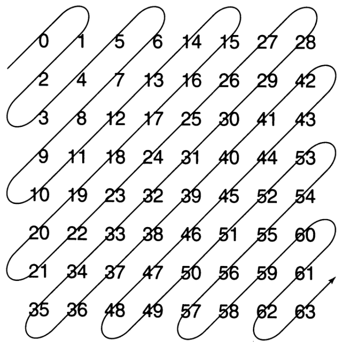
Raw data: 5 0 0 0 7 0 0 9 0 0 0 0 0 0 0

Encoded as: 5:3, 7:2, 9:DONE

Special code

Zigzag Pattern

- Increase possibility of zeros at the end of the sequence
  - Small energy in highest frequencies



Magnitude encoding (DC only)

Encoded value	DC Value Range	
0	0	
1	$[-1]$	$[1]$
2	$[-3,-2]$	$[2,3]$
3	$[-7,-4]$	$[4,7]$
4	$[-15,-8]$	$[8,15]$
5	$[-31,-16]$	$[16,31]$
6	$[-63,-32]$	$[32,63]$
7	$[-127,-64]$	$[64,127]$
8	$[-255,-128]$	$[128,255]$
9	$[-511,-256]$	$[256,511]$
10	$[-1023,-512]$	$[512,1023]$
11	$[-2047,-1024]$	$[1024,2047]$

An example of RLE

1) After Q

$$\begin{bmatrix} 22 & 12 & 0 & -12 & 0 & 0 & 0 & 0 \\ 0 & 0 & -8 & 0 & 0 & 0 & 0 & 0 \\ 4 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 1 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \\ 0 & 0 & 0 & 0 & 0 & 0 & 0 & 0 \end{bmatrix}$$

2) After zig-zag

```
22
12
0 4
0 0 -12
-8
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 1
```

3) After RLE

```
Value raw bits (amplitude value)
 05   10110
 04    1100          -12 =>
 13     100          12-1, force MSB=0
 24    0011          => 0011
 04    0111
 F0                  -8 =>
 F0                  8-1, force MSB=0
 D1       1          => 0111
 00
```

Run of 0:s   Magnitude (number of raw bits)

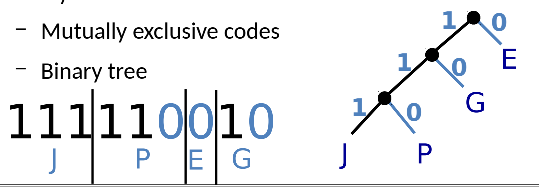
4) Huffman coding
- Value are HC (variable length) using table lookup
- raw bits are left untouched

Huffman encoding/decoding

- Analogy: Morse Code

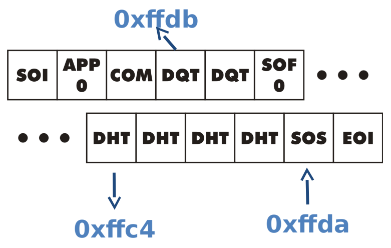
J	P	E	G
.---	.--.	.	--.

- Binary codes
  - Mutually exclusive codes
  - Binary tree



JFIF Format

- JPEG File Interchange Format
  - Markers
  - Data



Finally

- AC and DC values are treated differently
- Two Huffman LUTs are used
- DC
  - Differential, magnitude encoding, Huffman table lookup
- AC
  - As mentioned, raw bits left untouched, Huffman table lookup
- Example: value 04, raw bits 1100 => ....10111100....

in	code	length
0x00	1010	4
0x01	00	2
0x02	01	2
0x03	100	3
0x04	1011	4
0x05	11010	5
…	…	

max length=16

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