



Multithreaded Processor for Software Defined Radio

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Agenda

Motivation for SDR

Multithreaded SDR Processor

Software Development Tools

- ❖ Compiler
- ❖ Simulator
- ❖ IDE

Communications System Implementation

- ❖ 2Mbps WCDMA
- ❖ 802.11b

The Challenges of an Industry

Cost

- ❖ 3G is >10x more complex than 2G
 - but cost should be same, or even less
- ❖ Convergence phone 2x complexity
 - WLAN, 2G, and 2.5G integration
 - Traditionally implemented in HW
- ❖ Moore's law reduces cost 50% every 18 months
 - 6 years until the wireless multimedia is a real consumer market

Time-to-market

- ❖ GPRS terminals were late
 - OEMs had to wait until bug free SoCs were available
- ❖ 3G terminals will be late
 - OEMs have to wait until bug free SoCs with 'reasonable' power consumption are available

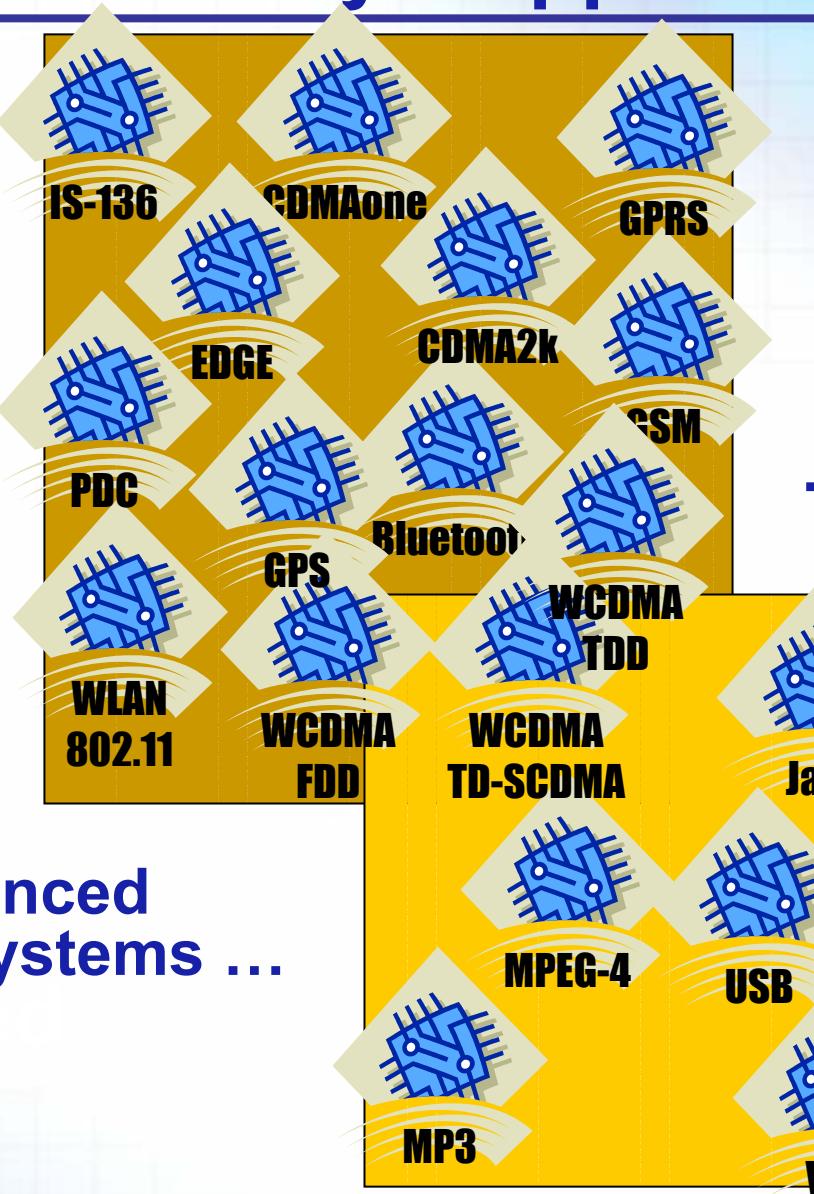
A Whole Industry's approach failed ...



DSP



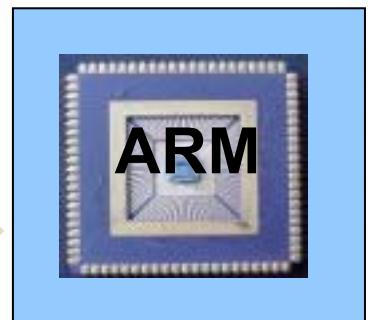
ARM



... with multimedia



DSP



ARM

... on advanced
wireless systems ...

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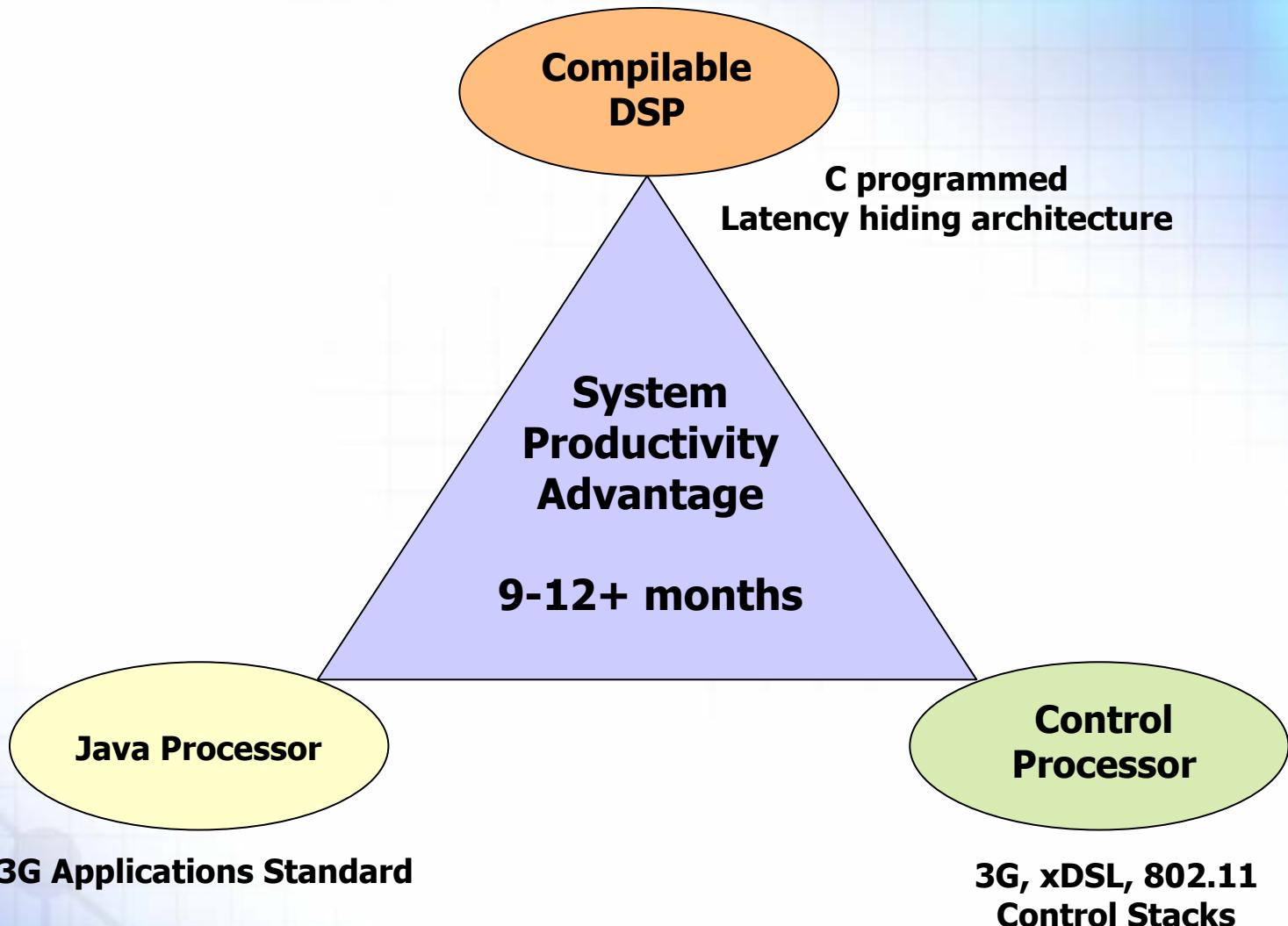
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Communications System Implementation

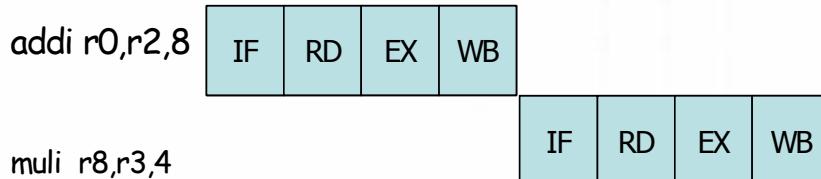
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Sandblaster™ Architecture Performs

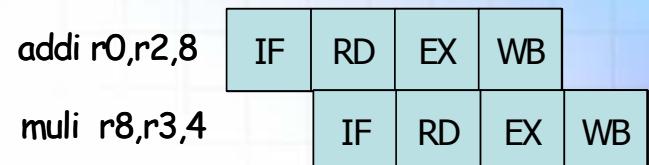


Processor Execution Models

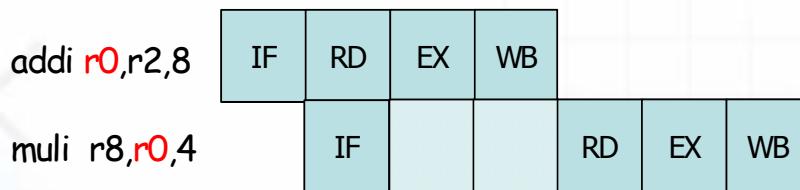
Monolithic Processor



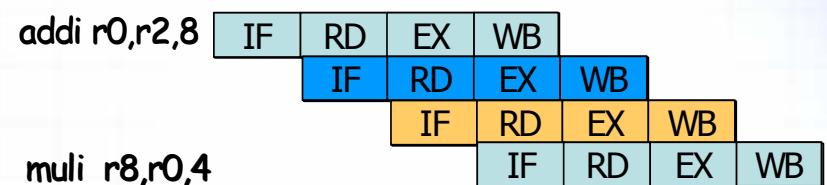
Pipelined Processor



Pipelined Processor Stalls



Multithreaded Processor



Multithreaded Architecture

Key to Low Power Implementation

Sea of Threads

Highly Parallel

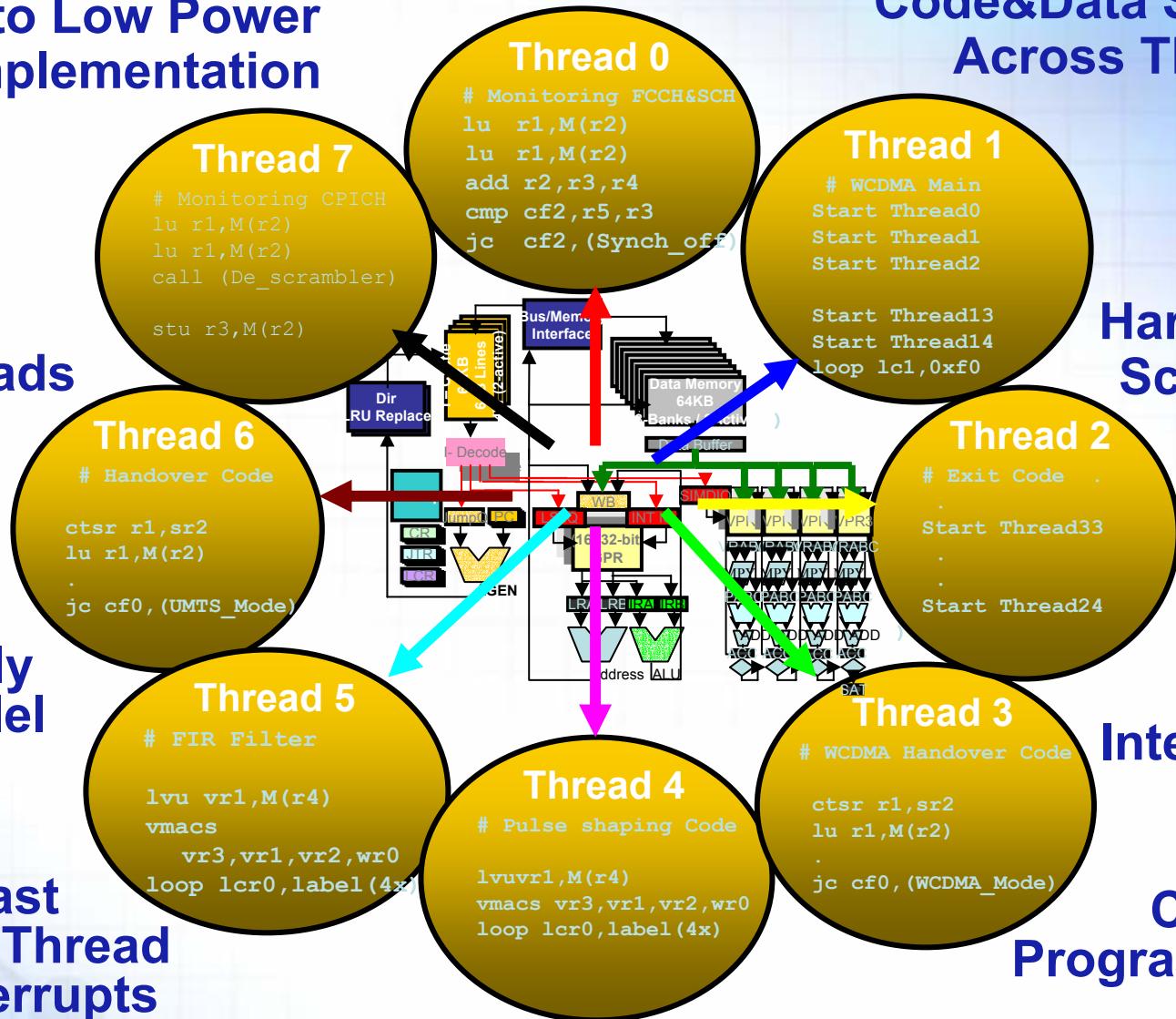
Fast Cross Thread Interrupts

Code&Data Sharing Across Threads

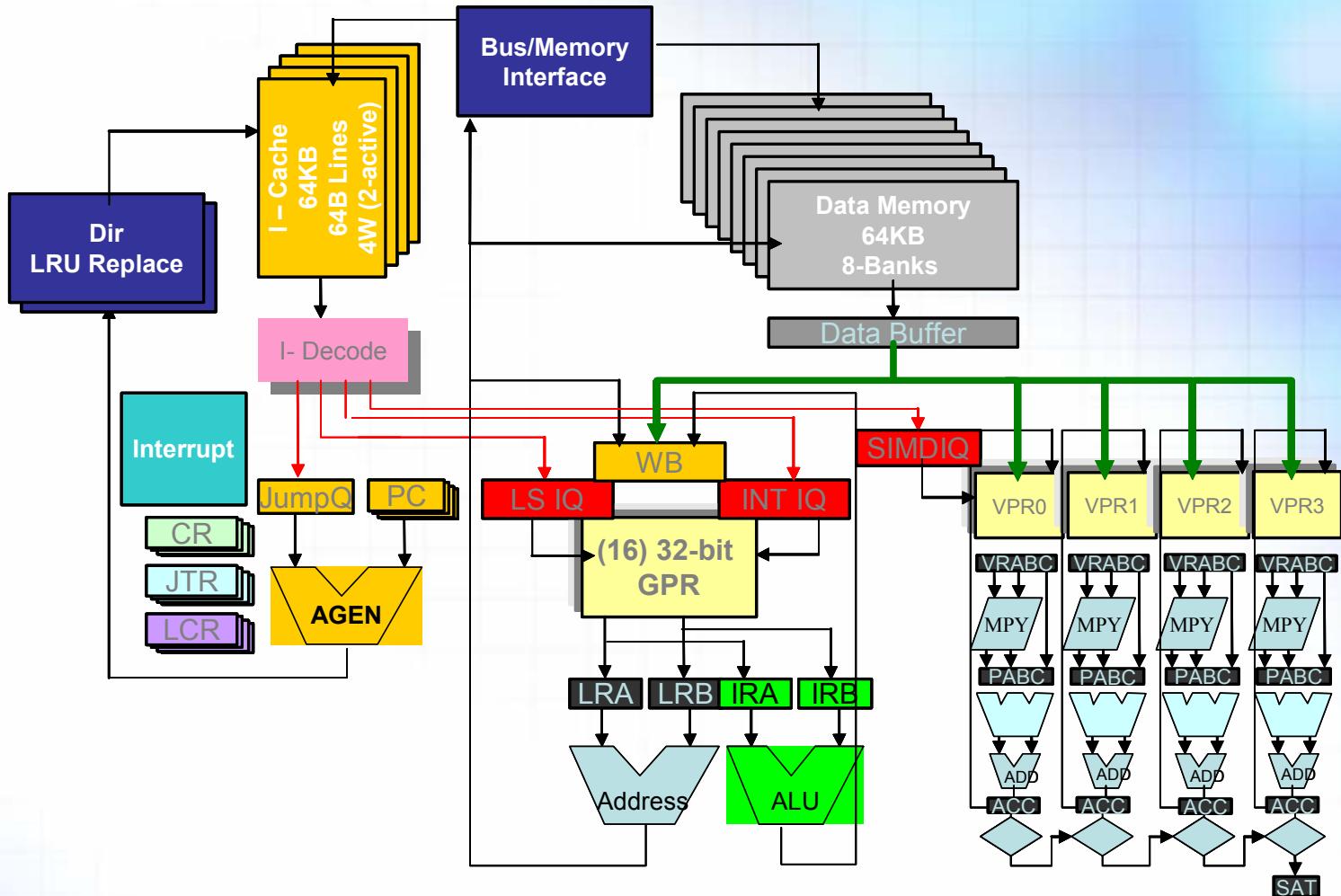
Hardware Scheduled

Fully Interlocked

C Programmed



Multithreaded Baseband Processor



High Parallelism

- Vector / SIMD data parallelism
- Multiple instruction issue
- Thread-level parallelism

Performance

Peak

- 3 compound operations/cycle
- >20 RISC-ops/cycle
- 4 MACS/cycle (MAC-SAT-ADD-SAT)

Example

```
L0: lvu %vr0,%r3,8  
    ||  vmulreds %ac0,%vr0,%vr0,%ac0  
    ||  loop %lc0,L0
```

- >20 operations packed into a 64-bit compound ISA
- VLIW machines may require 512+ bits

20 tap FIR

- 3.63 taps/cycle sustained

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Multithreaded SDR Processor

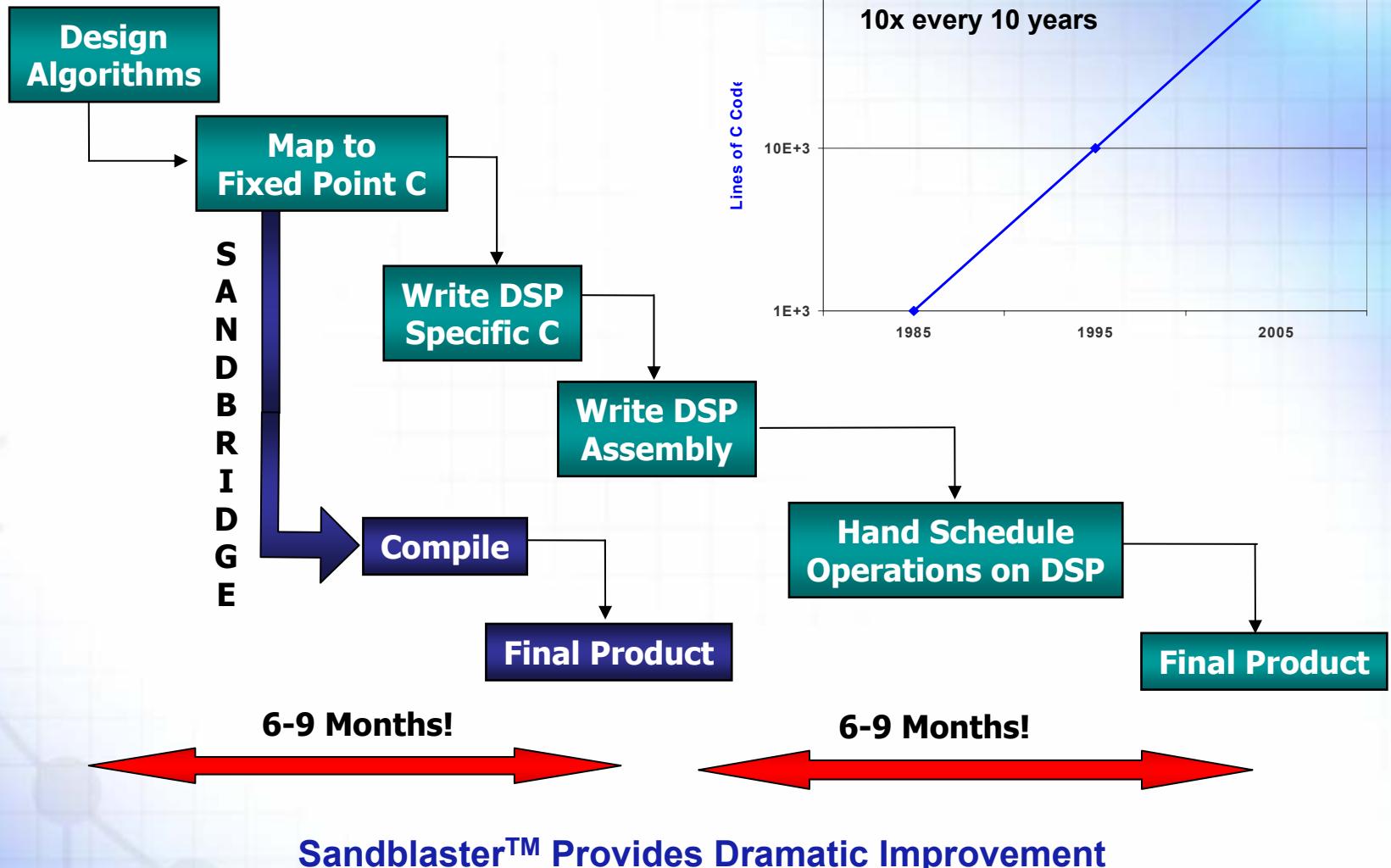
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- ❖ IDE

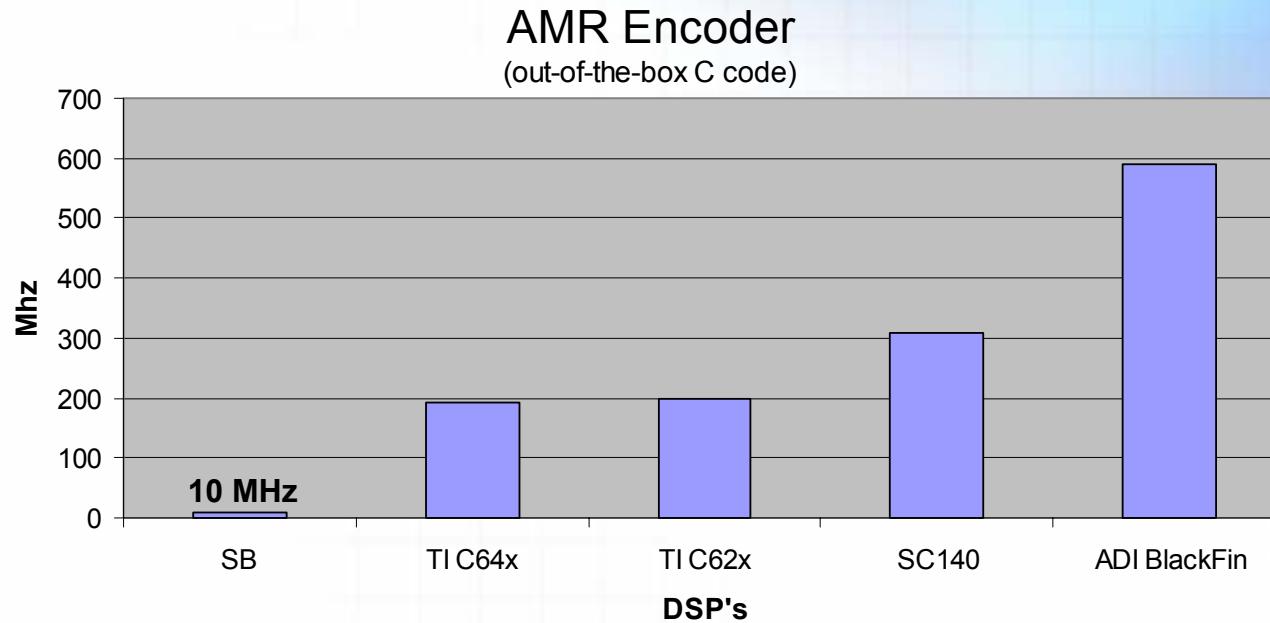
Communications System Implementation

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- ❖ 802.11b

Compiler Productivity



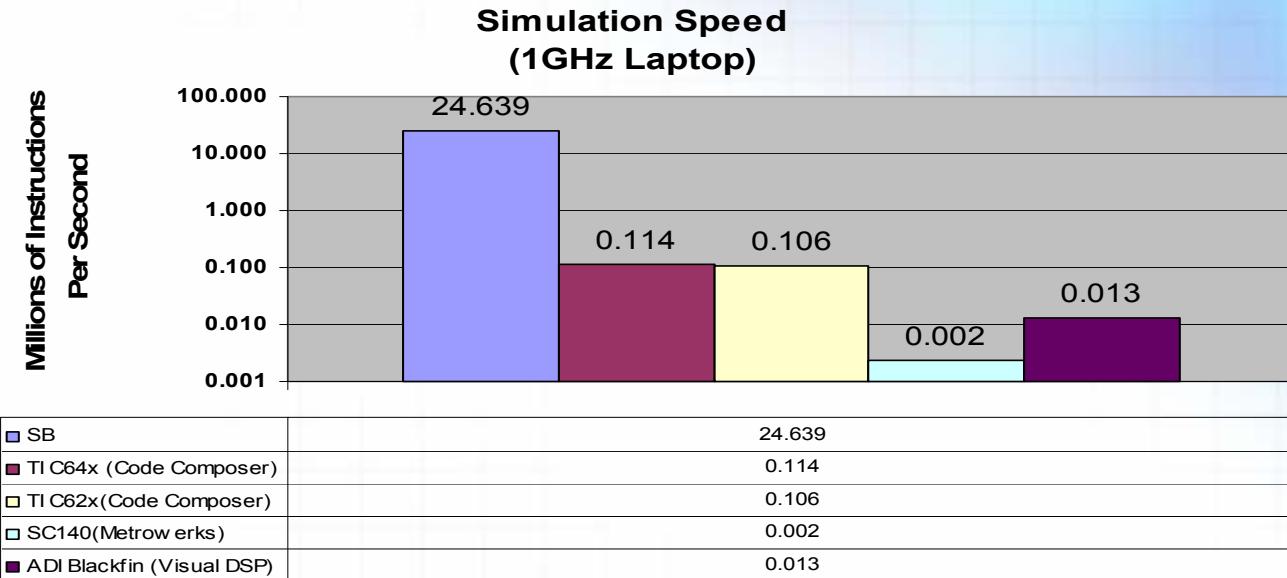
Compiler



Programmed in C or Java

- ➔ **Super-computer class compiler**
 - Vectorization
 - DSP instruction generation
- ➔ **Standard Library**
 - `Printf();`
- ➔ **POSIX pthreads or Java threads**
- ➔ **50k+ testcases used for validation**
 - Industry standards: Plum-Hall, perennial, nullstone

Simulation Software



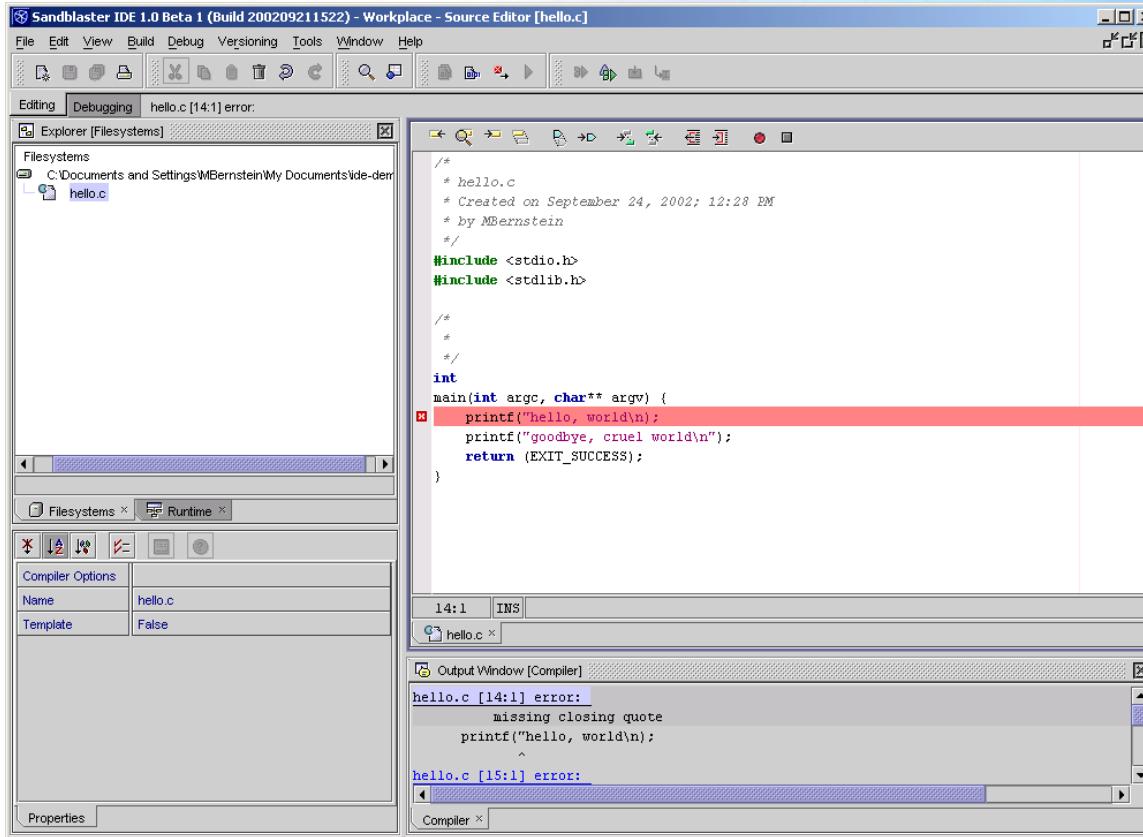
Compiled Simulator

- JIT “Flash” compilation
- Up to 100 MHz on high end x86
- Multi-threaded supported

Up to 4 orders of magnitude faster

- Dramatic development time reduction
- Significant productivity improvement

Context sensitive IDE



IDE based on open source netbeans

- Common Java/C programming environment
- Integrated debugging
- Transparent HW / Simulation environment
- Works in multiple languages

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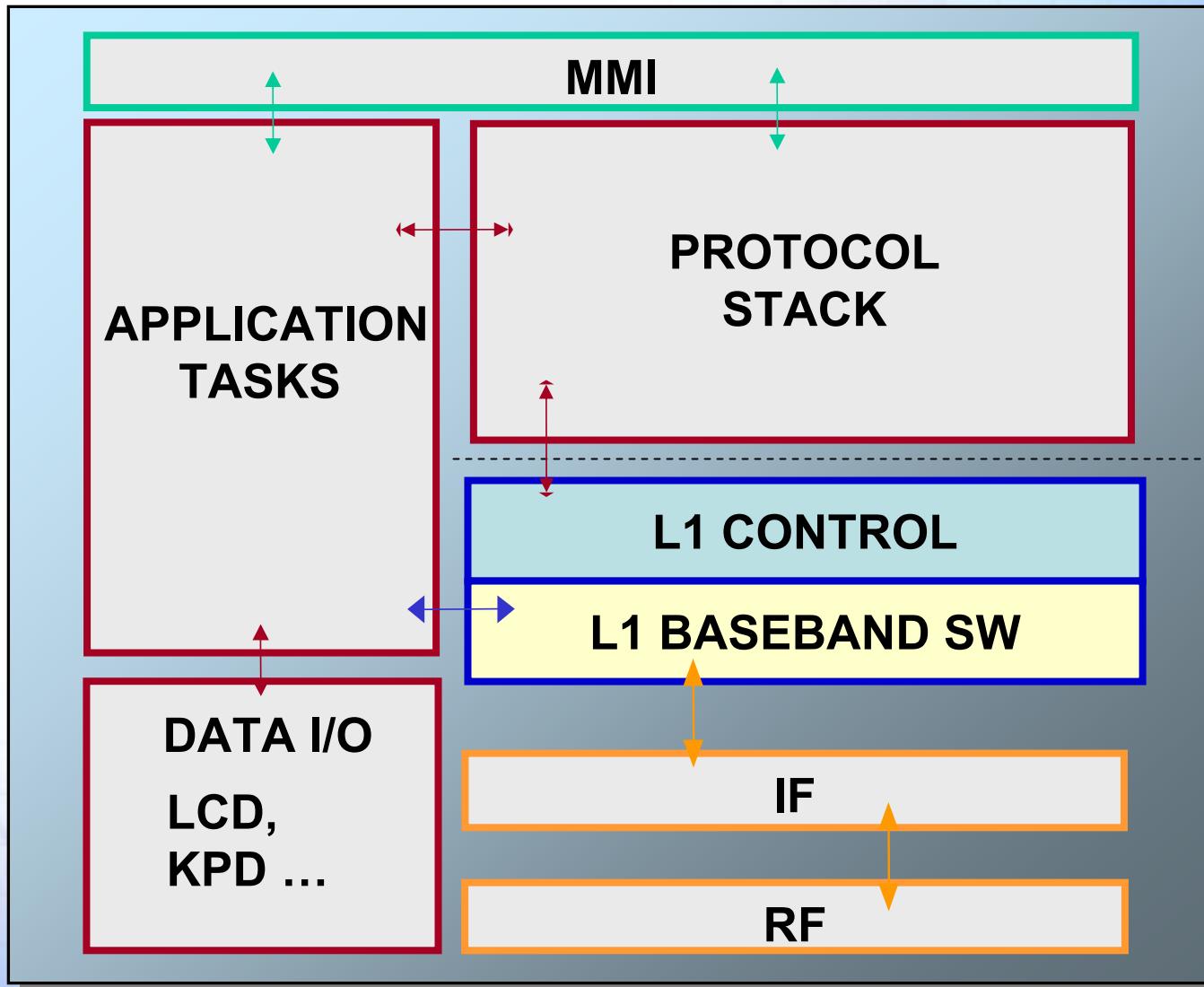
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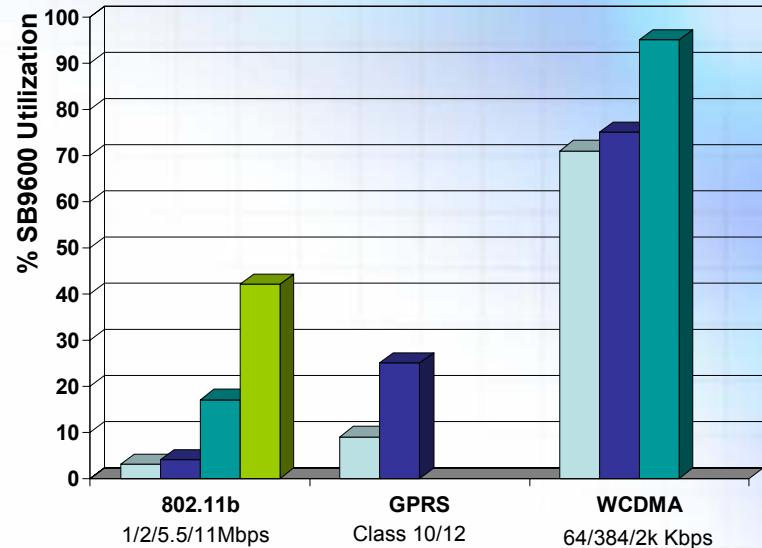
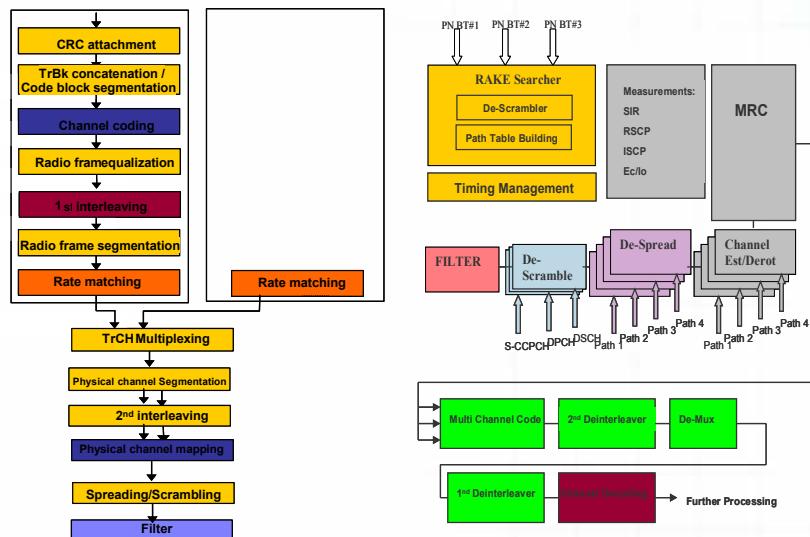
Communications System Implementation

- ❖ **2Mbps WCDMA**
- ❖ **802.11b**

Integration



Real-time Baseband Performance



Real-time chip, bit, and symbol rate processing

- 1 SB9600 chip for 2Mbps Rx concurrently with 768kbps Tx
- <75% utilization for 384kbps Rx / 384kbps Tx

Includes functions traditionally implemented in H/W

- Turbo Decoder
- Rake Receiver
- Tx/Rx Filters

Concurrent performance on 802.11B and GPRS

Summary

Multithreaded baseband processor

- ❖ multi-threaded
- ❖ high-performance and low-power

Sophisticated compiler technology

- ❖ automatically generates DSP operations
- ❖ near-assembly language performance

Reconfigurable Communications Protocols

- ❖ WCDMA
- ❖ GSM, GPRS
- ❖ 802.11
- ❖ Bluetooth
- ❖ GPS

Populated Multimode Baseband Card

