



RC1 - NEON programming

This course explains how to use NEON SIMD instructions to boost multimedia algorithms

Objectives

- This course has been designed for programmers wanting to run multimedia algorithms on NEON Single Instruction Multiple Data execute units.
- Each instruction family is detailed, first at assembly level, and then at C level using macros developed present in arm_neon.h file.
- Several tricky usage of processing instructions are provided.
- Vector and vector element load / store instructions are studied and guidelines for organizing data in memory are provided to minimize the number of memory accesses.
- The underlying cache operation as well as preload mechanisms (instruction and hardware prefetch) are detailed to explain how a processing can be pipelined .
- The course shows how DSP typical algorithms such as FIR and FFT can be vectorized and then optimized to be executed on NEON unit.
- This course has already been delivered to companies developing audio applications for mobile phones.
- THIS COURSE IS PROPOSED EITHER AS AN INSTRUCTOR-LED COURSE OR AS E-LEARNING.
- ACSYS has developed an optimized NEON based FFT coded in assembler language
 - performance for 1024 complex floating point single precision samples is:
 - - 106_000 core clock cycles for Cortex-A9
 - - 90_000 core clock cycles for Cortex-A8
 - for any information contact guillaume.peron@ac6.fr

Labs are run under RVDS

A more detailed course description is available on request at info@ac6-training.com

Prerequisites

- Knowledge of ARM V4T / V5TE instruction set.

Plan

DAY 1

CORTEX-A8 AND CORTEX-A9(MP) ARCHITECTURE

- Data path, studying how data are loaded from external memory and copied into level 1 and possibly level 2 caches
- Programmer's model
- Highlighting coherency issues when data are shared by several cores, purpose of the SCU implemented in Cortex-A9
- Cortex-A8 and Cortex-A9 instruction pipeline, branch predictors

INTRODUCTION TO NEON/VFPv3

- Clarifying the resources shared by NEON and VFP
- Register bank, Q registers, D registers
- Data types
- Vector vs scalar
- Related system registers
- Alignment issues
- Enabling NEON/VFP

NEON INSTRUCTION SYNTAX

- Instructions producing wider / narrower results
- Instructions modifiers
- Selecting the shape
- Selecting the operand / result type
- Syntax flexibility
- Declaring initialized vectors in C language
- Using unions with vectors and arrays of vectors to simplify the debug
- Casting vectors

LOAD / STORE INSTRUCTIONS

- Addressing modes
- Vector load / store
- Vector load / store multiple
- Element and structure load / store instructions
 - Multiple single elements
 - Single element to 1 lane
 - Single elements to all lanes
- Optimizing the ordering of data in memory to take benefit of 2-, 3- and 4- element structures
 - Example: managing audio samples
- Processor acceleration mechanisms: store merging buffers
 - Practical lab: using load with de-interleaving instructions to store all right lane samples into a vector and left lane samples into another vector

DAY 2

DATA TRANSFER INSTRUCTIONS

- Move
- Swap
- Table lookup
- Vector transpose
- Vector zip / unzip
- Data transfer between NEON and integer unit
 - Practical lab: clarifying narrow and long instructions, building a vector from bytes selected from a pair of vectors

LOGICAL AND BITFIELD INSTRUCTIONS

- Logical AND, Bit Clear, OR, XOR
- Operations with immediate values
- Bitwise insert instructions, avoiding branches
- Count Leading zeros, ones, signs
- Normalizing floating point numbers when VFP is not implemented
- Scalar duplicate
- Extract
- Shift with possible rounding and saturation
- Bitfield revers
 - Practical lab: Transposing a matrix, shifting a large bitmap using vector instructions

ARITHMETICAL INSTRUCTIONS

- Add, modulo vs saturated arithmetic
- Halving / Doubling the result
- Rounding
- Subtract
- Multiply
- Multiply accumulate / Multiply subtract
- Absolute value
- Min / Max
- Converting Floating Point numbers into Fixed point numbers
- Converting Fixed point numbers into Floating point numbers
- Reciprocal estimate, reciprocal square root estimate, Newton-raphson algorithm
- Pairwise instructions
- Element comparison
 - Practical lab: implementing a complex multiply accumulate with NEON
 - Practical lab: converting fixed-point elements into single precision floating point values and adding the resulting elements

NEON CODING EXAMPLES

- FIR filter
 - Converting the scalar algorithm into a vector algorithm
 - Finding the NEON instructions to encode the vector algorithm
 - Optimizing the code
 - Using the performance monitor to tune the algorithm
- FFT (DFT)
 - Converting the scalar algorithm into a vector algorithm, understanding how circle properties can be used to process 4 angles concurrently
 - Finding the NEON instructions to encode the vector algorithm
 - Optimizing the code
 - Using the performance monitor to tune the algorithm

Renseignements pratiques

Durée : 2 jours

Prix : 1250 € HT



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