

Throughput Analysis of Synchronous Data Flow Graphs

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2 Outline

- Introduction
- Synchronous Data Flow Graphs (SDFGs)
- Throughput Definition
- Throughput analysis based on state space
- Traditional approach for throughput analysis
- Experimental results
- Conclusion

3 Introduction

- Streaming Multimedia and DSP Applications
 - Throughput
 - ...
- SDFGs
 - Modeling and analysis
 - Single and multiprocessor platforms

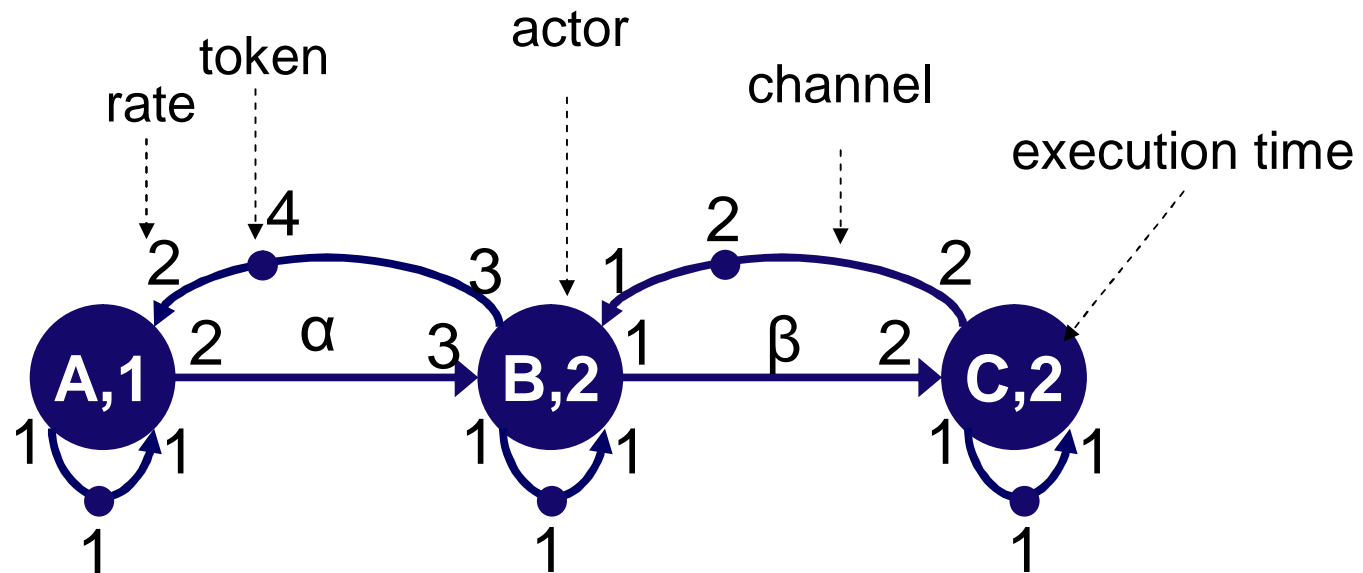
Open question: Efficient throughput analysis

4 Our result

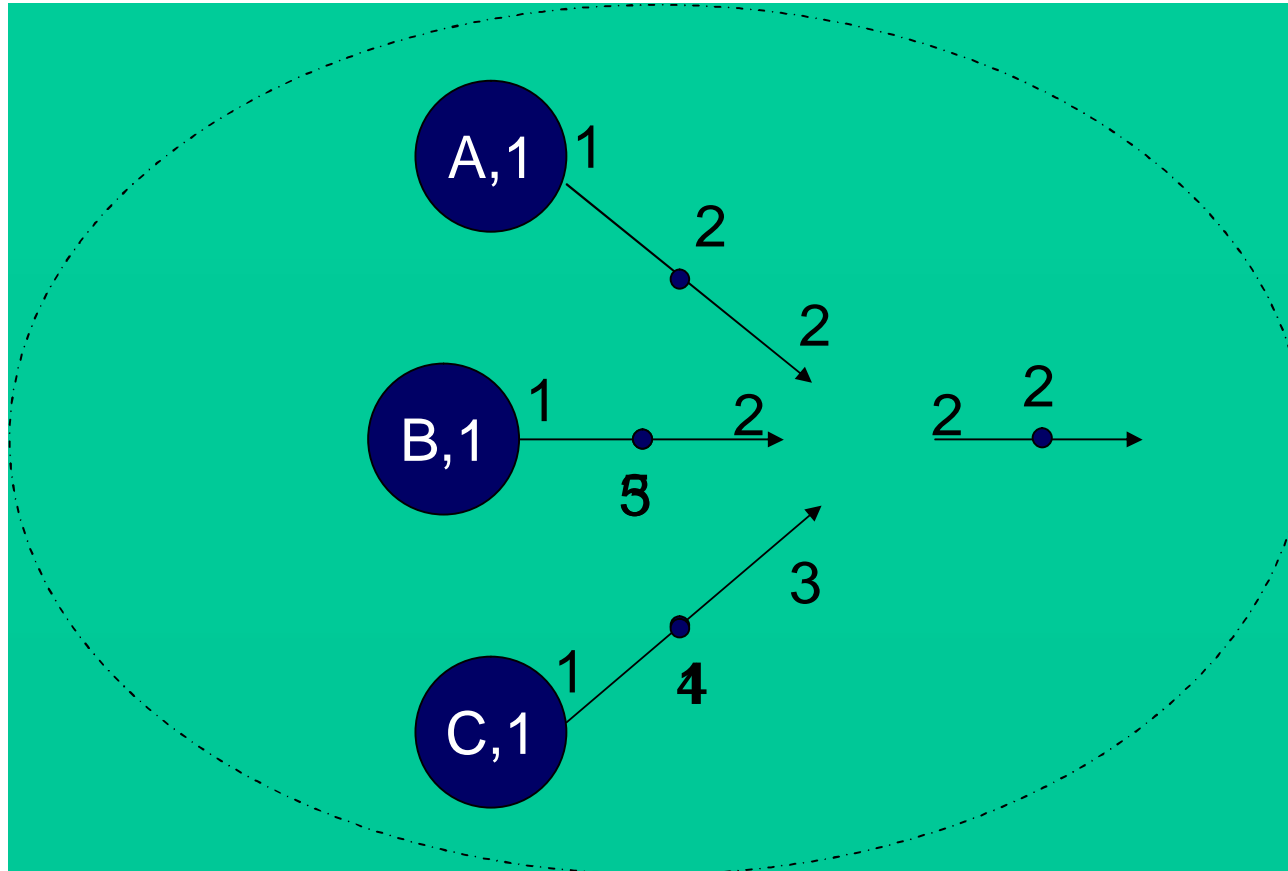
	State Space	Dastan Gupta	Howard	Young Tarjan Orlin
MP3 dec.	$11 \cdot 10^{-3}$	$1 \cdot 10^{-3}$	$1 \cdot 10^{-3}$	$1 \cdot 10^{-3}$
Modem	$1 \cdot 10^{-3}$	$82 \cdot 10^{-3}$	$81 \cdot 10^{-3}$	$81 \cdot 10^{-3}$
Sample Rate	$1 \cdot 10^{-3}$	>1800	>1800	>1800
Satellite	$4 \cdot 10^{-3}$	>1800	>1800	>1800
H263 dec.	4	>1800	>1800	>1800

Runtimes of various throughput analysis methods (in seconds)

5 Synchronous Data Flow Graphs [Lee87]



6 Firing of an Actor

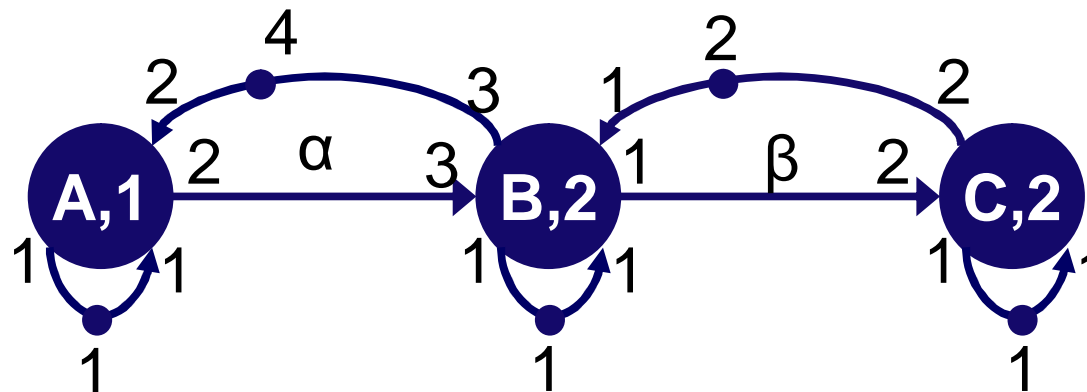


Execution and self-timed execution

- Execution is a *finite* or *infinite* sequence of actor firings.
- ***Self-timed*** execution is the set of firings in which each actor fires **as soon as** it can fire.

8 Assumptions on SDFGs

- Consistent
- Strongly connected



$$2 \cdot q(A) = 3 \cdot q(B)$$

$$1 \cdot q(B) = 2 \cdot q(C)$$

...



Repetition vector $q = \{(A, 3), (B, 2), (C, 1)\}$

An SDF graph is **consistent** if $q(A) > 0$ for all actors A

9 Throughput Definition

- Actor throughput:
The average number of firings of one actor per time unit.

$$Th(a) = \lim_{k \rightarrow \infty} \frac{k \text{ firings of } a}{\text{end time of these firings}}.$$

- $Th(a).q(a) = Th(b).q(b)$.

Graph throughput: $\frac{Th(a)}{q(a)}$.

- Maximal throughput: self-timed execution

11 State-based Throughput Analysis

- Consistent and strongly connected SDFG, self-timed execution:
Always a transient phase and a periodic phase.
- Throughput analysis: ***Only periodic phase*** relevant
- Iteration: A ***set*** of firings in which each actor fires as many as indicated by the ***repetition vector***.
- Periodic phase: a ***whole number*** (possibly 0) of ***iterations***.
- Efficient implementation:
Store one state for an arbitrary actor ***in each iteration***

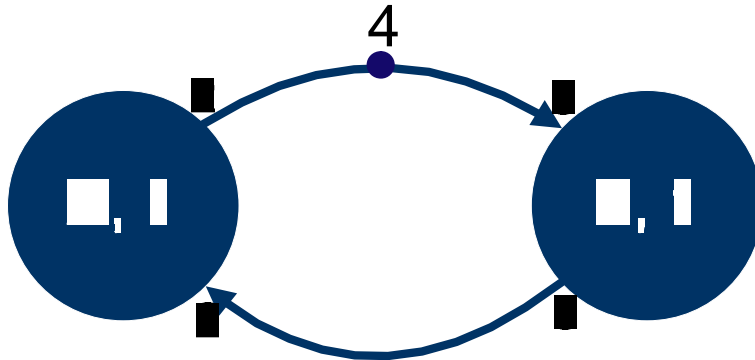
12 Traditional Method for Throughput Analysis

- Conversion of SDFG to Homogeneous SDFG (HSDFG)
- Compute throughput of the HSDFG

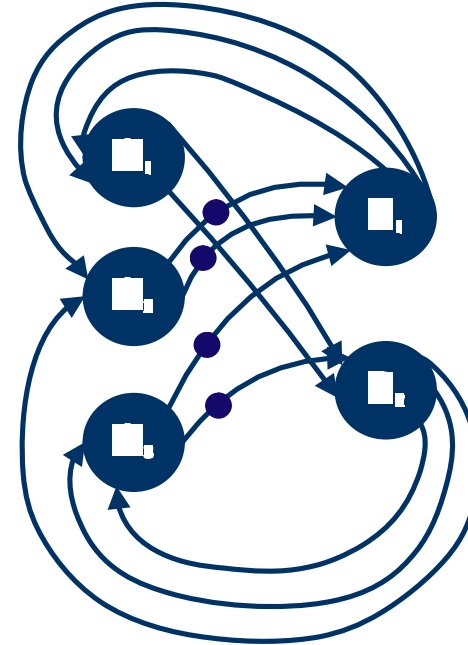
- Disadvantage:
 - Conversion to HSDFGs may lead to an explosion in size of the graph

13 Traditional Method for Throughput Analysis

SDFG to HSDFG conversion



Repetition vector $q = \{(A, 3), (B, 2)\}$

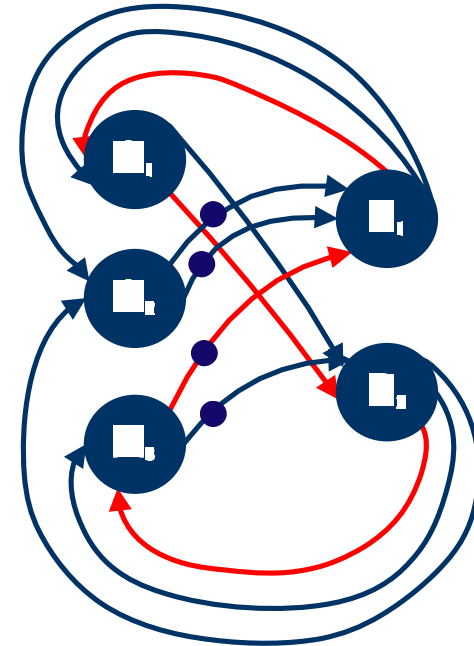


Throughput of any SDFG equals the throughput of its equivalent HSDFG.

14 Traditional Method for Throughput Analysis

Theorem[Reiter66]: The throughput of an HSDFG can be calculated by:

$$\max_{\text{cycles } C} \frac{\text{Weight of } C}{\text{number of tokens on } C}$$



Efficient algorithms exist

15 Experimental setup

- Real applications
- Synthetic graphs
 - DSP-like
 - Large HSDFG
 - Long transient phase

16 Random Synthetic Graphs: DSP

	Average [s]
SDFG-HSDFG Conversion	47.92
Dasdan-Gupta	$271 \cdot 10^{-3}$
Howard	$1 \cdot 10^{-3}$
Young-Tarjan-Orlin	$1 \cdot 10^{-3}$
Dasdan-Gupta (total)	48
Howard (total)	48
Young-Tarjan-Orlin (total)	48
State Space	$< 1 \cdot 10^{-3}$

17 Random Synthetic Graphs: Large HSDFG

Avg size:
8100

	Average [s]	Unsolved
SDFG-HSDFG Conversion	220	54
Dasdan-Gupta (MCM)	2	0
Howard (MCM)	$9 \cdot 10^{-3}$	0
Young-Tarjan-Orlin (MCM)	$8 \cdot 10^{-3}$	0
Dasdan-Gupta (total)	222	0
Howard (total)	220	0
Young-Tarjan-Orlin (total)	220	0
State Space	$<1 \cdot 10^{-3}$	0

18 Random Synthetic Graphs: Long Transient Phase

	Average [s]
SDFG-HSDFG Conversion	-
Dasdan-Gupta (total)	$252 \cdot 10^{-3}$
Howard (total)	$250 \cdot 10^{-3}$
Young-Tarjan-Orlin (total)	$250 \cdot 10^{-3}$
State Space	$912 \cdot 10^{-3}$

19 Conclusions

- The first method to perform throughput analysis directly on SDFGs
- Experimental results show that our technique outperforms all other existing techniques
- Can be easily integrated in already existing simulation tools

20 Questions

