

COT6930 – Video Communications

**Workload Characterization of
Video Applications**

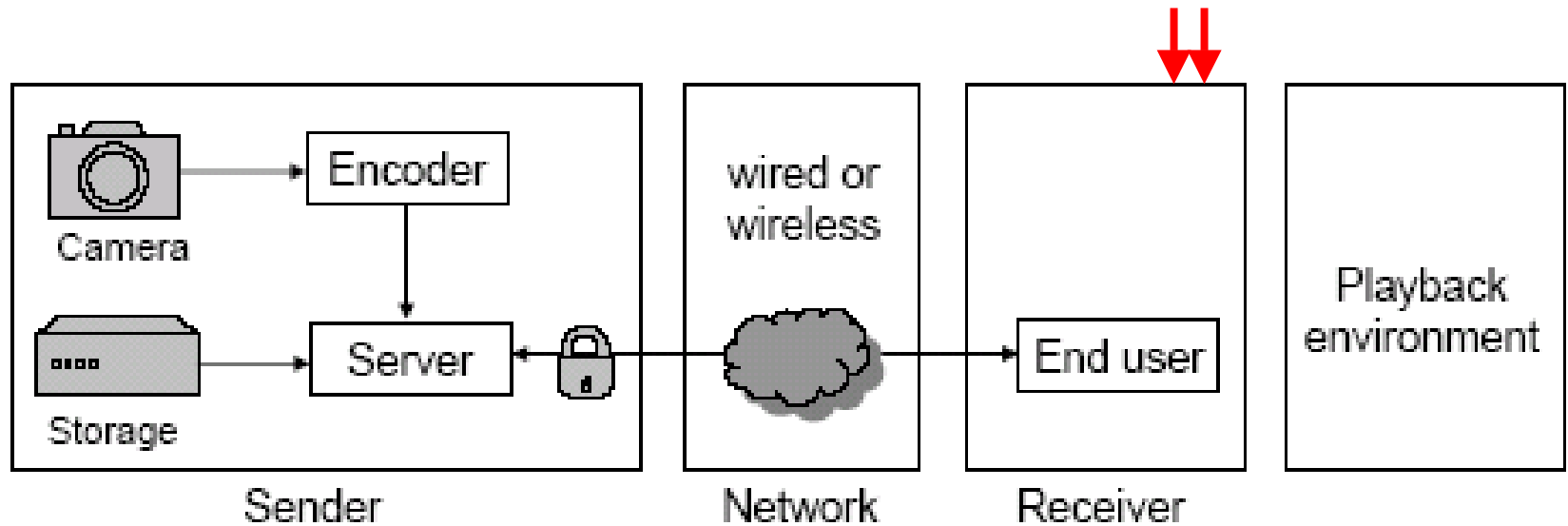
Abu Asaduzzaman

CSE Dept, FAU

April 22, 2004

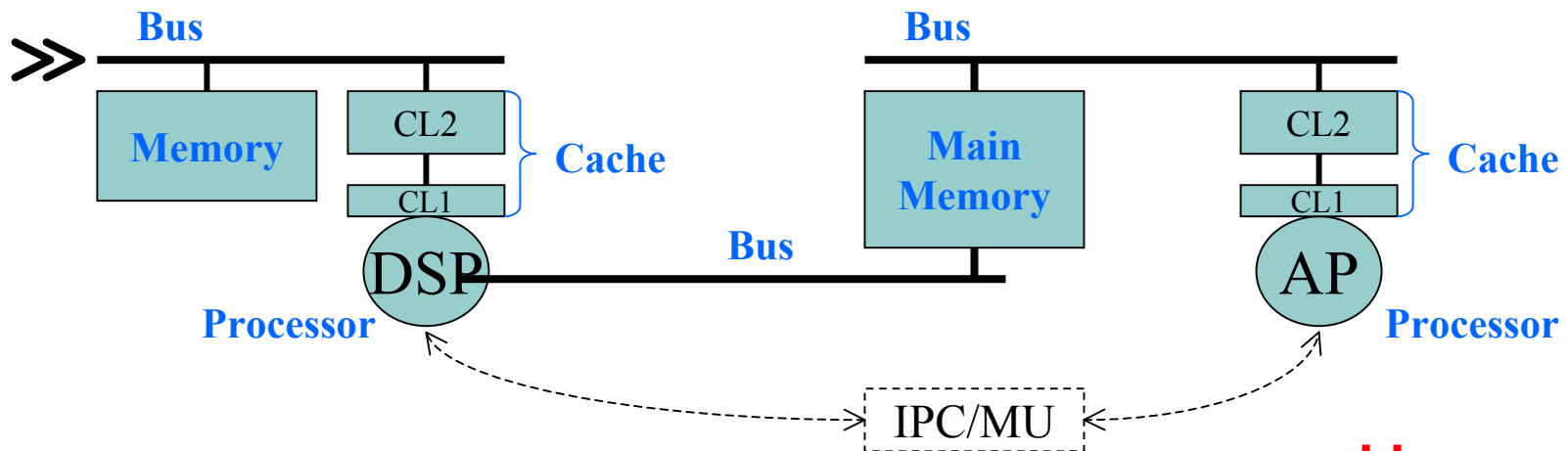


Video communications





Reference architecture



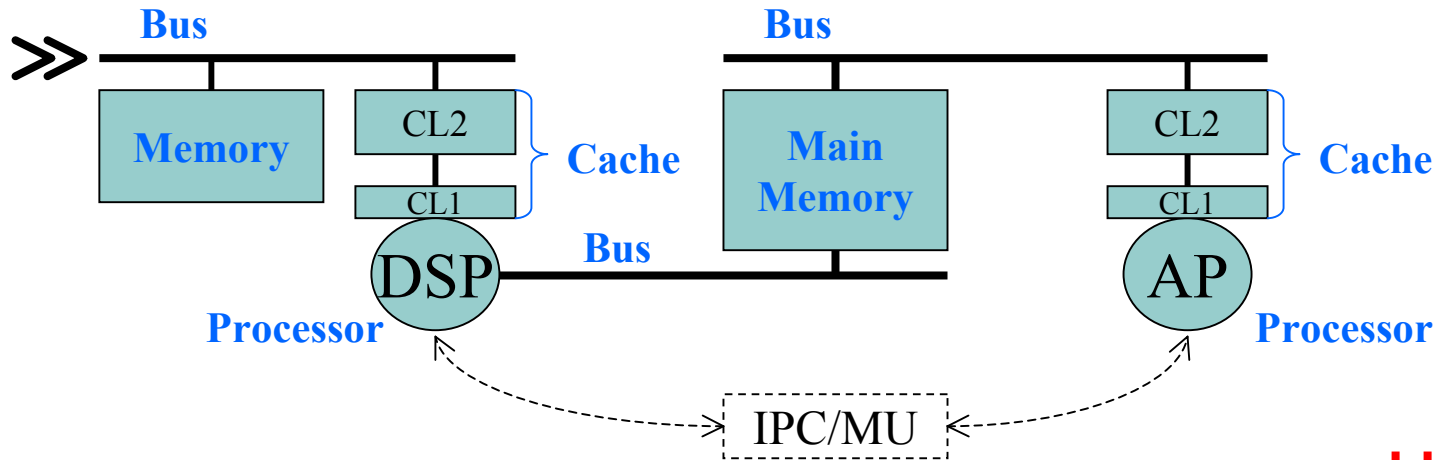
DSP – Digital Signal Processor
AP – Application Processor
IPC/MU – Inter-Proc Comm./Messaging Unit

Performance metrics

- Utilization
- Latency
- Throughput



Reference architecture



DSP – Digital Signal Processor
AP – Application Processor
**IPC/MU – Inter-Proc
Comm./Messaging Unit**

Performance metrics

- Utilization
- Latency
- Throughput



Evaluation methodology

Measurement

System must exist

SW monitor in chip

Accurate

-

Less flexible

-

Analytical

Math description

Queuing model

Less accurate

Fast evaluation

Less flexible

-

Simulation

Computer programs

Performance eval

More accurate

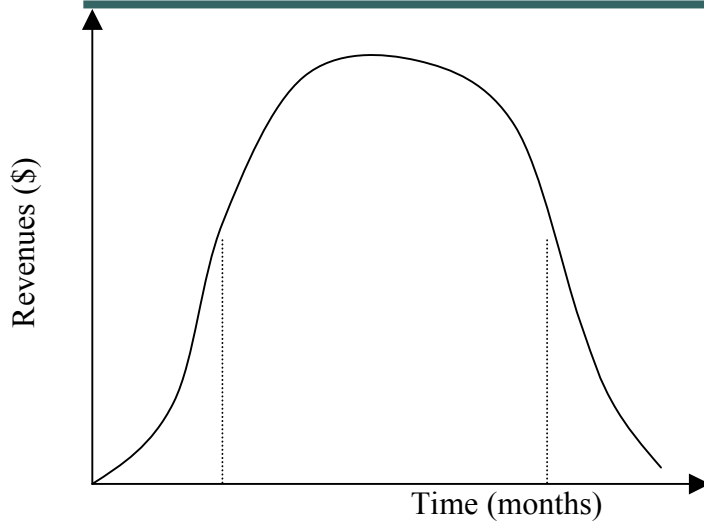
Slow evaluation

More flexible

Finer levels of details

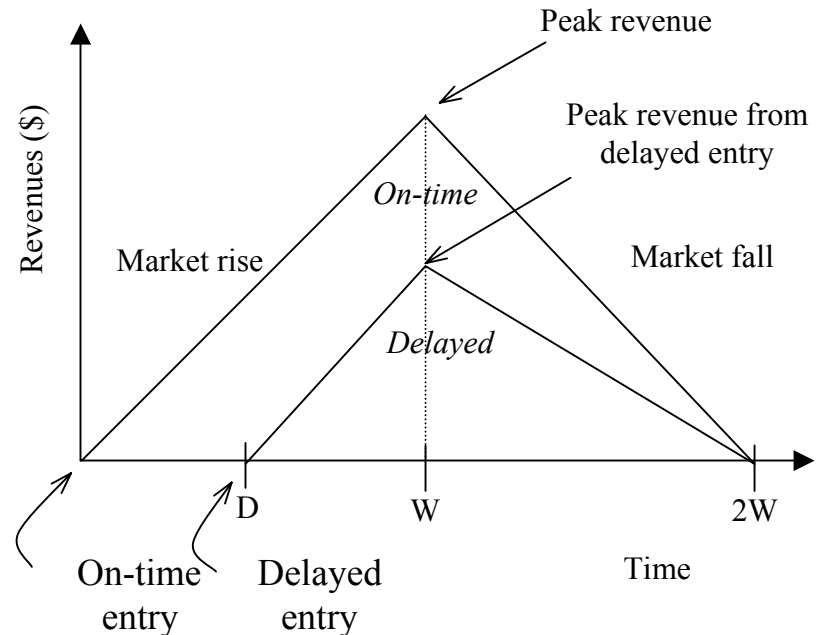


Time-to-market: a demanding design metric



Market window

Avg. time-to-market = 8 months

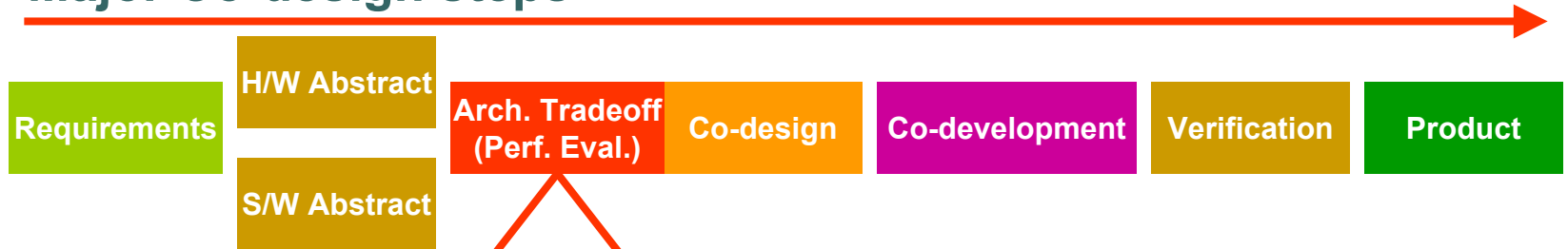


- Lifetime $2W=52$ wks, delay $D=4$ wks
- $(4*(3*26 - 4)/2*26^2) = 22\%$
- **Lifetime $2W=52$ wks, delay $D=10$ wks**
- **$(10*(3*26 - 10)/2*26^2) = 50\%$**



HW-SW co-design steps

Major Co-design steps



Major Components

- Processor, memory, bus
 - ❖ Cache, pipeline
 - Cache size, block size

Performance metrics

- Utilization
- Latency
- Throughput

Methodologies

Simulation
Analytical
Measurement

Languages

C
C++/SystemC
Java

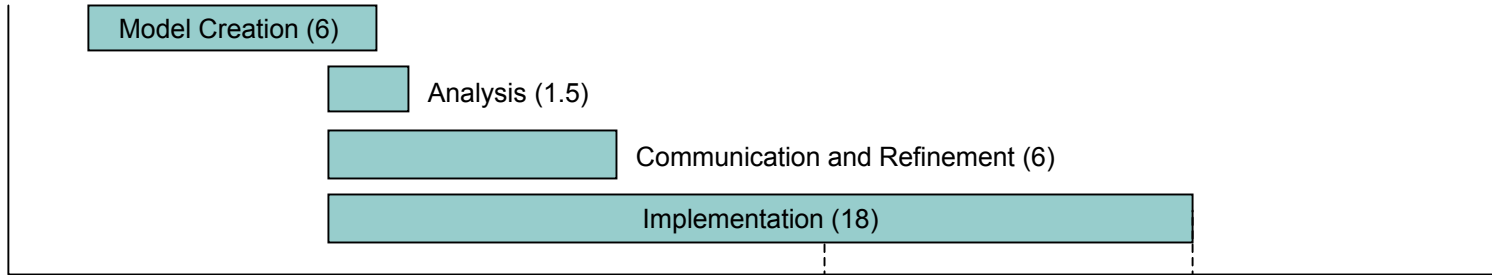
Tools

Mirabilisdesign,
Ptolemy, MATLAB
And SIMULINK

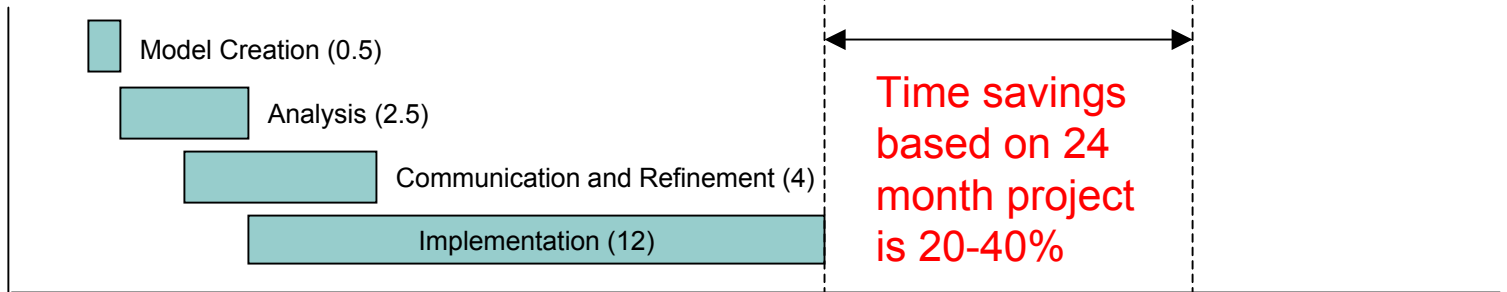


VisualSim Methodology Drives Efficiency and Productivity

Using Current Design Methodology



Using VisualSim[®] Design Methodology



Project Schedule

Note: All times in months

Average increase in revenue per project = \$??M



Block Diagram & Methodology

Architecture

Behavior

Virtual Execution

Workload

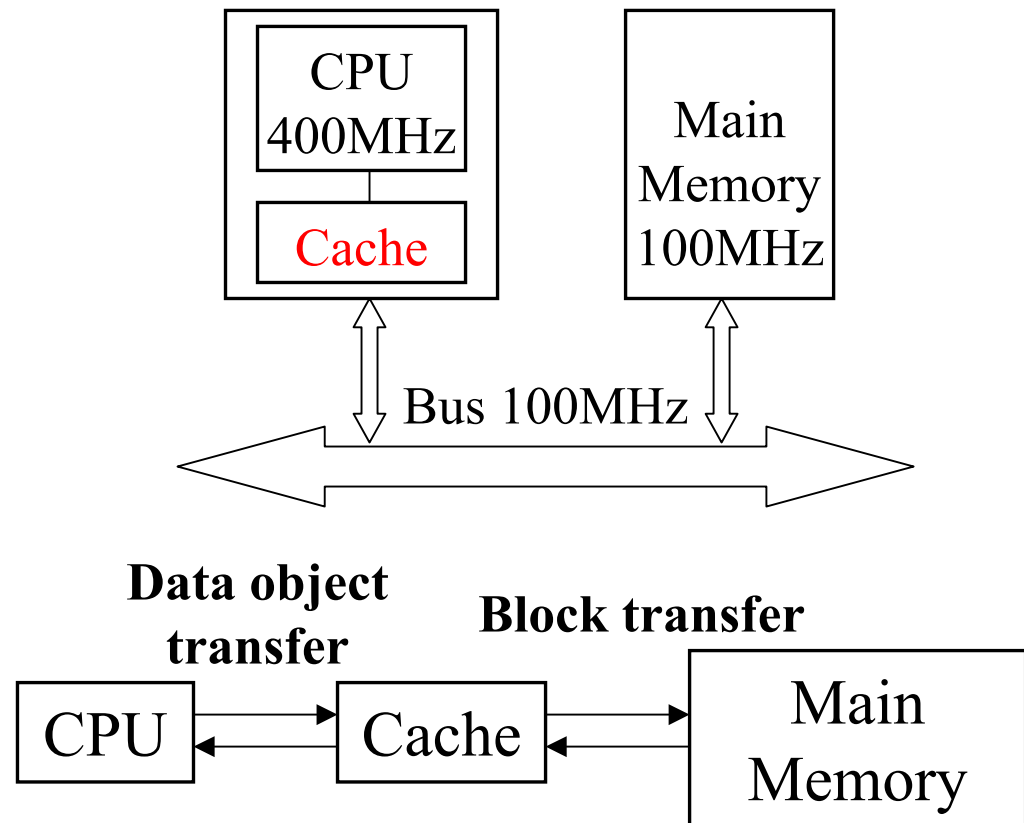
Virtual Connection

Easy and fast to understand, create, and use



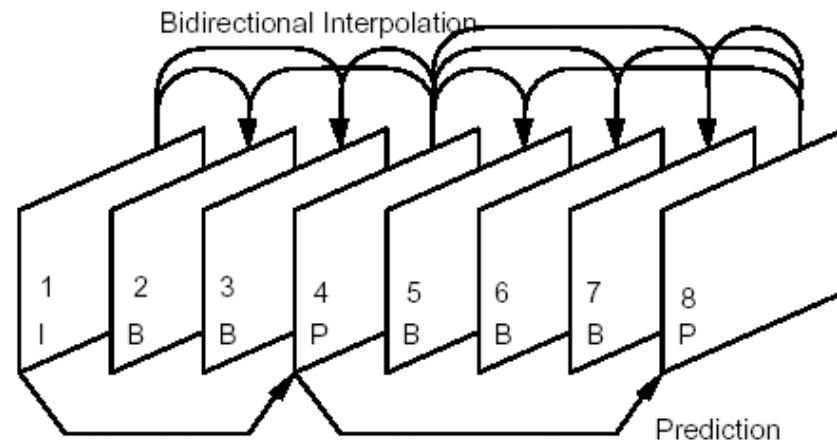
Memory hierarchy

- Inboard memory
 - Registers
 - **Cache**
 - Main memory
- Outboard storage
 - Magnetic disks
- Off-line storage
 - Magnetic tapes





I, P, and B Frame structures



- 2 and 3 are predicted from 1 and 4
 - 4 is coded before 2 and 3
- 4 is predicted from 1 and 8 is predicted from 4
- 5, 6, and 7 each are predicted from 4 and 8
- Encoding order = transmission order = decoding order = 1, 4, 2, 3, 8, 5, 6, 7
- Playback order = 1, 2, 3, 4, 5, 6, 7, 8
- Standard does not impose any particular I,P, and B structure
 - Structure (at the encoder) is usually specified using two parameters, M and N
 - An I picture is coded every N pictures and a P picture every M pictures, the rest are B pictures



Defining Workload

- Stochastic distributions
 - Standard: Poisson, Normal, Uniform & Fixed
 - Expression: Create custom distribution or feedback loops
- Trace-based
 - Use traces for enhanced modeling and accuracy
- File-based definitions
 - Define arrival rate, size, priority in .xls, .csv or .xml
- Connect to hardware using datagram

Use predicted or leverage existing workload



Workload characterization

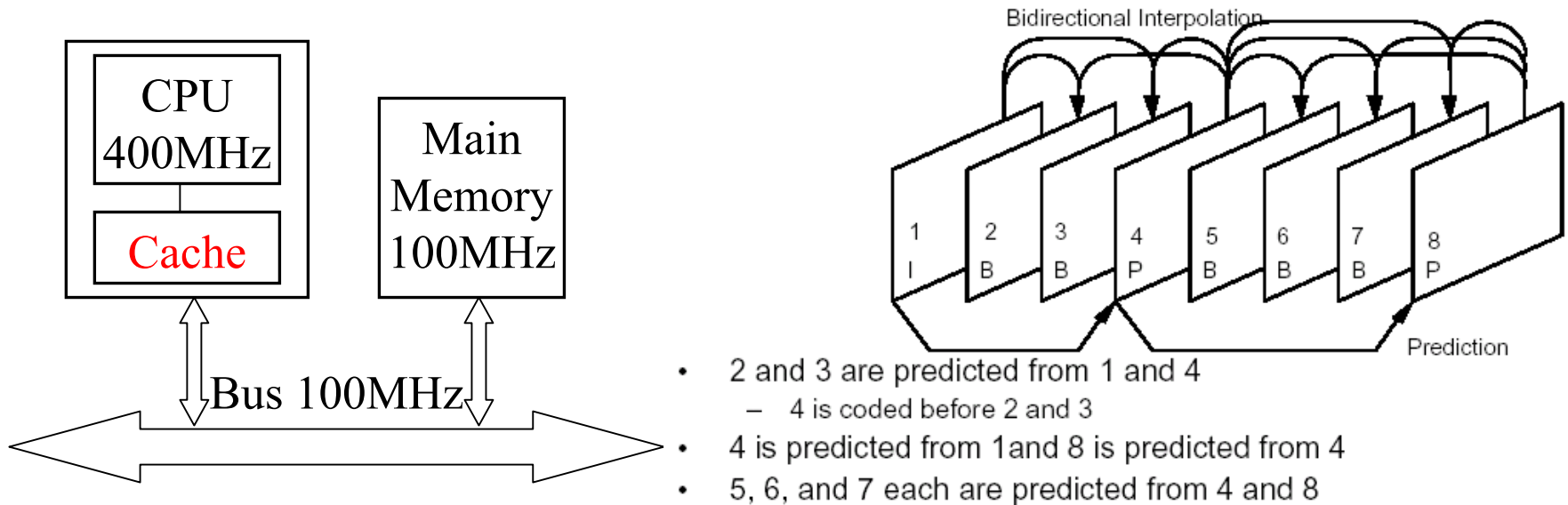
Probability distribution, operational profile, or operational distribution

A probability distribution associated with the input domain that describes how the system is used when it is operational in the field.

Derived by monitoring field usages



Workload characterization (cont'd)





Steps in characterizing the workload

Encoder:

(Video comm is under progress)

- Get YUV file (Camera→DirectX)
- Encode the YUV file
 - ❖ MPEG-4 file (encoded)
 - ❖ Trace file from encoding
 - 00-I, 01-P, 10-B frames
 - Motion Vector
- MV for P and B frames
- Calculate number of operations
- Estimate mem ref for each block
 - ❖ Generate flat-file traces
 - Memory ref, operation type

Decoder:

(Live or stored)

- Get (pre-) encoded file
- Decode MPEG4 to YUV file
 - ❖ YUV file
 - ❖ Trace file from decoding
 - 00-I, 01-P, 10-B frames
 - Motion Vector
- MV for P and B frames
- Calculate number of operations
- Estimate mem ref for each block
 - ❖ Generate flat-file traces
 - Memory ref, operation type



Encoder.trc

Encoder.trc

VOP_Start_Code: 10110110 @176

VOP_Pred_Type: 00 @184

...

VOP_Start_Code: 10110110 @73208

VOP_Pred_Type: 01 @73216

...

MV8= 83, 0

MV8= 73, 0

MV8= 78, 1

MV8= 73, -3

...

Flat-trace

MemRef OPType



Assumptions

Assumptions:

Picture size (W x H)

176 x 144

Block size (N x N)

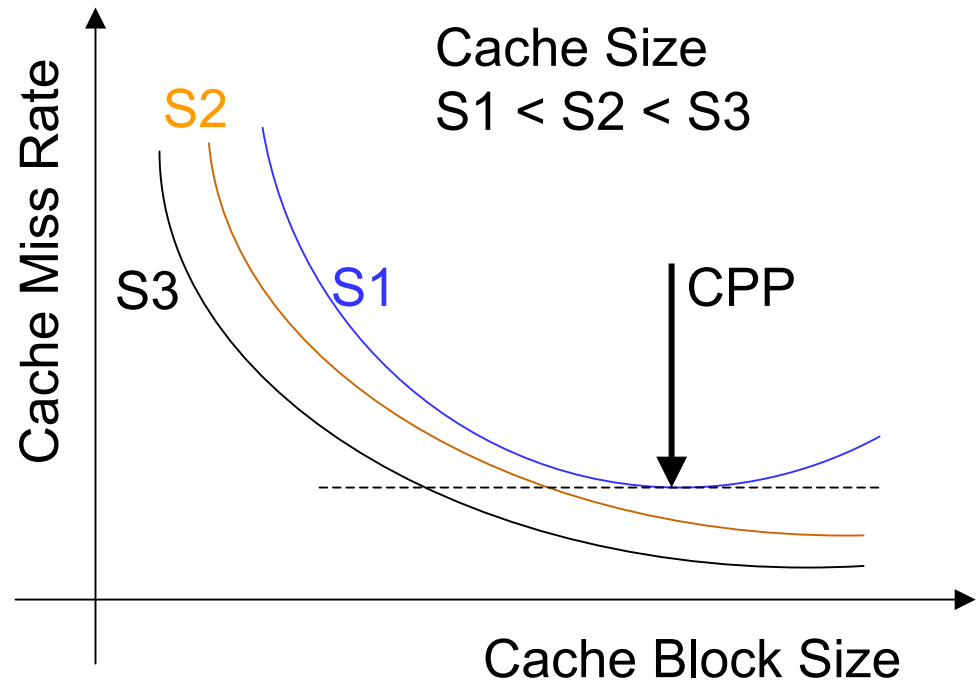
8 x 8

Full search with $d_{\max} = 3$

Calculate number of operations

$$(176 * 144)(1 + 2*3)^2$$

$$= 1.24 \text{ M}$$



Cache pollution point



Simulation Results (Analytical workload)

	<u>Utilization</u>			<u>Mean Task Delay</u>			<u>Throughput</u>		
	tt*1.0 [!]	tt*0.7	tt*0.5	tt*1.0	tt*0.7	tt*0.5	tt*1.0	tt*0.7	tt*0.5
Bus	6.72	8.48	?	1.60	1.60	?	42/42	53/53	?
MM	7.00	9.00	?	10.00	10.00	?	7/7	9/9	?
AP	15.56	21.32	?	6.20	4.00	?	26/25	33/33	?
DSP	66.92	93.64	?	6.90	6.69	?	98/97	141/141	?

[!]Task_Rate = TaskTime * 1.0

QIA

Thank you.

Abu Asaduzzaman

e-mail: aasaduzz@fau.edu

Tel: (561) 297-2802