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presenting

Optimisation of Balsa control path using STG  
resynthesis

by

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# What is Balsa

- High-level balsa language
- Predefined Breeze components
- Handshake communication

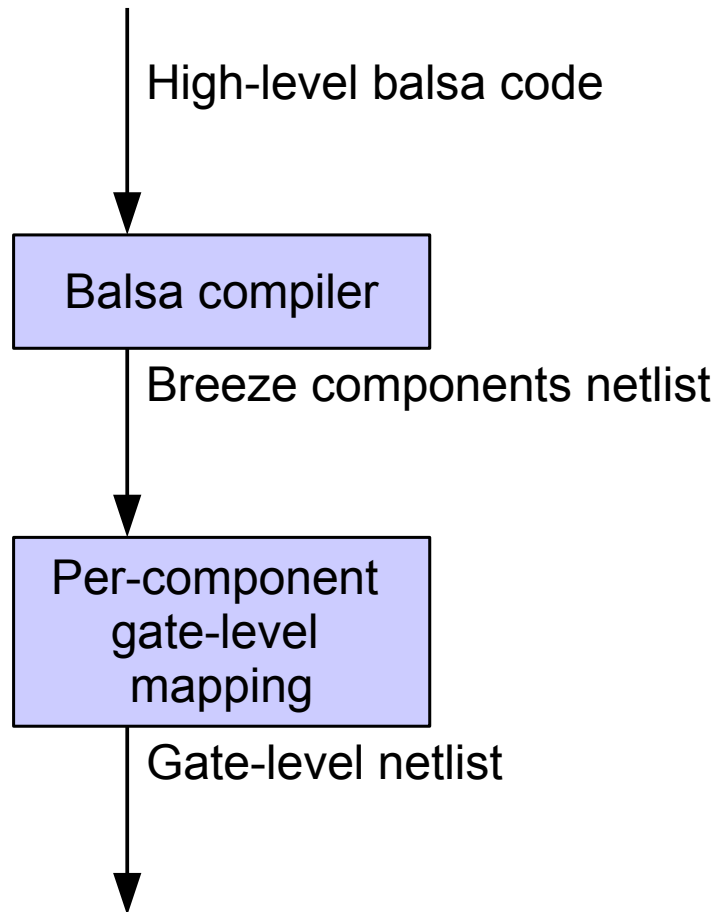
## Advantages:

- Ease of design
- Incremental changes

## Disadvantages:

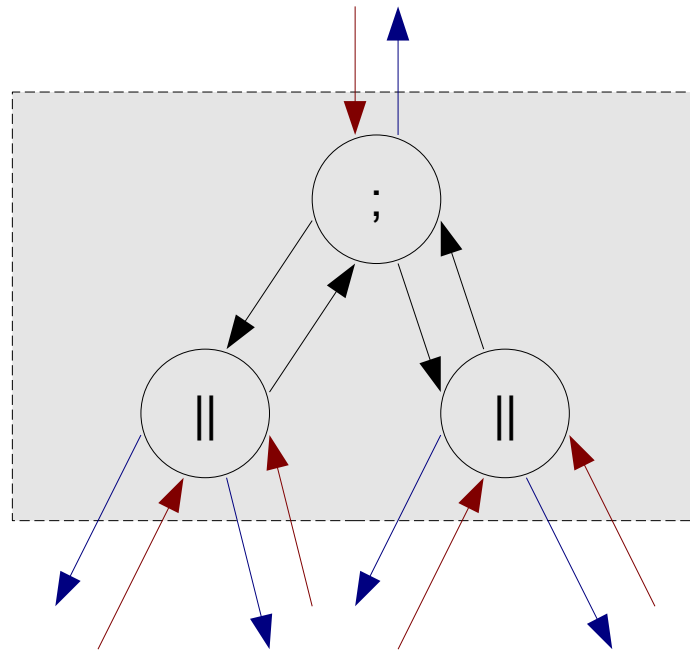
- Area far from optimal
- Speed far from optimal

# Balsa Workflow



# Redundant handshakes

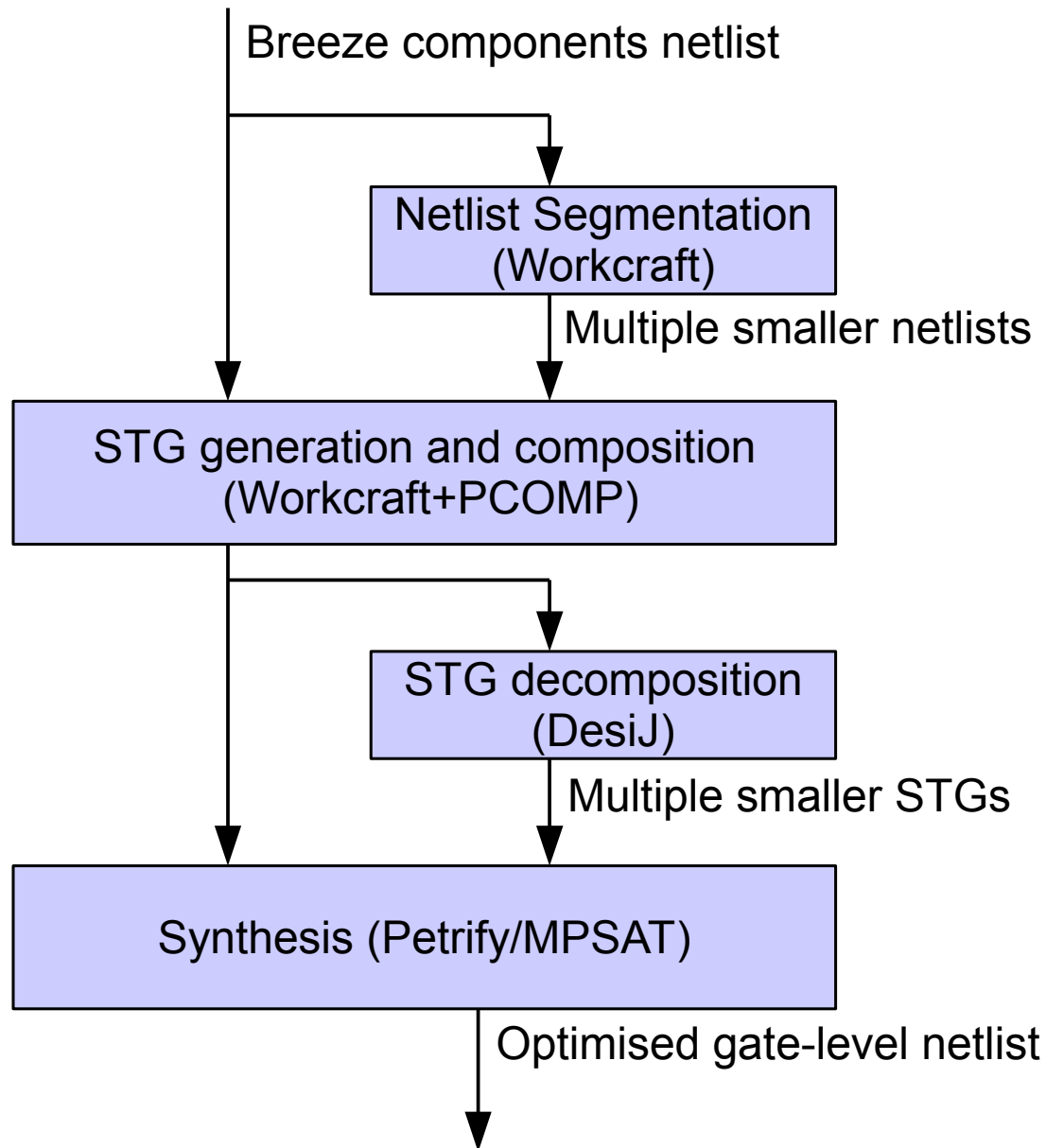
- External handshakes must be strict
- Internal handshakes do not matter



# Main Idea

Specify the required behaviour of the entire circuit interface and let tools decide how to implement it

# Circuit optimisation workflow



# Netlist Segmentation

- Easier to implement
- Guaranteed success
- Not very fine-grained
- Questionable efficiency

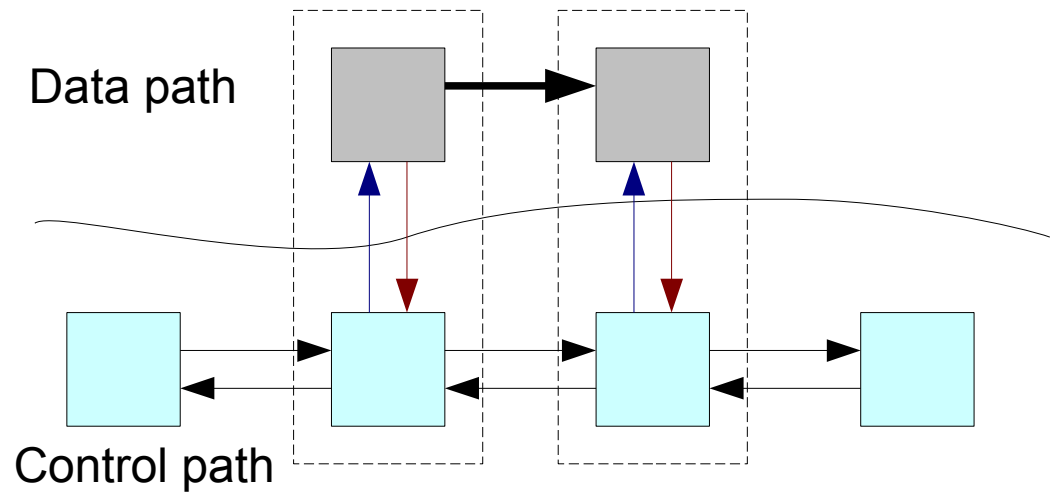
# STG Decomposition

- Potentially better efficiency
- Good control over the size of the resulting STGs
- Complex, requires tools (DesiJ)

# Data path

- Too complex to synthesise
- Can be less efficient than custom-designed

Can be considered external to the system:





# Individual components STGs

- No library of components — need our own

Component types:

- Pure control (Sequence, Concur)
- Data path control (BinaryFunc, Variable)
- Data path interface (Case, While)

# Result optimisation

- Split the circuit with different tools
- Have different splits of the circuit
- Synthesise the circuit parts with different tools

Then choose any configuration of synthesised blocks such as to minimise the total circuit area.

# Experimental results

- GCD contained 17 individual components with total cost of 285 liters if synthesised separately
- GCD was synthesised in four blocks with total of 210 liters, which is 26% less.
- Not all combinations of components are possible to synthesise using current specifications.

# Future work

- Make all combinations of components synthesisable
- Try STG decomposition
- Add data-path generation
- Compare performance to Balsa implementation
- Extend the components STG library

Thanks.

Questions?