



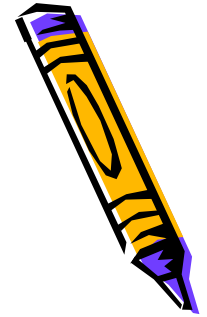
VLSI Signal Processing

Lecture 3 Scheduling Techniques





Appendix B: Scheduling and Allocation Techniques



- ASAP(as soon as possible) Scheduling
- ALAP (as late as possible) Scheduling
- List Scheduling
- Force-directed Scheduling
- ILP (Integer Linear Programming) Scheduling

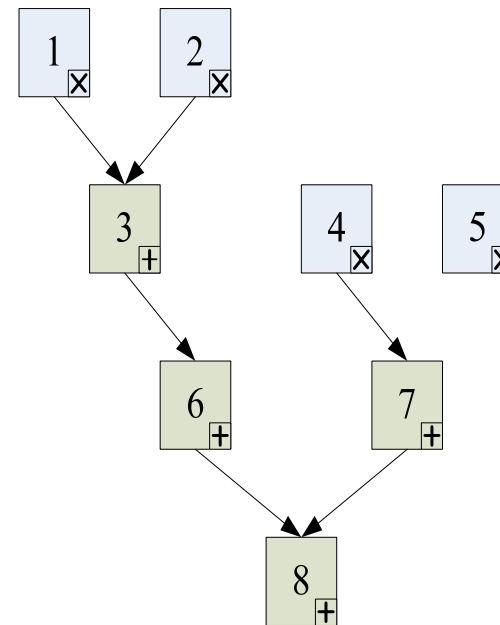




ASAP(as soon as possible) Scheduling



Time Step 1

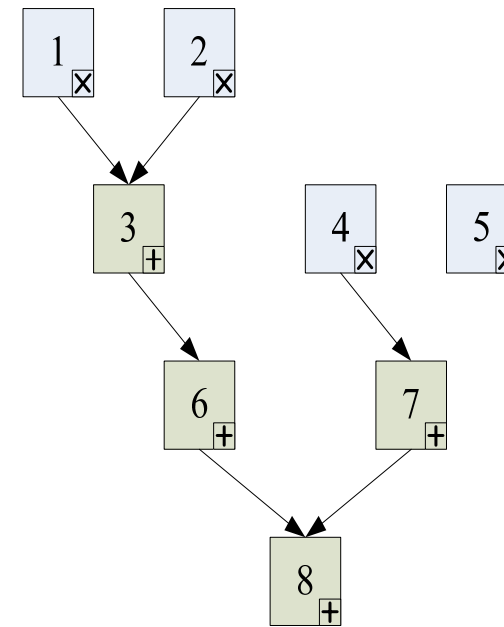
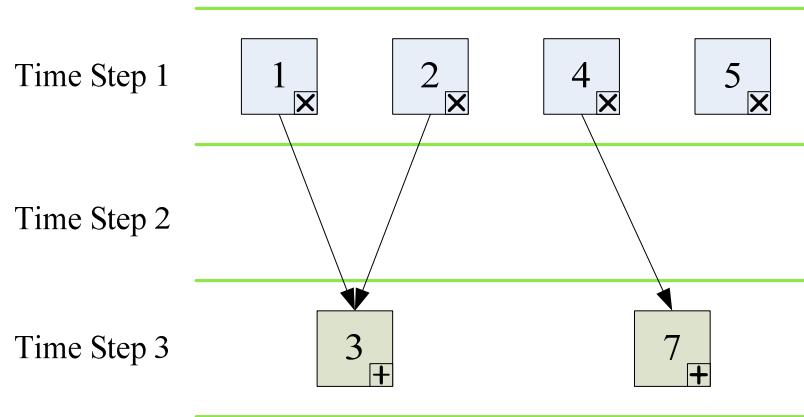


Assumption : unlimited resource





ASAP(as soon as possible) Scheduling

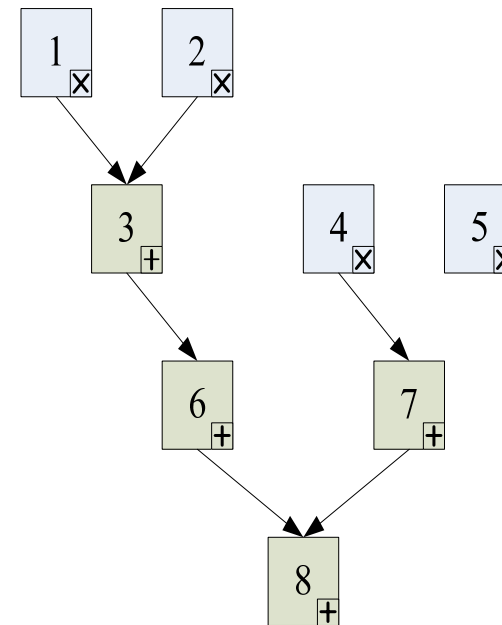
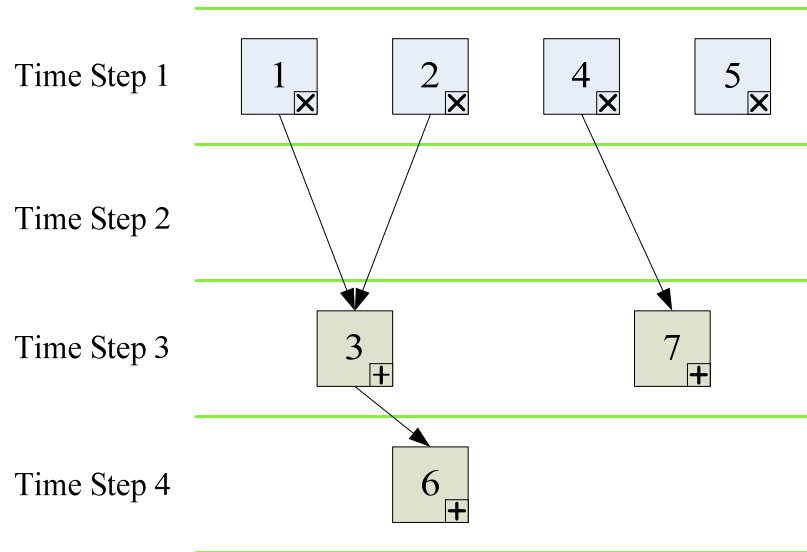


Assumption : unlimited resource





ASAP(as soon as possible) Scheduling

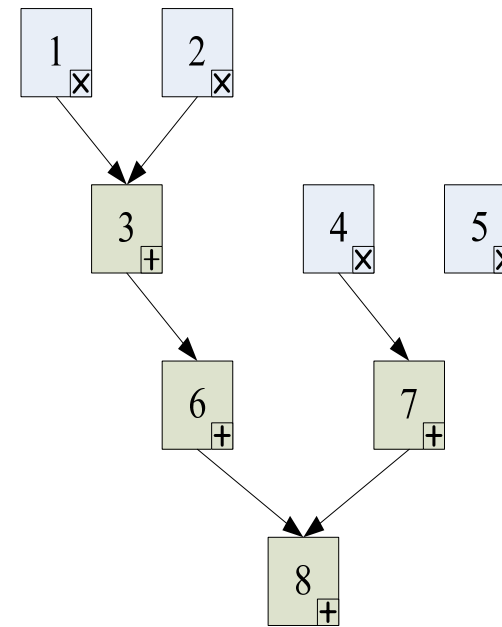
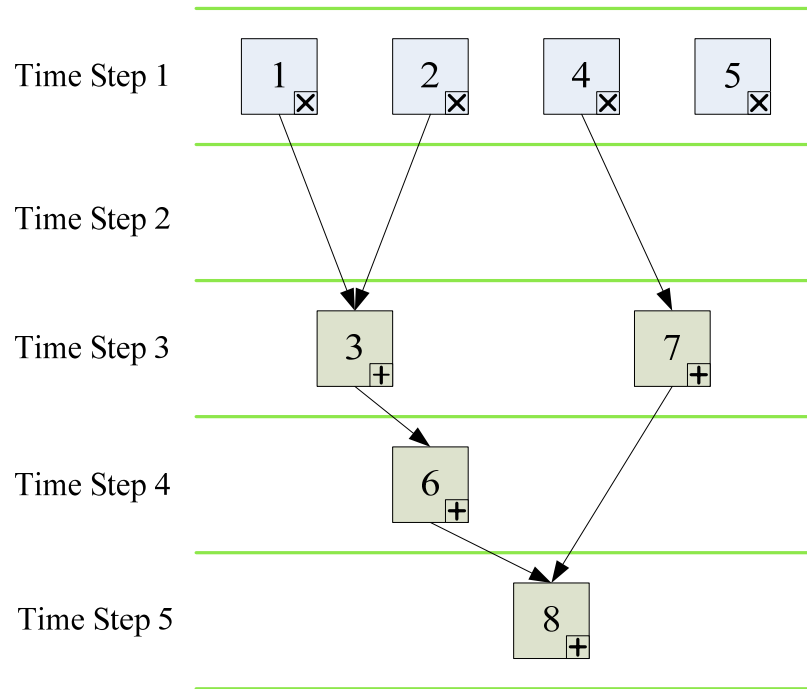


Assumption : unlimited resource





ASAP(as soon as possible) Scheduling

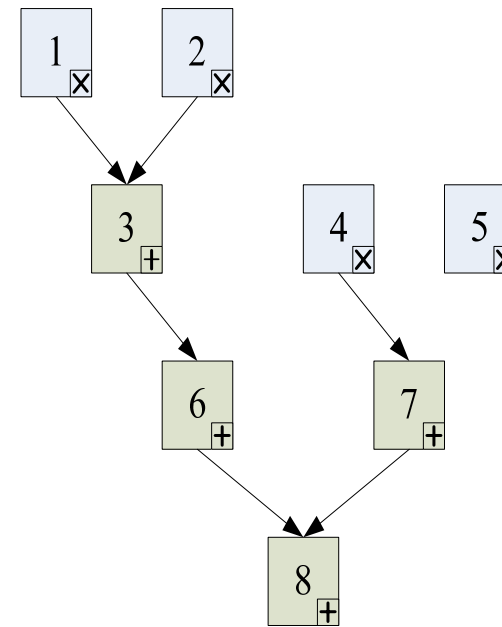


Assumption : unlimited resource





ALAP (as late as possible) Scheduling



Time Step N

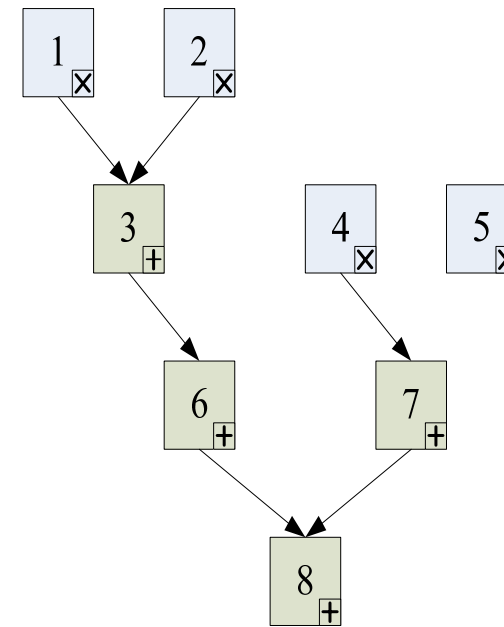
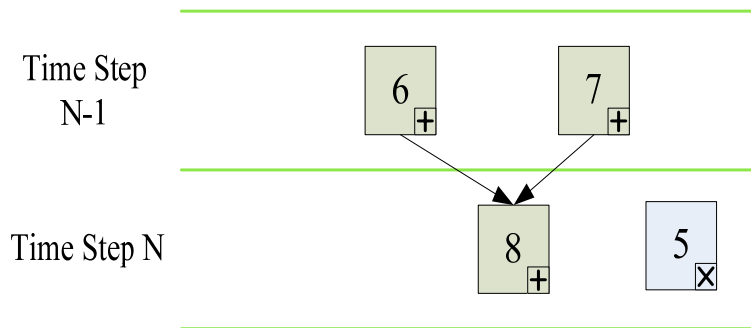


Assumption : unlimited resource





ALAP (as late as possible) Scheduling

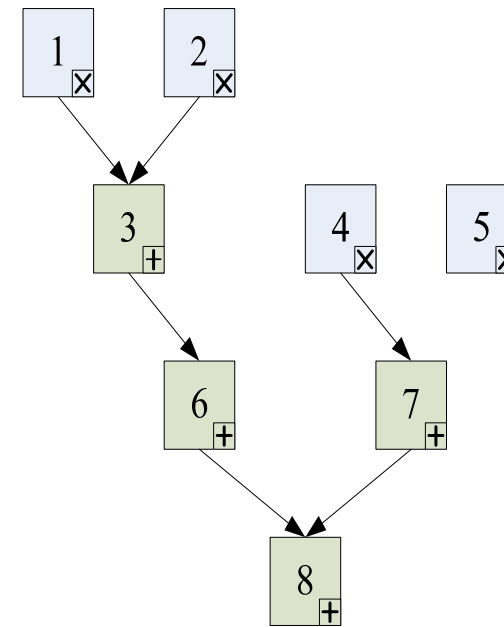
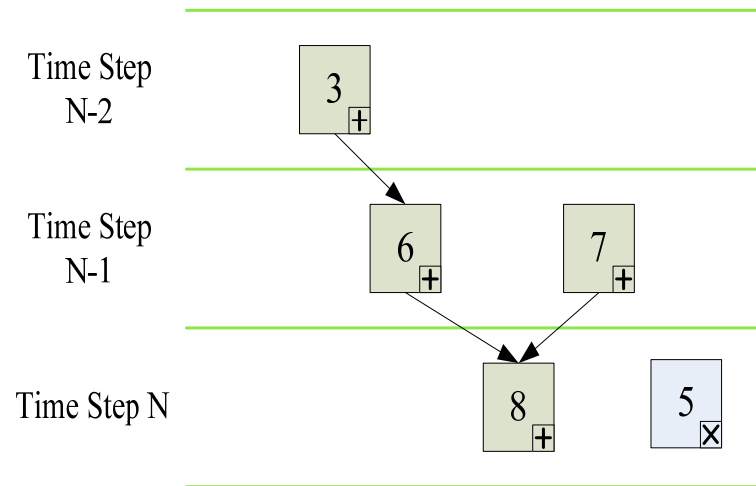


Assumption : unlimited resource





ALAP (as late as possible) Scheduling

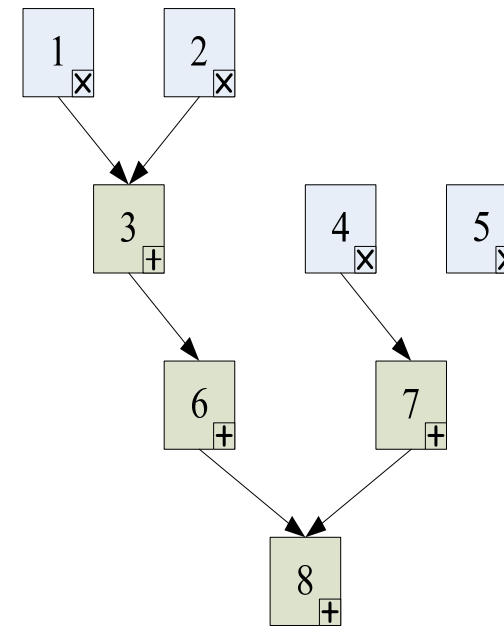
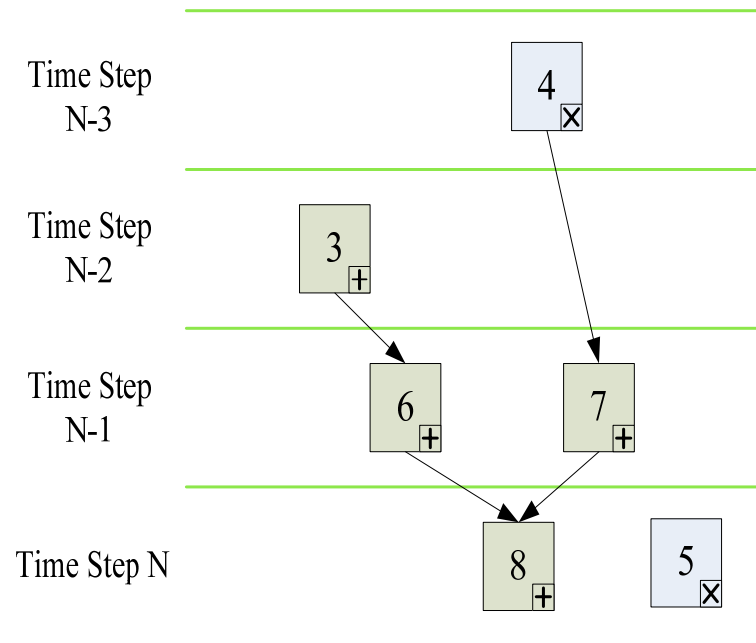
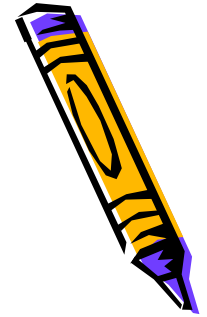


Assumption : unlimited resource





ALAP (as late as possible) Scheduling

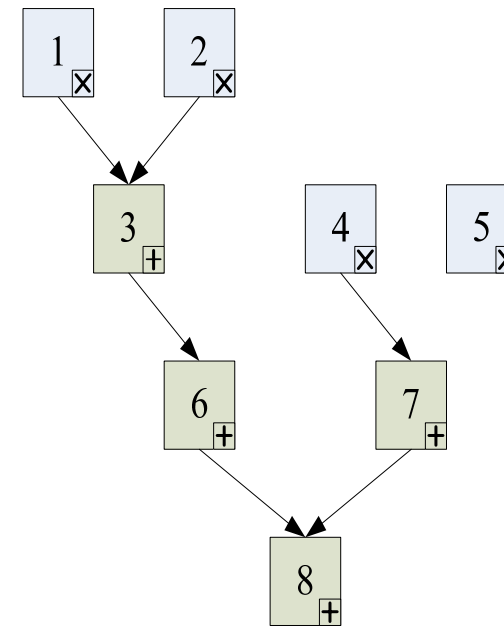
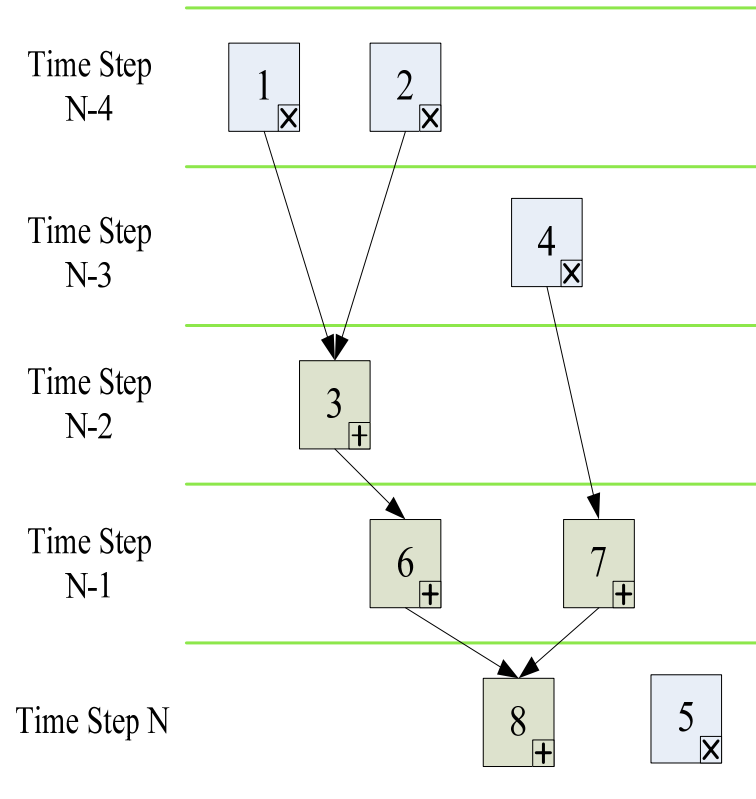


Assumption : unlimited resource





ALAP (as late as possible) Scheduling



Assumption : unlimited resource





Several Issues About ASAP and ALAP



- Evaluation
 - Hardware resource
 - Feasible iteration period
- Shrink solution space



List Scheduling

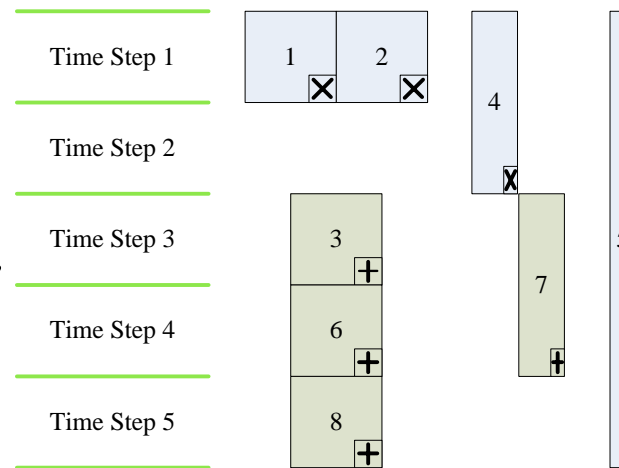
- Heuristic
- Modified ASAP
- Order of unscheduling node determined by a priority function





Force-directed Scheduling (1/2)

- Time frame (the likely scheduling positions got from ASAP and ALAP)
- Distributed graph (the sum of different type operation probability in each time Step)



(a) time frame

ADD	MPY
0	2.7
0	0.7
1.5	0.2
1.5	0.2
1	0.2

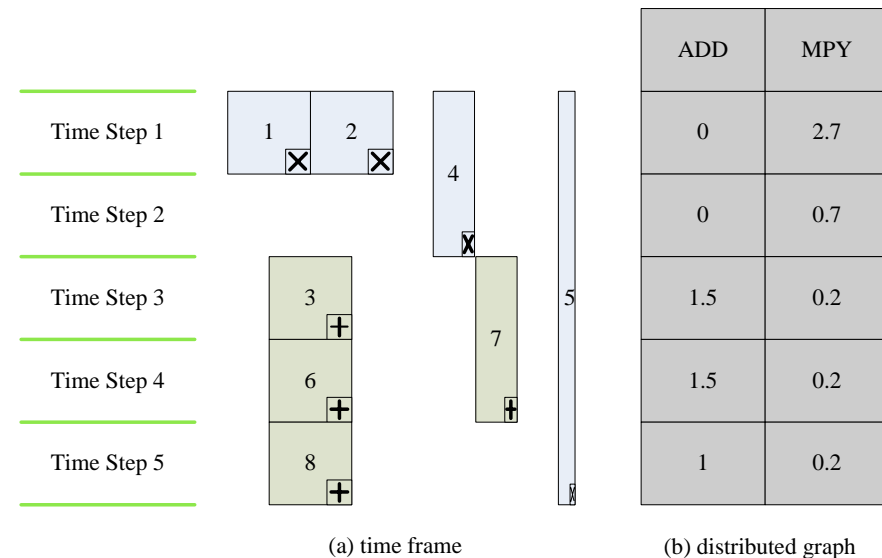
(b) distributed graph





Force-directed Scheduling (2/2)

- Self force (the effect trying to schedule a node to the time step)
- Predecessor/Successor force



$$\text{Self_force}_4(1) = 2.7 * (1 - 0.5) + 0.7 * (0.5 - 1) = 1$$

$$\text{Self_force}_4(2) = 2.7 * (0.5 - 1) + 0.7 * (1 - 0.5) = -1$$

$$\text{Succ_force}_4(1) = 0$$

$$\text{Succ_force}_4(2) = 1.5 * (0 - 0.5) + 1.5 * (1 - 0.5) = 0$$

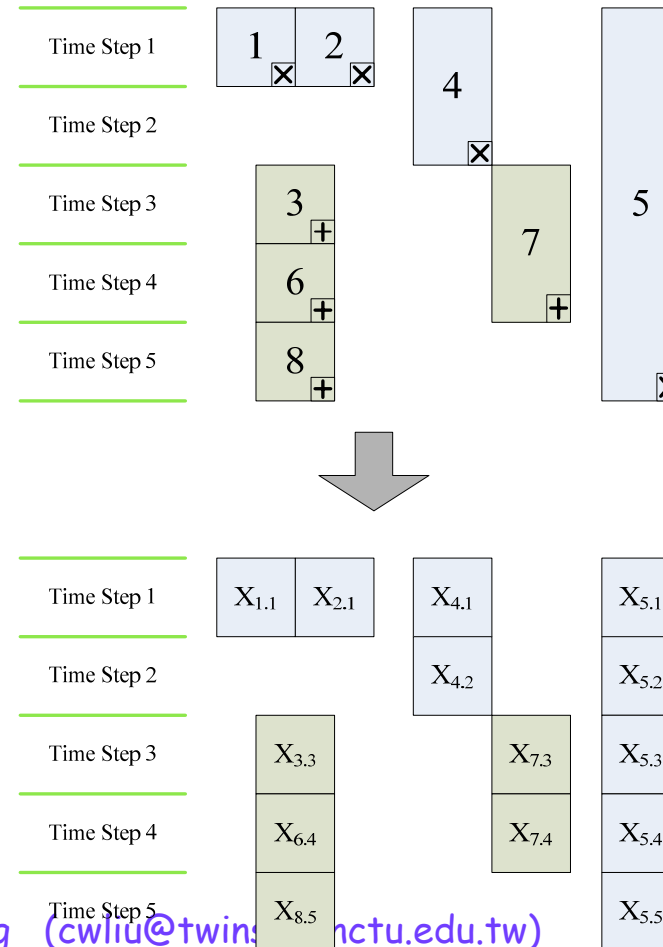




ILP (Integer Linear Programming) Scheduling (1/2)



- Constrain based
- Model in binary decision variable
- High computation complexity





ILP (Integer Linear Programming) Scheduling (2/2)



- Position constrains

$$X_{1.1} = 1$$

$$X_{4.1} + X_{4.2} = 1$$

$$X_{5.1} + X_{5.2} + X_{5.3} + X_{5.4} + X_{5.5} = 1$$

- Resource constrains

For multipliers

$$X_{1.1} + X_{2.1} + X_{4.1} + X_{5.1} \leq N_{mpy}$$

$$X_{4.2} + X_{5.2} \leq N_{mpy}$$

For adders

$$X_{3.3} + X_{7.3} \leq N_{add}$$

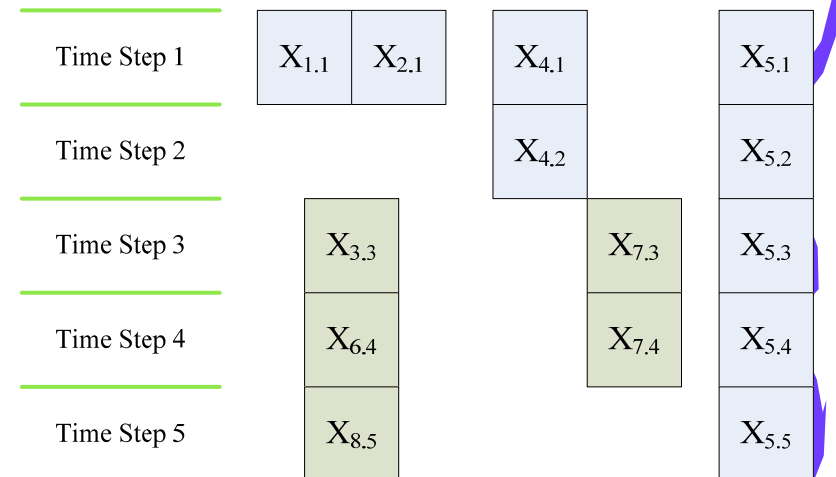
$$X_{6.4} + X_{7.4} \leq N_{add}$$

- Dependency constrains

$$3X_{3.3} - X_{2.1} \geq 2$$

$$3X_{3.3} - X_{1.1} \geq 2$$

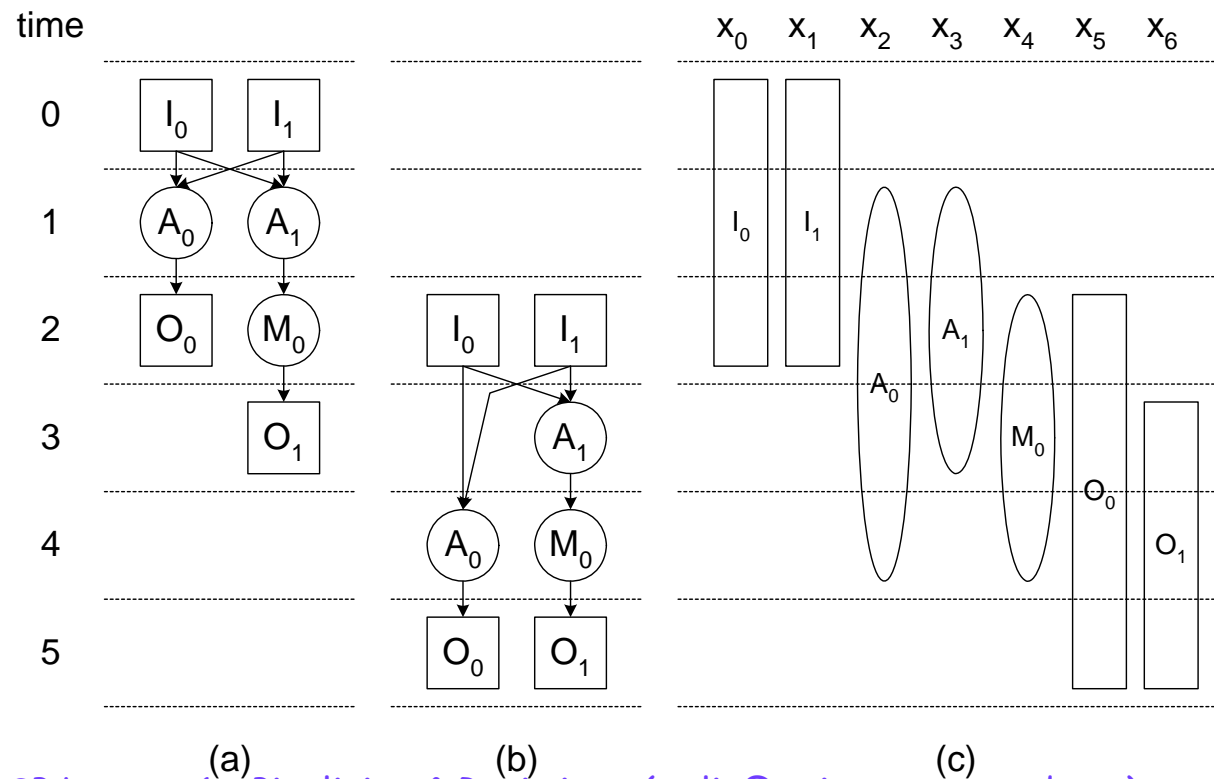
$$3X_{7.3} + 4X_{7.4} - 2X_{4.2} - X_{4.1} \geq 2$$



Basic Scheduling Algorithms



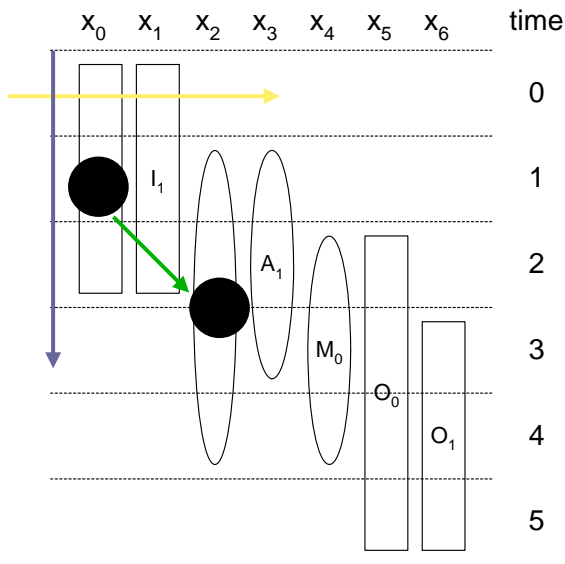
- As soon as possible (ASAP) & as late as possible (ALAP)
- Scheduling ranges





ILP-based Scheduling

The Boolean variable $x_{i,j}$ indicates if the vertex i is scheduled at time j



- Resource constraints (operations cannot exceed the resources)

- $x_{0,0} + x_{1,0} \leq 1$; $x_{0,1} + x_{1,1} \leq 1$; $x_{0,2} + x_{1,2} \leq 1$ (for input)
- $x_{2,1} + x_{3,1} \leq 1$; $x_{2,2} + x_{3,2} \leq 1$; $x_{2,3} + x_{3,3} \leq 1$ (for adder)
- $x_{5,3} + x_{6,3} \leq 1$; $x_{5,4} + x_{6,4} \leq 1$; $x_{5,5} + x_{6,5} \leq 1$ (for output)

- Allocation constraints (each node executes only once)

- $x_{0,0} + x_{0,1} + x_{0,2} = 1$
- $x_{1,0} + x_{1,1} + x_{1,2} = 1$
- $x_{2,1} + x_{2,2} + x_{2,3} + x_{2,4} = 1$
- $x_{3,1} + x_{3,2} + x_{3,3} = 1$
- $x_{4,2} + x_{4,3} + x_{4,4} = 1$
- $x_{5,2} + x_{5,3} + x_{5,4} + x_{5,5} = 1$
- $x_{6,3} + x_{6,4} + x_{6,5} = 1$

- Dependency constraints (for each edge)

- $x_{0,0} + 2x_{0,1} + 3x_{0,2} - 2x_{2,1} - 3x_{2,2} - 4x_{2,3} - 5x_{2,4} \leq -1$
- $x_{1,0} + 2x_{1,1} + 3x_{1,2} - 2x_{2,1} - 3x_{2,2} - 4x_{2,3} - 5x_{2,4} \leq -1$
- $x_{0,0} + 2x_{0,1} + 3x_{0,2} - 2x_{3,1} - 3x_{3,2} - 4x_{3,3} \leq -1$
- $x_{1,0} + 2x_{1,1} + 3x_{1,2} - 2x_{3,1} - 3x_{3,2} - 4x_{3,3} \leq -1$
- $2x_{2,1} + 3x_{2,2} + 4x_{2,3} + 5x_{2,4} - 3x_{5,2} - 4x_{5,3} - 5x_{5,4} - 6x_{5,5} \leq -1$
- $2x_{3,1} + 3x_{3,2} + 4x_{3,3} - 3x_{4,2} - 4x_{4,3} - 5x_{4,4} \leq -1$
- $3x_{4,2} + 4x_{4,3} + 5x_{4,4} - 4x_{6,3} - 5x_{6,4} - 6x_{6,5} \leq -1$

