

# Porting GNU Radio to Multicore DSP+ARM SoC

## A Purely Open Source Approach

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# Who Am I?

- Maintainer of meta-sdr OpenEmbedded layer
- Work on products such as the USRP-E100
- GSoC mentor for embedded GNU Radio
- Helps develop enabling technology for hacking the IoT!

# Motivation

- Vendor-specific development tools are only available on PC-based platforms
- Little influence from research community
- SDR is influenced by open source
- Open-source used in research and education

# Contents

- Context
- Hardware Description
- Vision
- Analysis, Evaluation and Contribution
- Conclusion

# Trends in Wireless

- Coexistence and Interoperability
- Spectrum Sharing
- High Complexity and Capacity Demand for Radio Interface *and* Backhaul
- Infrastructure/Computing Sharing/Outsourcing

→ need development environment leveraging creativity, efficiency, adaptability and scalability

# Wireless Development Issues

- Algorithm development cost (low level of outsourcing)
- Hardware architecture dependency (new computing demands subject to vendor upgrades)
- Low software and hardware reusability
- Long time-to-market for new wireless comm. systems
- Short mobile terminal life-cycle

# Software-Defined Radio

*Digital signal processing application that defines the radio functionality of a transceiver as software running on reconfigurable hardware*

**Hard real-time processing**



Tradeoff between flexibility and processing performance and power consumption →

**Heterogeneous Multiprocessing**

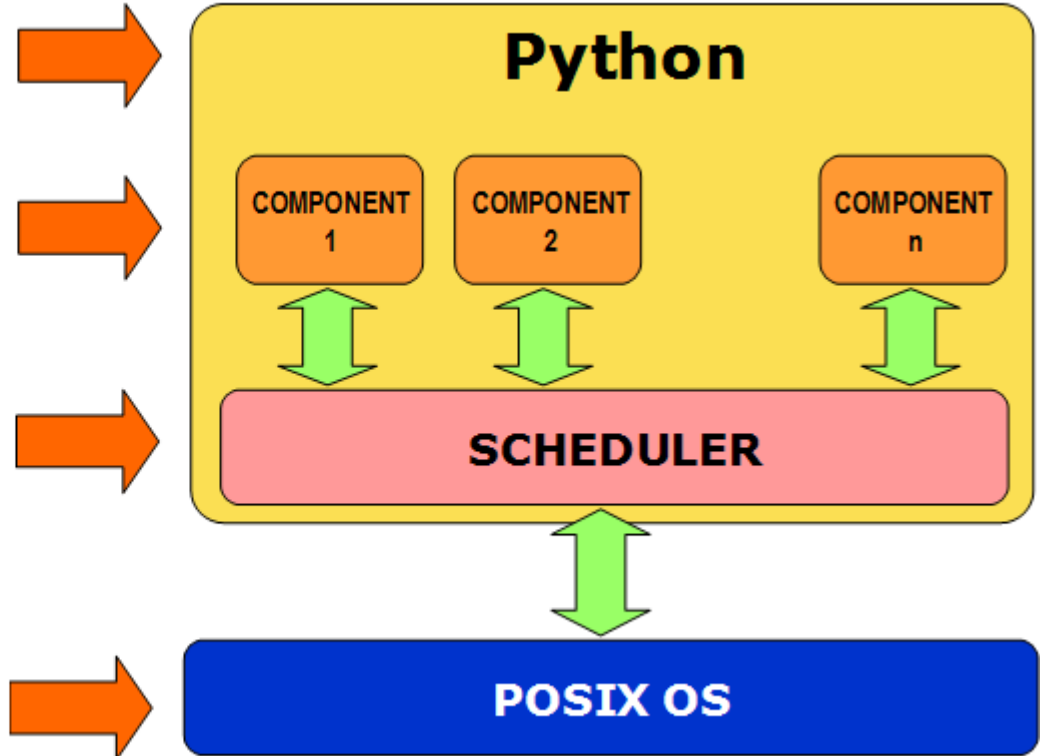
# GNU Radio - A Community Resource

- Free software development tools for building software radios, <http://gnuradio.org>
- Environment for rapid prototyping and testing of SDR modules, waveforms, resource management algorithms, cognitive radio methods, ...
- Library of configurable SDR modules, signal source, measurement and visualization tools, ...
- Provide access to RF-front ends

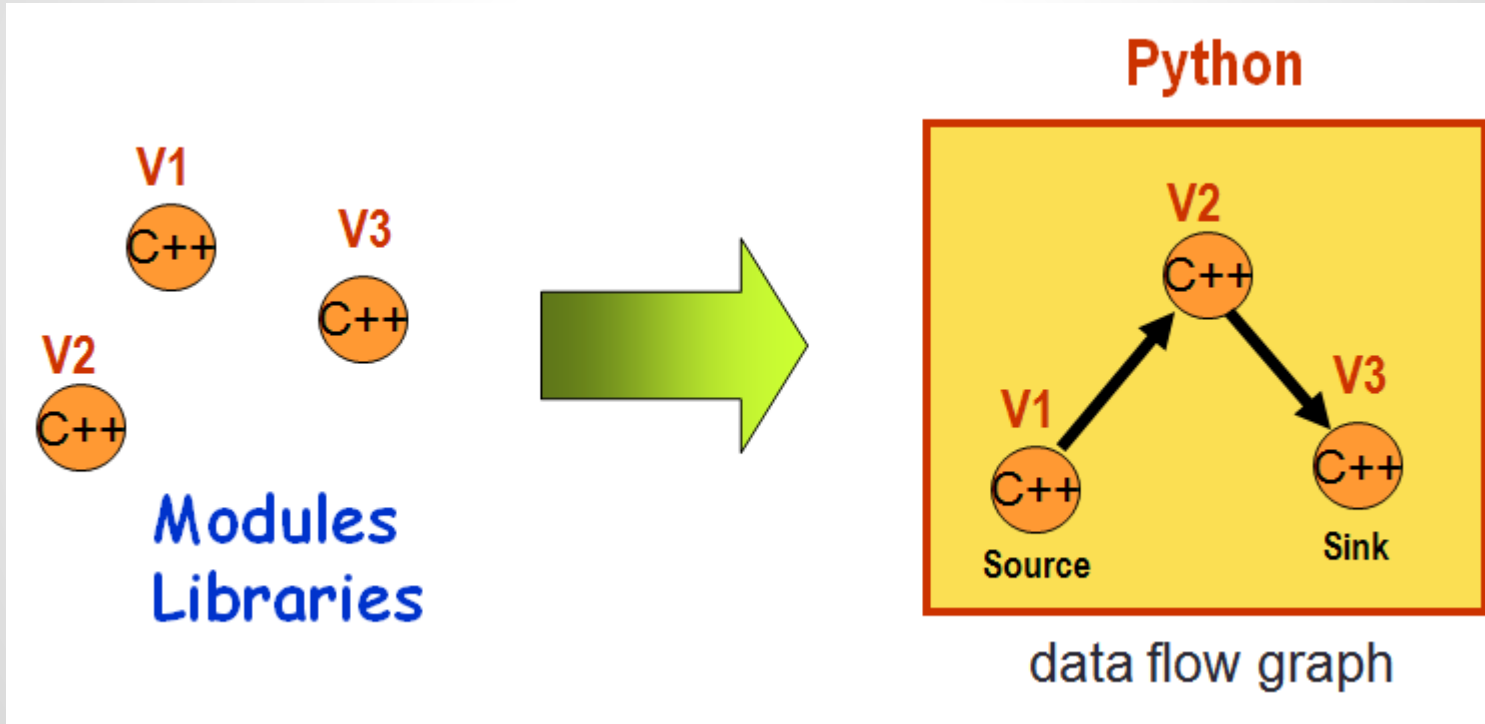


# Software Environment

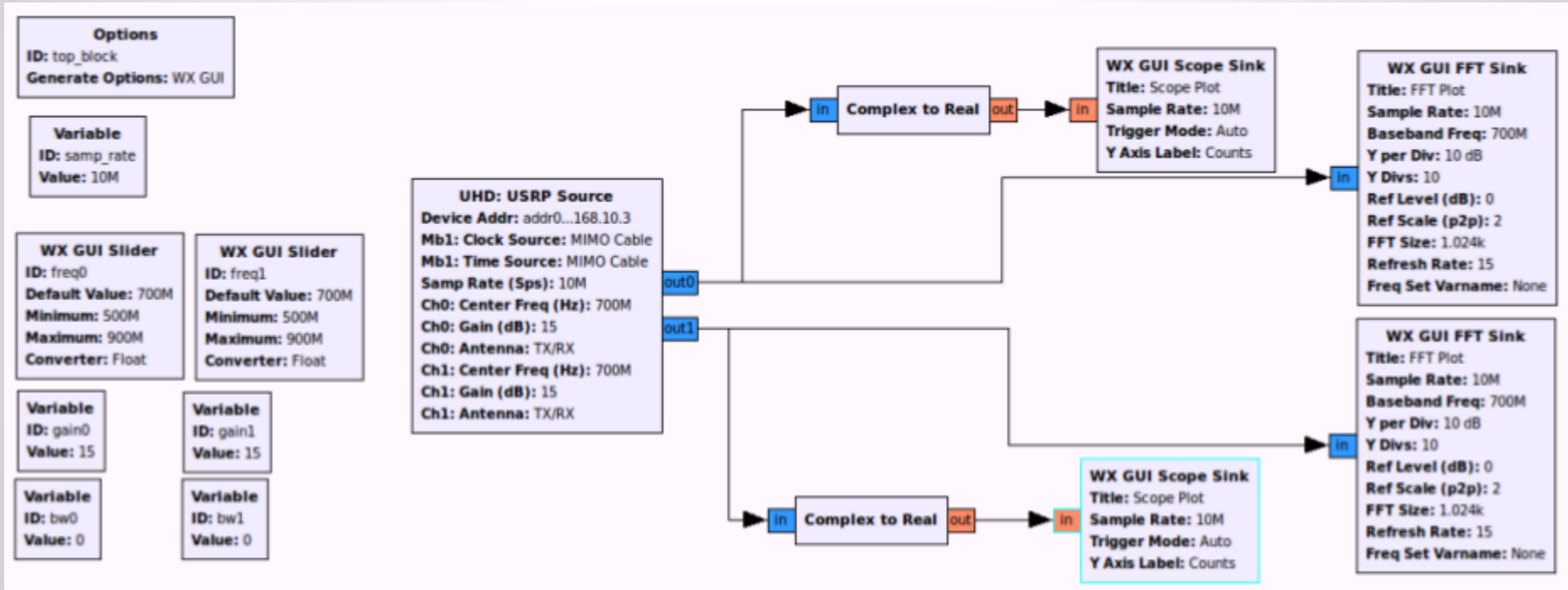
- ❑ Python script to control the creation of the waveform and its implementation
- ❑ Signal processing components typically programmed in C++
- ❑ Scheduler controlling the creation of threads and communication components
- ❑ UNIX/Linux-based Operating System



# Modules and Graphs

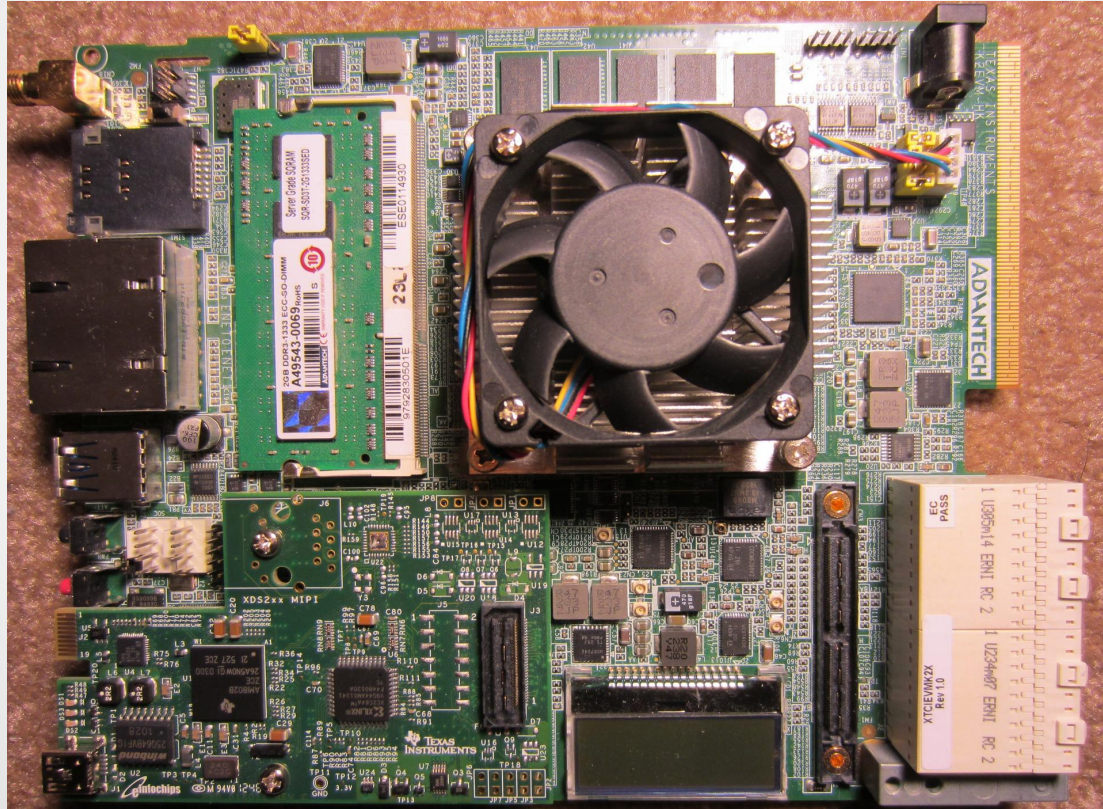


# GNU Radio Companion (GRC)

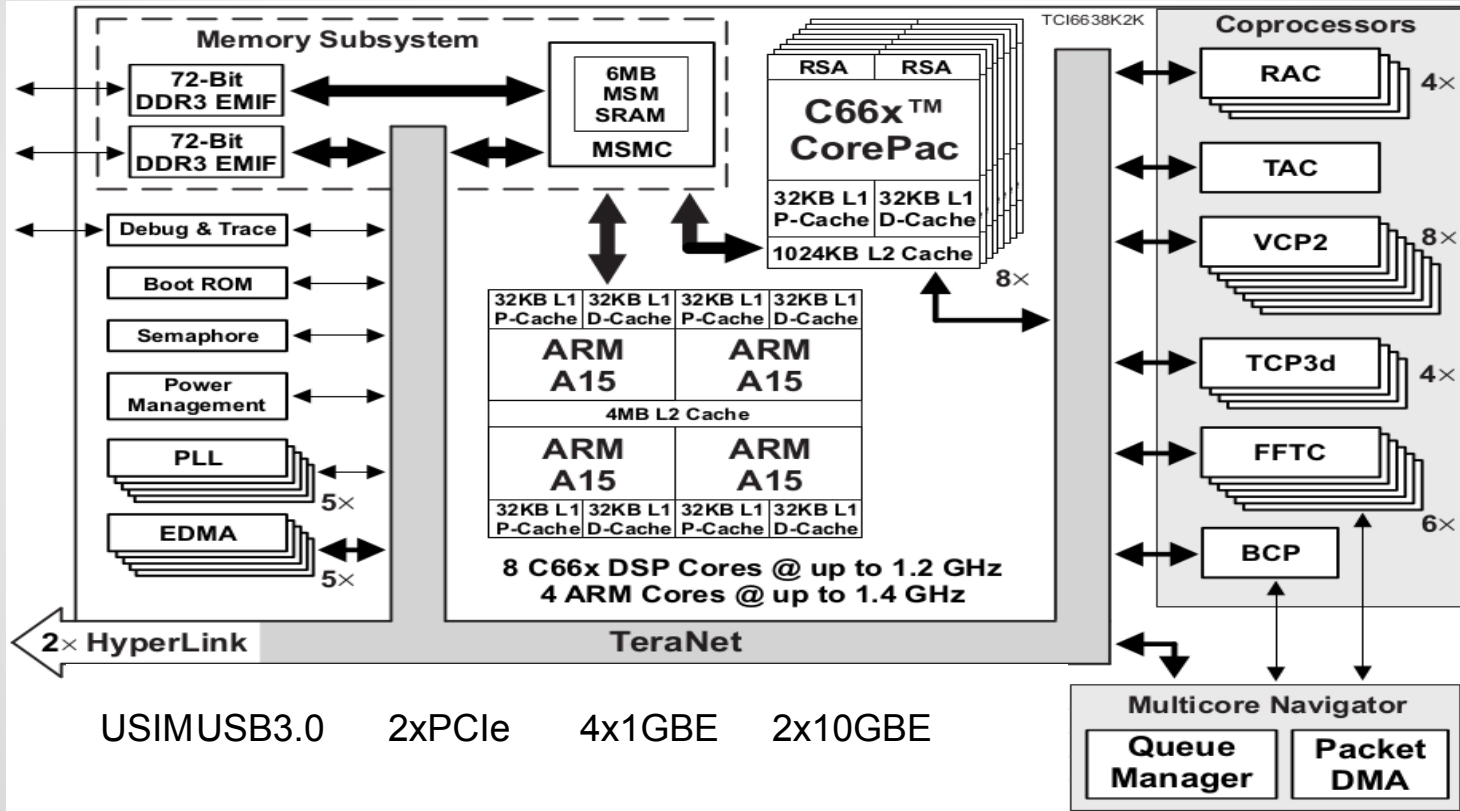


# **TI's KeyStone II: Multi-core ARM+DSP SoC**

# KeyStone II EVM



# KeyStone II: TCI6638K2K



# Major Components

- 4 ARM Cortex A15 @ 1.4 GHz
- 8 C66x DSP cores @ 1.2 GHz:
  - 38.4 GMACs/Core or 19.2 GFLOPs/Core
- Communications accelerators
  - 2 FFT, 4 Turbo Decoders, 8 Viterbi Decoder, ...
- High-Speed Interfacing
- Multicore Navigator
- 6 MB Shared SRAM, 1 MB L2 Cache/RAM for each core

# **Vision and Related Work**



# Vision

Three milestones:

1. Distribute work to other machines with the same architecture.
2. Separate block processing code out and re-implement in a common language
3. Unified Scheduler for heterogeneous architectures!

# Related Work

- Al Favez's gr-DSP (C64x, DSPBIOS)
- RSP2011: Applying GPU to SDR
- FPL2013: GReasy (GNU Radio blocks on FPGA)
- GRCon2013: Using DSPs in GNU Radio

# Digital Signal Processor for SDR

...Education, Research and Rapid Waveform Development and Deployment

DSP as  
accelerators

DSP as complete  
systems

Rapid prototyping

Rapid reconfiguration  
→ CR, DSA, ...



*open-source era ... sharing ... community support*

Proprietary  
software tools

Linux on  
embedded ARMs

GNU Radio on  
embedded ARMs

Integrated execution  
environment

# Eventually...



# **System Analysis, Evaluation and Contribution**

# Memory Organization

- both ARM and DSP has 2 level of caches
- ARM caches could be flexibly configured as cache-only, SRAM-only or a mix of the two
- 6MB of shared memory on chip
- No consistency between DSP caches and between DSP caches and ARM caches

# Communication Issues

## Streaming vs. Shared Memory?

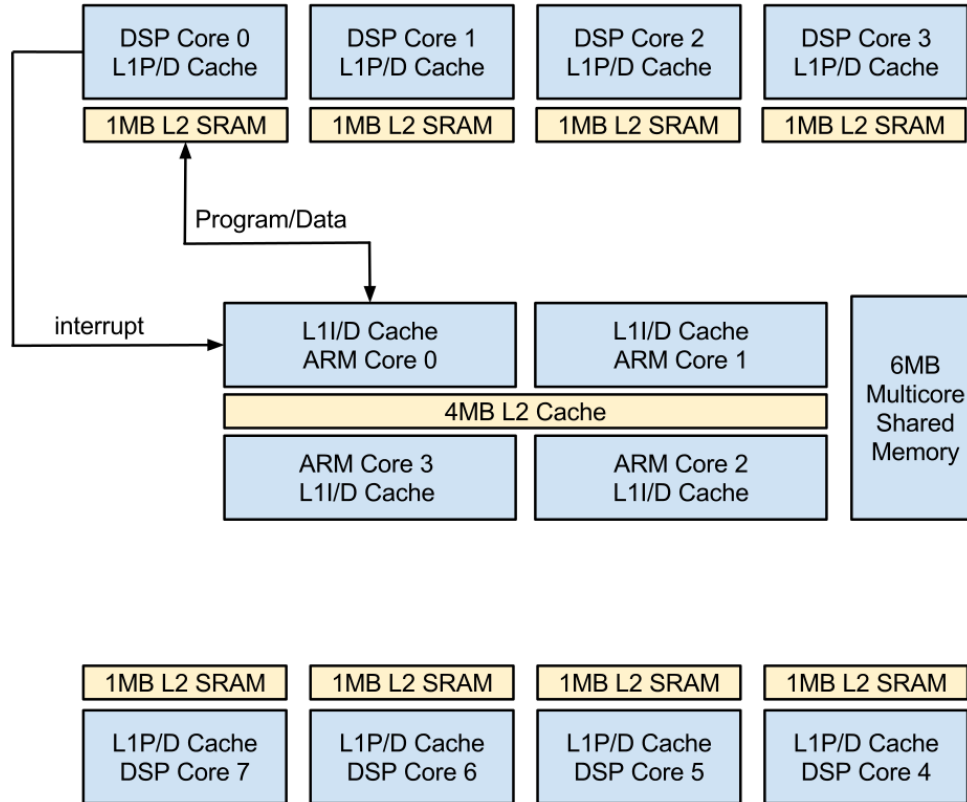
GRDSP and GRGPU both stream data over PCI-E (no other choice)

GReasy streams over Ethernet.

GR on Zynq in GSOC 2013 streams over AXI-Stream.

On the KeyStone II SoC, Sharing (on-chip) memory is perfectly fine and efficient.

# System Architecture





# More details on interactions

Linux has framework for co-processors (remoteproc) and it's used in Android.

- Launch a hardware thread on to a coproc.
- use UIO (user-space IO) to get the inter-core interrupt (already supported in kernel for the board)

# Scheduler

- lack of MMUs in DSP
- No cache coherence between DSP cores
- Need for centralized scheduler
- DSP cores as specialized threads
- Extendable to other accelerators (e.g. FPGAs)

# DSP w/o Proprietary Software

Just a couple register writes, isn't it?

The troubles:

- No visibility of what the DSP is doing (no debugger)
- Lack of detailed documentation, TI assumes you are using DSPBIOS and its Linux drivers
- Complex clock domains and power control

# Evaluations

gcc 4.8.2 c674x backend is generally good, but:

```
float fir(int N, float coef[], float samples[]) {  
    float r = 0.0f;  
    int i;  
    for (i = 0; i < N; i++)  
        r += samples[i] * coef[i];  
    return r;  
}
```

fir:

```
    cmplt    .l1  0, A4, A0
||  shl    .s1  A4, 2, A3
||  sub    .d1  perfect candidate for software
[!A0]    b    pipeline, but gcc doesn't support
||  sub    .d1  SPLOOP!
    shru   .s1  A4, 2, A5
||  mvk    .d1  0, A4
    add    .d1  A5, 1, A1
    nop    3
```

;; condjump to .L4 occurs

.L3:

```
    ldw    .d2t1  *B4++[1], A7
||  sub    .d1  A1, 1, A1
    ldw    .d1t1  *++A6[1], A8
```

nop 4

mpysp .m1 A7, A8, A9

nop 1

[A1] b .s1 .L3

nop 1

addsp .l1 A4, A9, A4

nop 3

;; condjump to .L3 occurs

ret .s2 B3

nop 5

;; return occurs

.L4:

ret .s2 B3

|| mvk .d1 0, A4

nop 5

;; return occurs

# What is Available

- binutils-2.23.2/gcc-4.8.2 based C674 toolchain (compatible with C66x)
- (partial) libc and libm
- liquid-dsp for DSP cores, replaces TI's DSPLIB
- ARM lib to control DSP cores

<http://github.com/GRDSP>

# What is in Progress

1. Remoteproc support for DSP cores.
2. Could we extend ORC/Volk to cover DSP?
3. Rewrite more blocks.
4. Support more platforms
  - a. FPGAs
  - b. embedded GPUs (e.g. Mali, and other vendors')

# How to Contribute

URL: <http://github.com/GRDSP>

Create issues on the GitHub project.

Contact: Shenghou Ma, [minux@vt.edu](mailto:minux@vt.edu)

**Open-source contributions welcome**



# References

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- W. Plishker, G.F. Zaki, S.S. Bhattacharyya, C. Clancy, and J. Kuykendall, “Applying graphics processor acceleration in a software defined radio prototyping environment,” in 22nd IEEE International Symposium on Rapid System Prototyping (RSP), 2011, pp. 67–73.
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- C66x DSP Cache User Guide, <http://www.ti.com/lit/ug/sprugr9f/sprugr9f.pdf>