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MULTIDIMENSIONAL DIGITAL SIGNAL PROCESSING(U) IMPERIAL
COLL OF SCIENCE AND TECHNOLOGY LONDON (ENGLAND)
T A LANFEAR ET AL. AUG 84 DAJA45-84-C-0025

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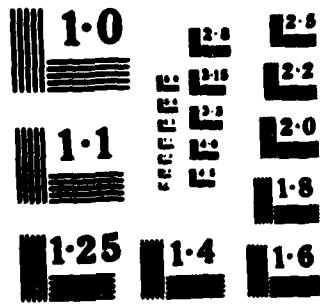
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MULTIDIMENSIONAL DIGITAL

SIGNAL PROCESSING

Final Technical Report

by

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1 Introduction

This project has been concerned with the development of software tools for the study, at the most general level, of the ALPS system architecture. The primary aim of these tools is to answer such questions as: is a signal processing application feasible with a given hardware configuration?; will the system degrade gracefully if some of the resources fail?; what is the effect on system performance of changes to details such as the number of resources available, the execution time of a resource etc., etc?

2 ALPS System Simulation

A program has been written in FORTRAN 77 which simulates the ALPS Signal Flow Architecture. It takes the following information into consideration:

- 1) The signal processing application expressed as a signal flow graph with the modifications to this notation which have been suggested at Imperial College.
- 2) The number and types of resources in the system;
- 3) The execution time of the resources;
- 4) The type of resource associated with each graph node;
- 5) The number of data busses and their data transfer rates, *and*
- 6) The rate at which data is presented to the input of the system.

The simulator then steps through time examining the state of the system and modifying it appropriately so as to simulate the allocation of resources to signal flow graph nodes and the transmission of data along busses. When the state of the system changes a summary of the new system state is printed. The

information presented is:

- 1 The time.
- 2 The state of the data busses.
- 3 The number of resources unused.
- 4 The bus utilisation as a percentage of the total time.
- 5 The status of the various resources which are currently in use.

A detailed description of the program and a users manual have been given in the First and Second Interim Reports of this project. A listing of the program is appended to this report together with a floppy written in UNIX tar format containing the program and the following example.

3 An Example

Figure 1 shows a typical signal processing flow graph with two inputs (nodes 1 and 4) and a single output (node 14). Node 0 is the added input node. The prioritised inputs are marked with solid lines and the other inputs with dotted lines.

The table below gives the resource descriptions of the graph.

resource type	execution time	graph node	number
A	250	1,6,7,9	2
B	50	3,10	2
C	12	8	1
D	100	5	1
E	100	14	1
F	25	13	1
G	10	12	1
H	50	11	2
I	1	4	1
J	10	2	1
memory	0	N/A	5

The other pieces of information required are:

bus transfer time = 20

number of busses = 1

From this information the input file can be generated. It is:

```
14 11 1 20
0 2 0 0 2 0 0 0 0 0 0 0 0 0 0
0 0 2 1 0 0 0 0 0 0 2 0 0 0 0
0 0 0 2 0 0 0 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 2 0 0 0 0 0 0 0
0 0 0 0 0 0 2 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 2 0 0 0
0 0 0 0 0 0 0 0 2 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 2 0 0 0 2
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 1 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0 2 0 0
0 0 0 0 0 0 0 0 0 0 0 0 0 2 0
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
250 50 12 100 100 25 10 50 1 10 0
1 10 2 9 4 1 1 3 1 2 8 7 6 5
```

The output obtained from this example is shown on the following pages.

NAME OF FILE TO READ INPUT DATA
GIVE I/P RATE
GIVE TIME FOR FIRST INTERRUPT

TIME IS 0
BUS 1 IS FREE

RESOURCES UNUSED
1 1 2 1 1 1 1 1 2 0 1 5

BUS UTILISATION
****%

RES	NODE	TAG	END	MEM	NIP	SINK	NODES
1	1	0	250	0	1	2	3 10
2	4	0	1	0	1	5	

TIME IS 1
BUS 1 IS BUSY

RESOURCES UNUSED
1 1 2 1 0 1 1 1 2 1 1 5

BUS UTILISATION
100%

RES	NODE	TAG	END	MEM	NIP	SINK	NODES
1	1	0	250	0	1	2	3 10
2	5	0	121	0	1	6	

TIME IS 121
BUS 1 IS BUSY

RESOURCES UNUSED
1 0 2 1 1 1 1 1 2 1 1 5

BUS UTILISATION
17%

RES	NODE	TAG	END	MEM	NIP	SINK	NODES
1	1	0	250	0	1	2	3 10
2	6	0	391	0	1	11	

TIME IS 250
BUS 1 IS BUSY

RESOURCES UNUSED
1 1 1 1 1 1 1 1 2 1 0 4

BUS UTILISATION
16%

RES	NODE	TAG	END	MEM	NIP	SINK	NODES
2	6	0	391	0	1	11	
3	2	0	280	0	1	3	
4	10	0	999999	0	1	11	
5	1	0	270	1	1	3	

TIME IS 28
BUS 1 IS BUSY

RESOURCES UNUSED

1 1 0 1 1 1 1 1 2 1 1 4

BUS UTILISATION

21%

RES	NODE	TAG	END	MEM	NIP	SINK	NODES
2	6	0	391	0	1	11	
4	10	0	999999	0	1	11	
5	1	0	270	1	1	3	
1	3	0	999999	0	1	7	

TIME IS 300
BUS 1 IS BUSY

RESOURCES UNUSED

1 1 0 1 1 1 1 1 2 1 1 5

BUS UTILISATION

27%

RES	NODE	TAG	END	MEM	NIP	SINK	NODES
2	6	0	391	0	1	11	
4	10	0	999999	0	1	11	
1	3	0	370	0	2	7	

TIME IS 370
BUS 1 IS BUSY

RESOURCES UNUSED

1 0 1 1 1 1 1 1 2 1 1 5

BUS UTILISATION

27%

RES	NODE	TAG	END	MEM	NIP	SINK	NODES
2	6	0	391	0	1	11	
4	10	0	999999	0	1	11	
3	7	0	640	0	1	8	

TIME IS 391
BUS 1 IS BUSY

RESOURCES UNUSED

1 1 1 1 1 1 1 1 1 1 1 5

BUS UTILISATION

30%

RES	NODE	TAG	END	MEM	NIP	SINK	NODES
4	10	0	999999	0	1	11	
3	7	0	640	0	1	8	
1	11	0	999999	0	1	12	

TIME IS 640
BUS 1 IS BUSY

RESOURCES UNUSED
1 2 1 0 1 1 1 1 1 1 5

BUS UTILISATION
22%

RES	NODE	TAG	END	MEM	NIP	SINK	NODES
4	10	0	999999	0	1	11	
1	11	0	999999	0	1	12	
2	8	0	672	0	1	9 14	

TIME IS 672
BUS 1 IS BUSY

RESOURCES UNUSED
1 1 1 1 1 0 1 1 1 1 1 5

BUS UTILISATION
23%

RES	NODE	TAG	END	MEM	NIP	SINK	NODES
4	10	0	999999	0	1	11	
1	11	0	999999	0	1	12	
3	9	0	942	0	1	10	
5	14	0	999999	0	1		

TIME IS 942
BUS 1 IS BUSY

RESOURCES UNUSED
1 2 1 1 1 0 1 1 1 1 1 5

BUS UTILISATION
19%

RES	NODE	TAG	END	MEM	NIP	SINK	NODES
4	10	0	1012	0	2	11	
1	11	0	999999	0	1	12	
5	14	0	999999	0	1		

TIME IS 1012
BUS 1 IS BUSY

RESOURCES UNUSED
1 2 2 1 1 0 1 1 1 1 1 5

BUS UTILISATION
19%

RES	NODE	TAG	END	MEM	NIP	SINK	NODES
1	11	0	1082	0	2	12	
5	14	0	999999	0	1		

BUS 1 IS BUSY

RESOURCES UNUSED

1 2 2 1 1 0 1 0 2 1 1 5

BUS UTILISATION

20%

RES NODE TAG END MEM NIP SINK NODES

5 14 0 99999 0 1
2 12 0 1112 0 1 13

TIME IS 1112

BUS 1 IS BUSY

RESOURCES UNUSED

1 2 2 1 1 0 0 1 2 1 1 5

BUS UTILISATION

21%

RES NODE TAG END MEM NIP SINK NODES

5 14 0 99999 0 1
1 13 0 1157 0 1 14

TIME IS 1157

BUS 1 IS BUSY

RESOURCES UNUSED

1 2 2 1 1 0 1 1 2 1 1 5

BUS UTILISATION

22%

RES NODE TAG END MEM NIP SINK NODES

5 14 0 1277 0 2

TIME IS 2000

BUS 1 IS FREE

RESOURCES UNUSED

1 1 2 1 1 1 1 1 2 0 1 5

BUS UTILISATION

14%

RES NODE TAG END MEM NIP SINK NODES

1 1 1 2250 0 1 2 3 10
2 4 1 2001 0 1 5

TIME IS 2000

WHAT DO YOU WISH TO DO?

OPTIONS ARE:

- 1 CHANGE INPUT RATE
- 2 CHANGE NUMBER OF RESOURCES IN SYSTEM
- 3 CHANGE EXECUTION TIME OF A RESOURCE
- 4 CHANGE NUMBER OF BUSES
- 0 STOP PROGRAM
- 9 CONTINUE SIMULATION

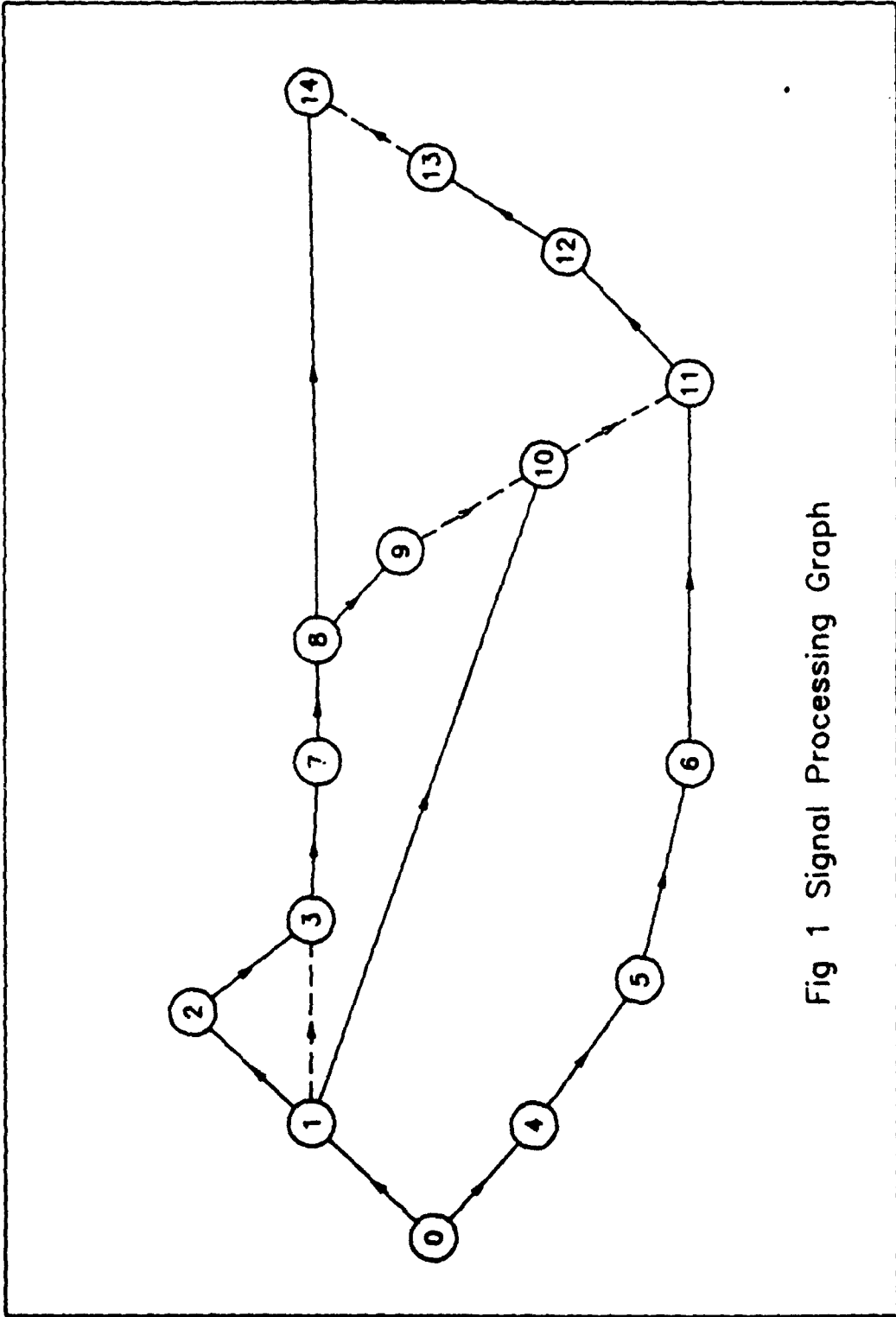


Fig 1 Signal Processing Graph

SOURCE GRAPH NODE CONNECTED TO SOURCE
IN TRANSFER LIST (I)
SINK TRANSFER LIST (I, J)

EXAMINE EACH GRAPH NODE CONNECTED TO SOURCE
TO WHICH TRANSMISSION IS NECESSARY
ON TRANSFER LIST (I, J)

SET INITIAL RESOURCE REQUIRED
RESREQ=1
SINK GRAPH NODE TO RECEIVER OF INFORMATION
SINK TRANSFER LIST (I, J)

TEST 1 IF TRANSMISSION TO SINK IS POSSIBLE
AND OTHERWISE
TEST 1

CHECK FOR PRIORITY OF
IF ADD RESOURCE, SINK, EQUAL THEN

IF PRIORITY OF THEN NEW RESOURCE REQUIRED SO
CHECK RECEIVE RESOURCE ALLOCATION
IF POUL (FREE SINK) EQUAL TESTED

ELSE

IF NOT PRIORITY OF CHECK FOR ACTIVE RESOURCE
EXECUTING CORRECT GRAPH NODE AND TIME TAG
CALL XOTHER (RES, TEST, LIST (I), SINK, INRATE)

ENDIF

TRANSMIT IF POSSIBLE
IF TEST (EQ, 1) THEN
CALL XMIT (NRES, IBUS, NOW, IRES, SINK, LIST (I), INF, TTIME,
NLIST
SET PRINT FLAG
PRINT 1
ENDIF

CONTINUE

ELIMINATE TRANSFERS THAT HAVE OCCURRED FROM LIST TRANS
INDEX=0

DO WHILE (I < TRANS LIST (I))
IF TRANS LIST (I) (J) (NE, 1) THEN
INDEX=INDEX+1
TRANS LIST (I) (INDEX)=TRANS LIST (I) (J)
ENDIF

CONTINUE

NTTRANS=LIST (I)=INDEX

TRANSMIT TO GLOBAL MEMORY IF RESOURCE IS NOT ALREADY
A MEMORY AND THERE ARE STILL TRANSFERS TO MAKE

IF (INDEX, ST, 0) AND (RES LIST (I) (J) (EQ, 0)) THEN
CALL XMIT (NRES, IBUS, NOW, IRES, SOURCE, LIST (I),
MTYPE, NOUT, TTIME, NLIST, TEST)
SET PRINT FLAG
PRINT 1
ENDIF

SET RESOURCE AS FREE AND INCREMENT RESOURCE POOL
IF RESOURCE WAS NOT A MEMORY OR IF THERE ARE NO

```

      IF (LIST(I).NE.0) THEN
        GO TO 1000
      ELSE
        IF (LIST(I).NE.0) THEN
          MARK = LIST(I).INF
          IF (LIST(I).NE.0) THEN
            MARK = LIST(I).INF
          ENDIF
        ENDIF
      ENDIF

```

```

      REMOVE INACTIVE RESOURCES FROM LIST
      INDEX = 1
      DO WHILE (INDEX <= LIST(1))
        IF (LIST(INDEX).NE.0) THEN
          INDEX = INDEX + 1
          LIST(INDEX) = LIST(INDEX)
        ENDIF
      CONTINUE
      LIST = INDEX

```

STOP

```

      CALL GETTIME
      TIME = TIME + 1
      CALL GETTIME
      TIME = TIME + 1

```

```

      DISPLAY SYSTEM STATUS
      IF (PRINT.EQ.1) CALL STATUS(NOUT,NOW,NRES,STYFE,INF,NBUS,NLIST,PFLAG)

```

```

      INCREMENT TIME AND REPORT
      CALL REPORT(NOUT,NBUS,INACTS,SPED,TIME,PFLAG)

```

END

```

      EXPLICIT INTEGER PARAMETER

```

```

      GENERATE STATEMENT FOR ARRAY DIMENSIONS
      PARAMETER (N1=10,N2=15,N3=5,N4=50)

```

```

      COMMON /A/ A(N1,N2), B(N2), EXTIME(N2,TYPE(0:N1)), BFREE(N2),
      FREE(N3,0), COMMON(N1,N1), NCONN(0:N1), NIP(N1), TRANS(0:(N1+1)),
      STATE(N4), LIST(N4+1), BULL(N7,2)

```

```

      DO I=1,NODES
        DO J=1,NODES
          IF (A(I,J).NE.0) THEN
            CONN(I) = CONN(I) + 1
            CONN(J,CONN(I)) = J
          ENDIF
        END DO
      END DO

```

CONTINUE

1. INITIALISE ALL RESOURCES AS DOING NOTHING
DO 15 I=0,NRES
RES(I,1)=0
RES(I,2)=INF
RES(I,3)=INF
RES(I,4)=0
RES(I,5)=0

2. REGISTER ALLOCATION FOR ARRAY DIMENSIONS
CALL MATHR (M1=2,M2=15,M3=5,M4=50)

3. INITIALISE ALL RESOURCES AS DOING NOTHING
DO 15 I=0,NRES
RES(I,1)=0
RES(I,2)=INF
RES(I,3)=INF
RES(I,4)=0
RES(I,5)=0

4. INITIALISE ALL RESOURCES AS DOING NOTHING
DO 15 I=0,NRES
RES(I,1)=0
RES(I,2)=INF
RES(I,3)=INF
RES(I,4)=0
RES(I,5)=0

5. INITIALISE ALL RESOURCES AS DOING NOTHING
DO 15 I=0,NRES
RES(I,1)=0
RES(I,2)=INF
RES(I,3)=INF
RES(I,4)=0
RES(I,5)=0

6. INITIALISE ALL RESOURCES AS DOING NOTHING
DO 15 I=0,NRES
RES(I,1)=0
RES(I,2)=INF
RES(I,3)=INF
RES(I,4)=0
RES(I,5)=0

7. INITIALISE ALL RESOURCES AS DOING NOTHING
DO 15 I=0,NRES
RES(I,1)=0
RES(I,2)=INF
RES(I,3)=INF
RES(I,4)=0
RES(I,5)=0

8. INITIALISE ALL RESOURCES AS DOING NOTHING
DO 15 I=0,NRES
RES(I,1)=0
RES(I,2)=INF
RES(I,3)=INF
RES(I,4)=0
RES(I,5)=0

9. INITIALISE ALL RESOURCES AS DOING NOTHING
DO 15 I=0,NRES
RES(I,1)=0
RES(I,2)=INF
RES(I,3)=INF
RES(I,4)=0
RES(I,5)=0

10. INITIALISE ALL RESOURCES AS DOING NOTHING
DO 15 I=0,NRES
RES(I,1)=0
RES(I,2)=INF
RES(I,3)=INF
RES(I,4)=0
RES(I,5)=0

11. INITIALISE ALL RESOURCES AS DOING NOTHING
DO 15 I=0,NRES
RES(I,1)=0
RES(I,2)=INF
RES(I,3)=INF
RES(I,4)=0
RES(I,5)=0

12. INITIALISE ALL RESOURCES AS DOING NOTHING
DO 15 I=0,NRES
RES(I,1)=0
RES(I,2)=INF
RES(I,3)=INF
RES(I,4)=0
RES(I,5)=0

13. INITIALISE ALL RESOURCES AS DOING NOTHING
DO 15 I=0,NRES
RES(I,1)=0
RES(I,2)=INF
RES(I,3)=INF
RES(I,4)=0
RES(I,5)=0

14. CONTINUE

NO
DATE