

StarCore : Computing Correlation Function

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Based on

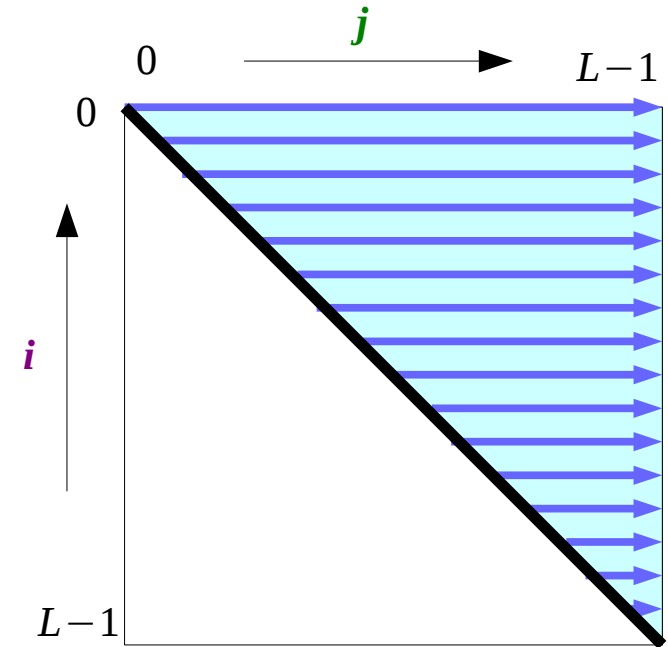
Cross Correlation

http://cache.freescale.com/files/dsp/doc/app_note/AN2266.pdf

Correlation Code

```
L_max = 0;
for (i = L-1; i >= 0; i--) {
    Acc = 0;
    for (j = i; j < L; j++)
        Acc = L_mac(Acc, x[j], h[j-i]);
    y[i] = Acc;
    Acc = L_abs(Acc);
    if (Acc > L_max) {
        L_max = Acc;
    }
}
```

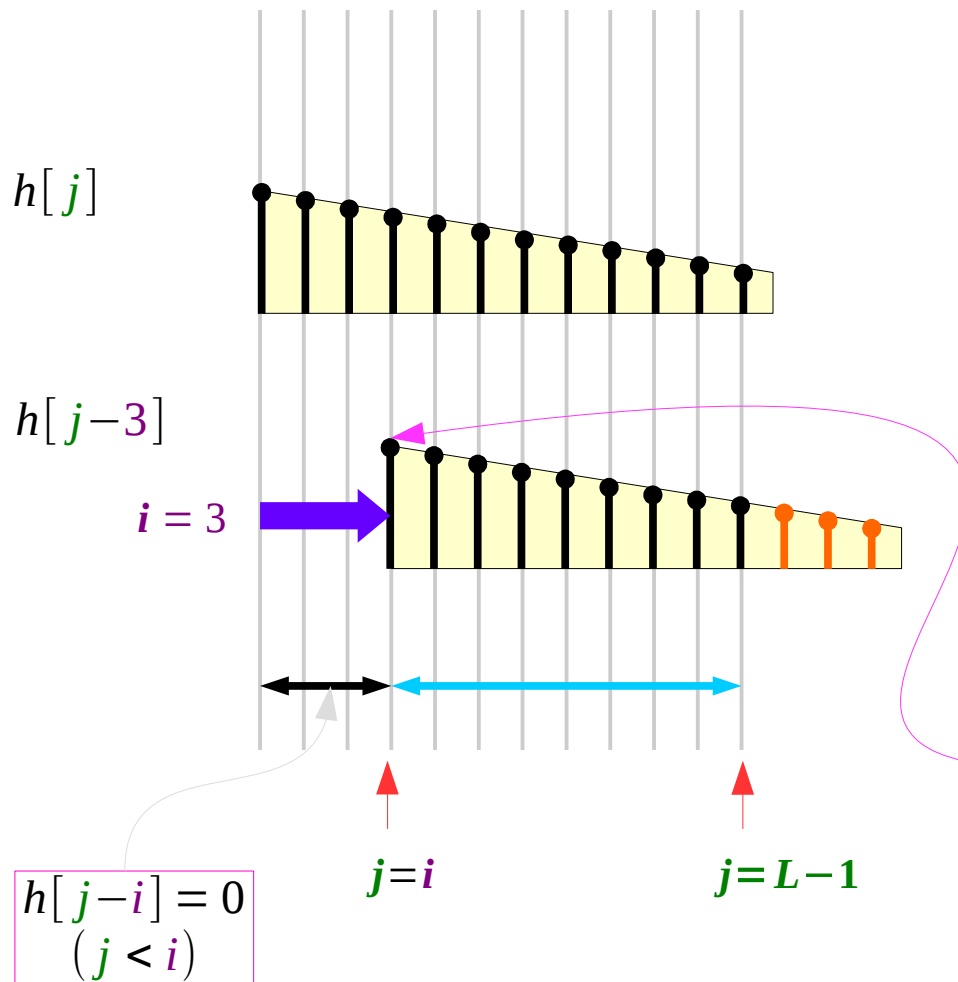
$$y[i] = \sum_{j=i}^{L-1} x[j]h[j-i]$$



L_max
L_mac
L_abs

$h[j]$ and $h[0]$

$$y[i] = \sum_{j=i}^{L-1} x[j]h[j-1]$$



$h[j]$

$h[j-3]$

$h[j-i]$ shifted version of

$h[j]$

$h[n-a]$

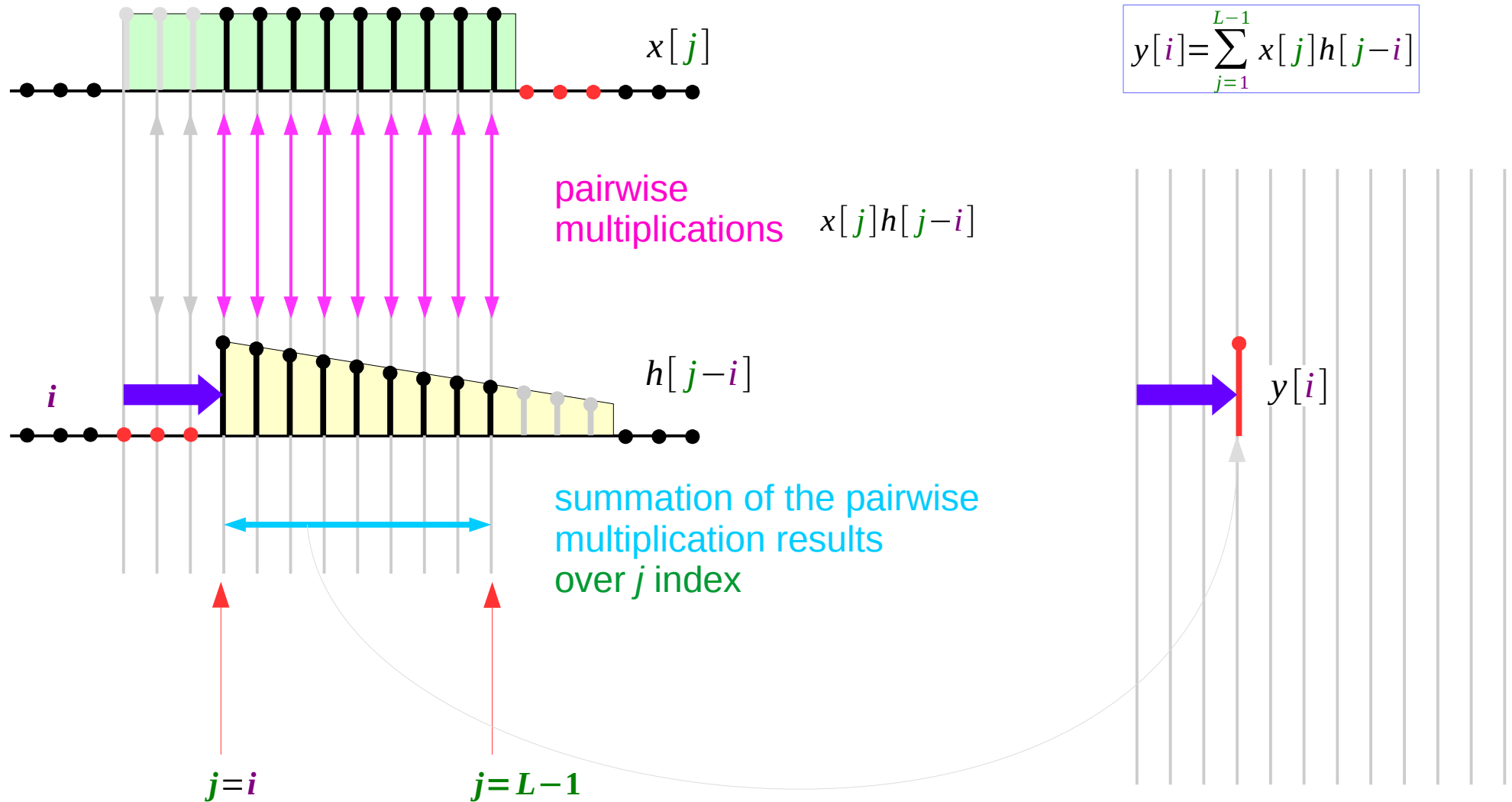
$h[n]$

$h(t-a)$

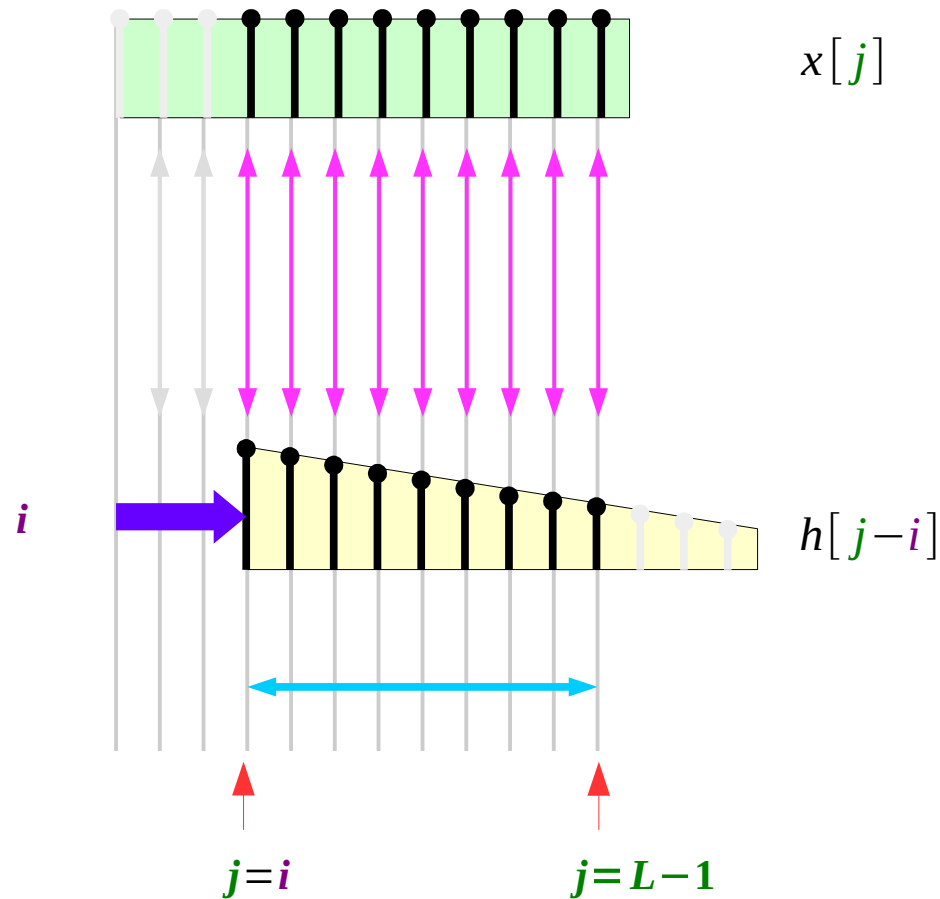
$h(t)$

$h[j-i] = h[0]$ when $j = i$

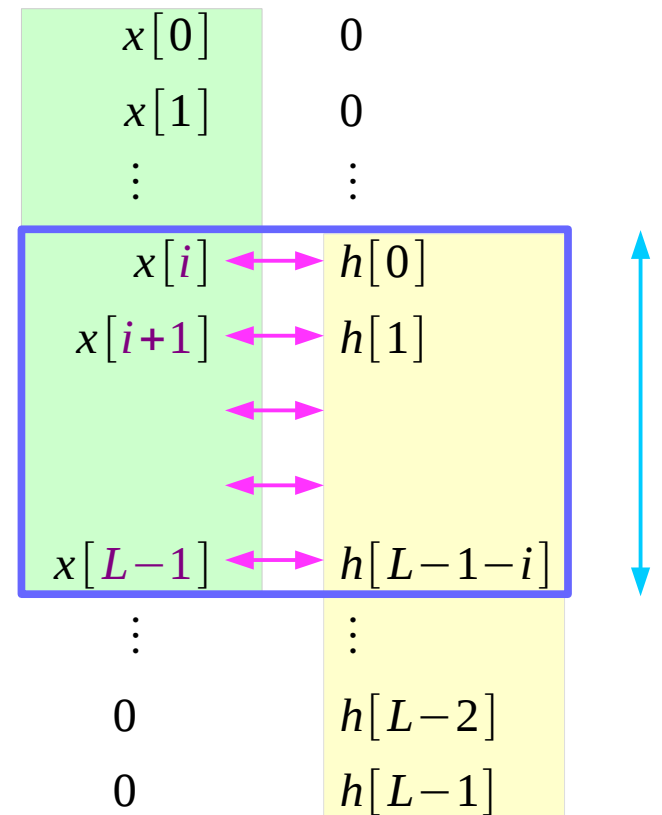
Correlation $y[i]$ – for a given i



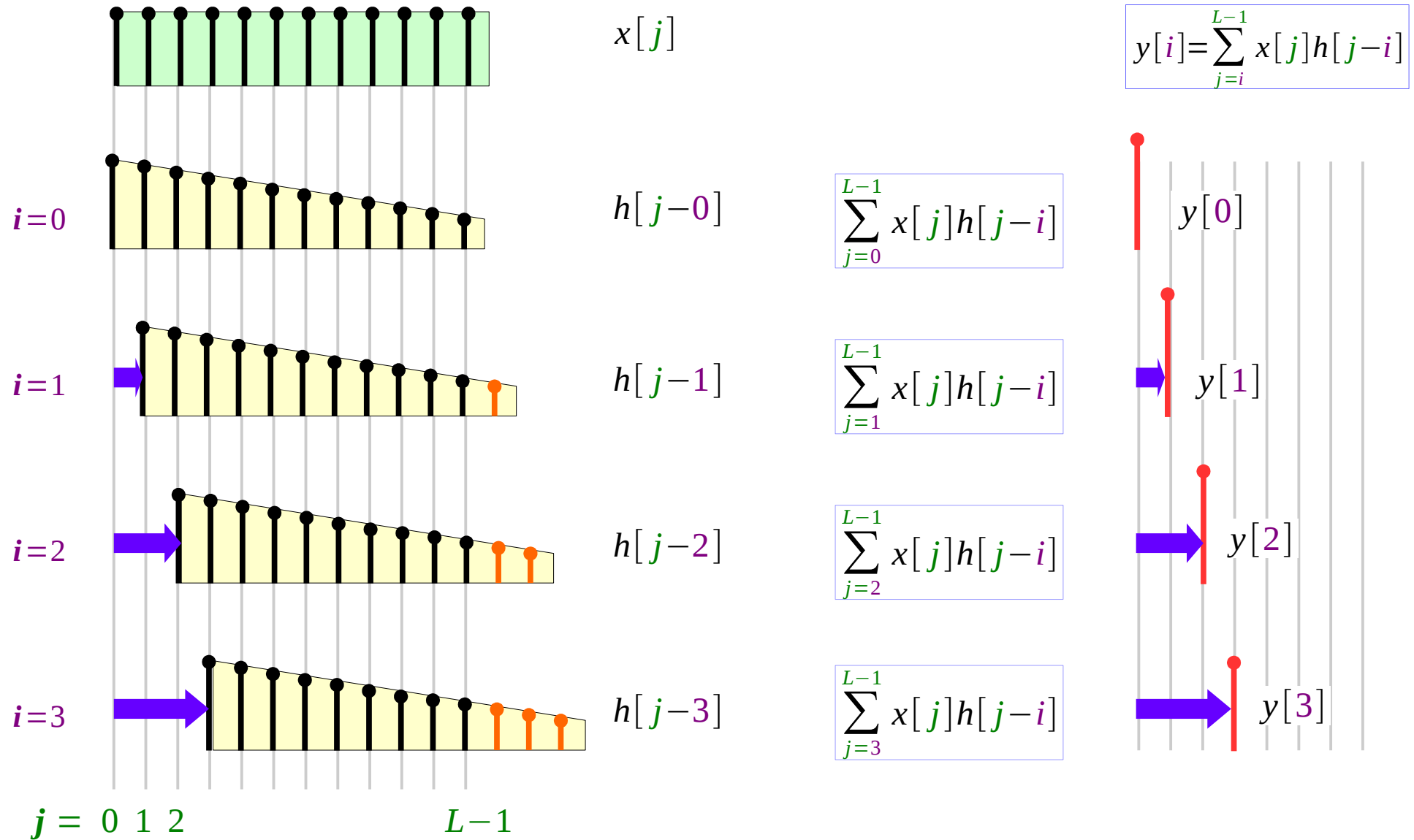
Summing pairwise multiplications



$$y[1] = \sum_{j=1}^{L-1} x[j] h[j-1]$$



Cross Correlation Function $y[i]$



Loop Unroll to OL with IL0, IL1, IL2, IL3

```
Lx = 0;  
for (i = L-1; i >= 0; i--) {  
  Acc = comp_y(i);  
  Acc = L_abs(Acc);  
  if ( Acc > Lx ) {  
    Lx = Acc;  
  }  
}
```

```
Acc = 0;  
for (j = i; j < L; j++)  
  Acc = L_mac(Acc, x[j], h[j-i]);  
y[i] = Acc;
```

```
Lx0 = Lx1 = Lx2 = Lx3 = 0;
```

```
for (i = L-4; i >= 0; i-=4) {  
  IL0 ⇒ Lx0 = find_max_y(i, 0);  
  IL1 ⇒ Lx1 = find_max_y(i, 1);  
  IL2 ⇒ Lx2 = find_max_y(i, 2);  
  IL3 ⇒ Lx3 = find_max_y(i, 3);  
}
```

```
Lxi = 0;
```

```
Acck = comp_y(i+k);  
Acck = L_abs(Acc);  
if ( Acck > Lxk ) {  
  Lxk = Acc;  
}
```

```
Lx = calc_max(Lx0,Lx1,Lx2,Lx3);;
```

New Inner Loops : IL0, IL1, IL2, IL3

```
for (i = L-4; i >= 0; i-=4) {
```

i=0 *i*=4 *i*=8 *i*=12 *i*=16 *i*=20 *i*=24 *i*=28

$$y[i] = \sum_{j=i}^{L-1} x[j]h[j-i]$$

IL0 →

y[0] *y*[4] *y*[8] *y*[12] *y*[16] *y*[20] *y*[24] *y*[28]

IL1 →

y[1] *y*[5] *y*[9] *y*[13] *y*[17] *y*[21] *y*[25] *y*[29]

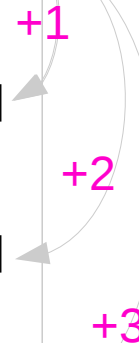
IL2 →

y[2] *y*[6] *y*[10] *y*[14] *y*[18] *y*[22] *y*[26] *y*[30]

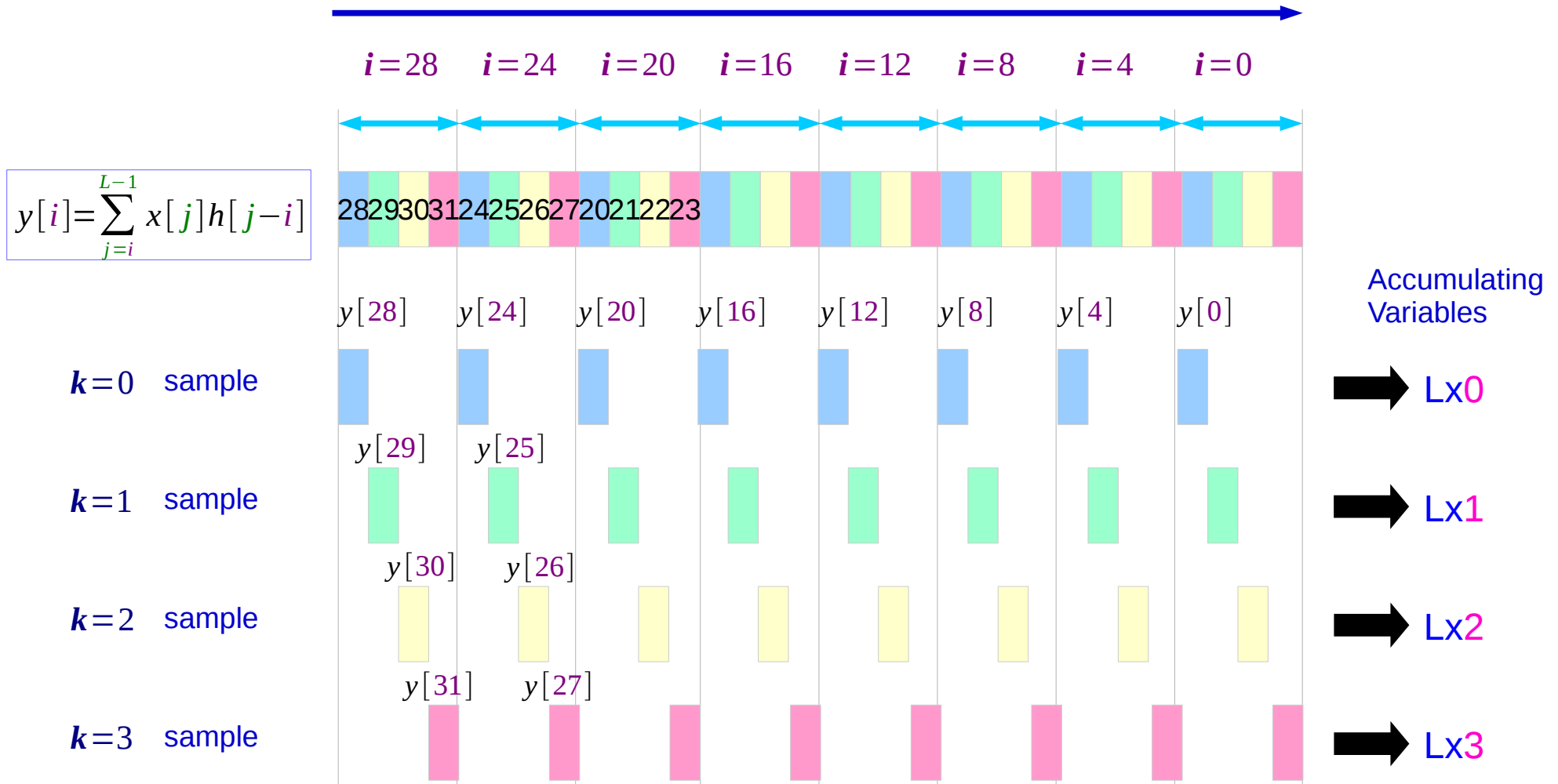
IL3 →

y[3] *y*[7] *y*[11] *y*[15] *y*[19] *y*[23] *y*[27] *y*[31]

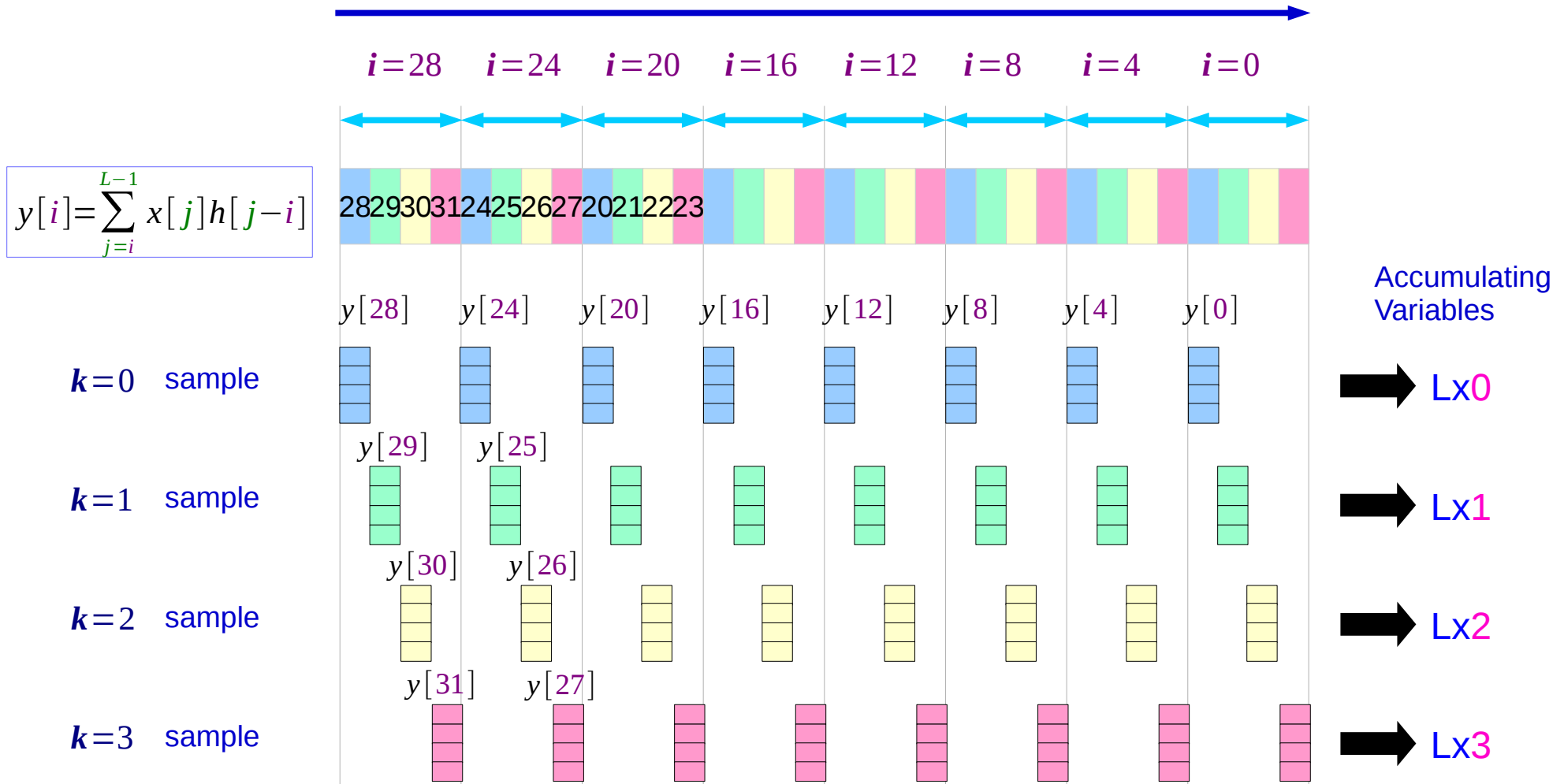
```
}
```



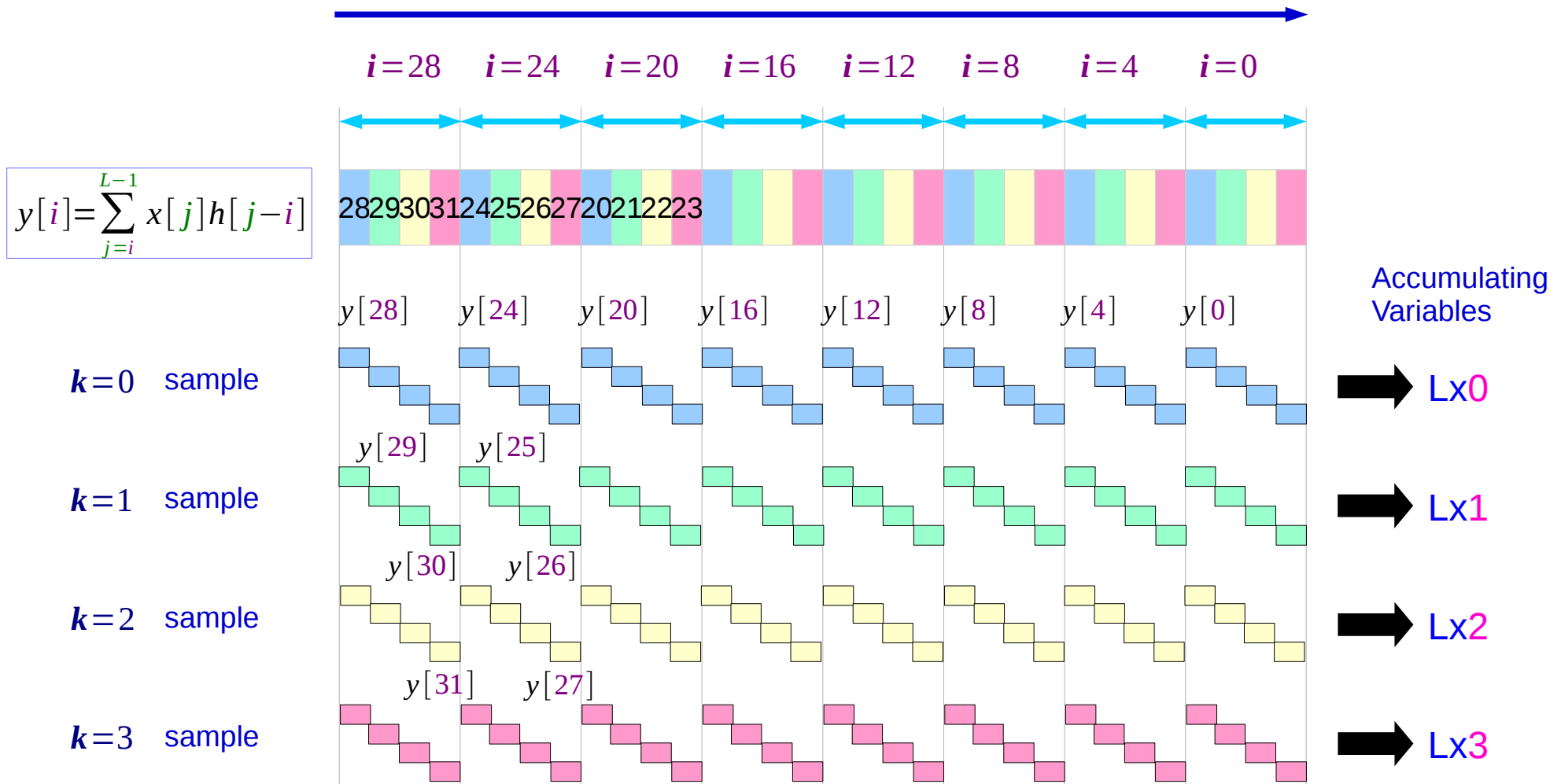
Partitioning $y[i]$, $i = 0, \dots, L-1$



Partitioning each $y[i]$

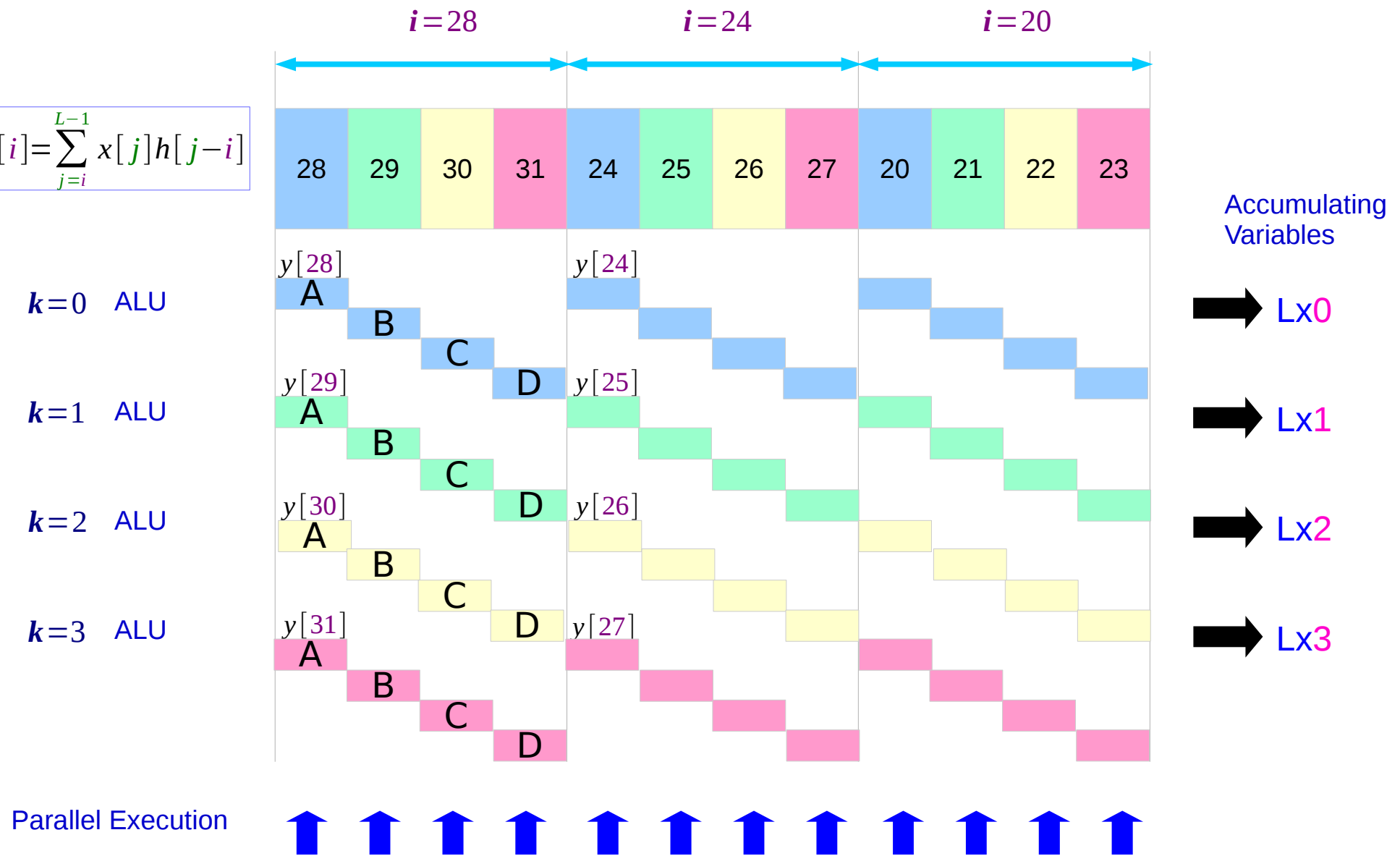


Rearranging partitions



Detailed View

$$y[i] = \sum_{j=i}^{L-1} x[j]h[j-i]$$



Detailed Code View

```
for (i = L-4; i >= 0; i-=4) {
```

IL0	➔	$y[i+0] = \sum_{j=i}^{L-1} X[j]h[j-i-0]$	$\left\{ \begin{array}{l} \sum_{j=i+0, i+4, i+8, \dots, L-4} \\ \sum_{j=i+1, i+5, i+9, \dots, L-3} \\ \sum_{j=i+2, i+6, i+10, \dots, L-2} \\ \sum_{j=i+3, i+7, i+11, \dots, L-1} \end{array} \right.$	\rightarrow IL0-A \rightarrow IL0-B \rightarrow IL0-C \rightarrow IL0-D
IL1	➔	$y[i+1] = \sum_{j=i}^{L-1} X[j]h[j-i-1]$	$\left\{ \begin{array}{l} \sum_{j=i+1, i+5, i+9, \dots, L-3} \\ \sum_{j=i+2, i+6, i+10, \dots, L-2} \\ \sum_{j=i+3, i+7, i+11, \dots, L-1} \\ \sum_{j=i+4, i+8, i+12, \dots, L-4} \end{array} \right.$	\rightarrow IL1-A \rightarrow IL1-B \rightarrow IL1-C \rightarrow IL1-D
IL2	➔	$y[i+2] = \sum_{j=i}^{L-1} X[j]h[j-i-2]$	$\left\{ \begin{array}{l} \sum_{j=i+2, i+6, i+10, \dots, L-2} \\ \sum_{j=i+3, i+7, i+11, \dots, L-1} \\ \sum_{j=i+4, i+8, i+12, \dots, L-4} \\ \sum_{j=i+5, i+9, i+13, \dots, L-3} \end{array} \right.$	\rightarrow IL1-A \rightarrow IL1-B \rightarrow IL1-C \rightarrow IL1-D
IL3	➔	$y[i+3] = \sum_{j=i}^{L-1} X[j]h[j-i-3]$	$\left\{ \begin{array}{l} \sum_{j=i+3, i+7, i+11, \dots, L-1} \\ \sum_{j=i+4, i+8, i+12, \dots, L-4} \\ \sum_{j=i+5, i+9, i+13, \dots, L-3} \\ \sum_{j=i+6, i+10, i+14, \dots, L-2} \end{array} \right.$	\rightarrow IL1-A \rightarrow IL1-B \rightarrow IL1-C \rightarrow IL1-D
		}		

Accessing $h[j]$ array

for ($i = L-4; i \geq 0; i--=4$) {

$$\begin{aligned}
 y[i+0] &= \sum_{j=i}^{L-1} X[j]h[j-i-0] & \left\{ \begin{array}{l} \sum_{j=i+0, i+4, i+8, \dots, L-4} \rightarrow h[0], h[4], h[8], \dots, h[L-4] \\ \sum_{j=i+1, i+5, i+9, \dots, L-3} \rightarrow h[1], h[5], h[9], \dots, h[L-3] \\ \sum_{j=i+2, i+6, i+10, \dots, L-2} \rightarrow h[2], h[6], h[10], \dots, h[L-2] \\ \sum_{j=i+3, i+7, i+11, \dots, L-1} \rightarrow h[3], h[7], h[11], \dots, h[L-1] \end{array} \right. \\
 y[i+1] &= \sum_{j=i}^{L-1} X[j]h[j-i-1] & \left\{ \begin{array}{l} \sum_{j=i+1, i+5, i+9, \dots, L-3} \rightarrow h[0], h[4], h[8], \dots, h[L-4] \\ \sum_{j=i+2, i+6, i+10, \dots, L-2} \rightarrow h[1], h[5], h[9], \dots, h[L-3] \\ \sum_{j=i+3, i+7, i+11, \dots, L-1} \rightarrow h[2], h[6], h[10], \dots, h[L-2] \\ \sum_{j=i+4, i+8, i+12, \dots, L-4} \rightarrow h[3], h[7], h[11], \dots, h[L-1] \end{array} \right. \\
 y[i+2] &= \sum_{j=i}^{L-1} X[j]h[j-i-2] & \left\{ \begin{array}{l} \sum_{j=i+2, i+6, i+10, \dots, L-2} \rightarrow h[0], h[4], h[8], \dots, h[L-4] \\ \sum_{j=i+3, i+7, i+11, \dots, L-1} \rightarrow h[1], h[5], h[9], \dots, h[L-3] \\ \sum_{j=i+4, i+8, i+12, \dots, L-4} \rightarrow h[2], h[6], h[10], \dots, h[L-2] \\ \sum_{j=i+5, i+9, i+13, \dots, L-3} \rightarrow h[3], h[7], h[11], \dots, h[L-1] \end{array} \right. \\
 y[i+3] &= \sum_{j=i}^{L-1} X[j]h[j-i-3] & \left\{ \begin{array}{l} \sum_{j=i+3, i+7, i+11, \dots, L-1} \rightarrow h[0], h[4], h[8], \dots, h[L-4] \\ \sum_{j=i+4, i+8, i+12, \dots, L-4} \rightarrow h[1], h[5], h[9], \dots, h[L-3] \\ \sum_{j=i+5, i+9, i+13, \dots, L-3} \rightarrow h[2], h[6], h[10], \dots, h[L-2] \\ \sum_{j=i+6, i+10, i+14, \dots, L-2} \rightarrow h[3], h[7], h[11], \dots, h[L-1] \end{array} \right.
 \end{aligned}$$

}

Rearranging for Parallel Execution

for ($i = L-4; i \geq 0; i--=4$) {

$$\sum_{j = i+0, i+4, i+8, \dots, L-4}$$

→ IL0-A

$$\sum_{j = i+1, i+5, i+9, \dots, L-3}$$

→ IL1-A

$$\sum_{j = i+2, i+6, i+10, \dots, L-2}$$

→ IL1-A

$$\sum_{j = i+3, i+7, i+11, \dots, L-1}$$

→ IL1-A

Parallel Execution among 4 ALUs

$$\sum_{j = i+1, i+5, i+9, \dots, L-3}$$

→ IL0-B

$$\sum_{j = i+2, i+6, i+10, \dots, L-2}$$

→ IL1-B

$$\sum_{j = i+3, i+7, i+11, \dots, L-1}$$

→ IL1-B

$$\sum_{j = i+4, i+8, i+12, \dots, L-4}$$

→ IL1-B

Parallel Execution among 4 ALUs

$$\sum_{j = i+2, i+6, i+10, \dots, L-2}$$

→ IL0-C

$$\sum_{j = i+3, i+7, i+11, \dots, L-1}$$

→ IL1-C

$$\sum_{j = i+4, i+8, i+12, \dots, L-4}$$

→ IL1-C

$$\sum_{j = i+5, i+9, i+13, \dots, L-3}$$

→ IL1-C

Parallel Execution among 4 ALUs

$$\sum_{j = i+3, i+7, i+11, \dots, L-1}$$

→ IL0-D

$$\sum_{j = i+4, i+8, i+12, \dots, L-4}$$

→ IL1-D

$$\sum_{j = i+5, i+9, i+13, \dots, L-3}$$

→ IL1-D

$$\sum_{j = i+6, i+10, i+14, \dots, L-2}$$

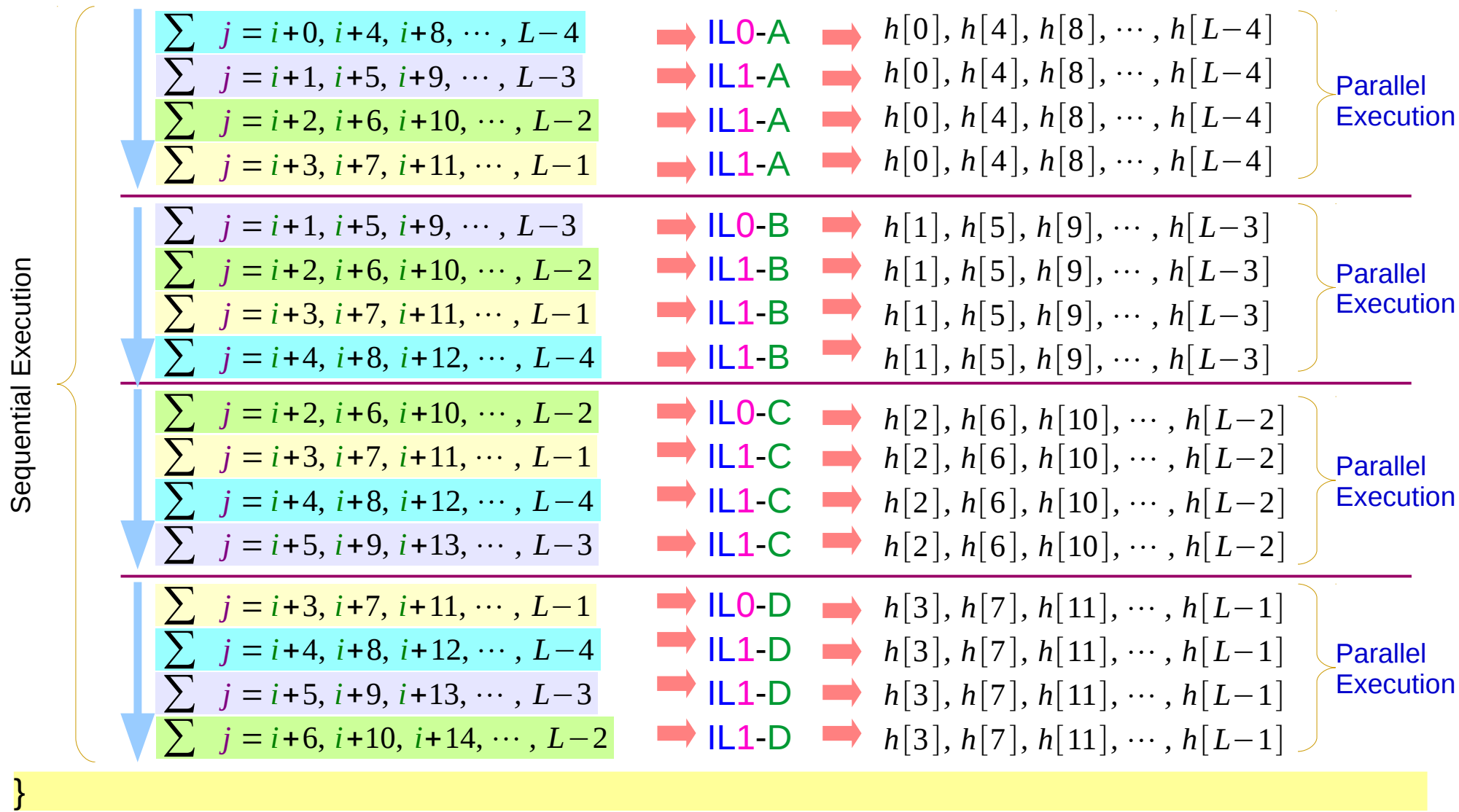
→ IL1-D

Parallel Execution among 4 ALUs

}

Memory Access Pattern of $h[j]$

for ($i = L-4; i \geq 0; i-=4$) {



Loop Unroll to IL0, IL1, IL2, IL3

```
x_curr = X[i]
h0 = h[0]; h1 = h2 = h3 = 0;
for (j = i; j < L_SUBFR; j+=4)
{
```

```
  L_s0 = L_mac(L_s0, x_curr, h0);
  L_s1 = L_mac(L_s1, x_curr, h1);
  L_s2 = L_mac(L_s2, x_curr, h2);
  L_s3 = L_mac(L_s3, x_curr, h3);
  h3 = h[j+1-i]; x_curr = X[j+1];
```

```
  L_s0 = L_mac(L_s0, x_curr, h3);
  L_s1 = L_mac(L_s1, x_curr, h0);
  L_s2 = L_mac(L_s2, x_curr, h1);
  L_s3 = L_mac(L_s3, x_curr, h2);
  h2 = h[j+2-i]; x_curr = X[j+2];
```

```
  L_s0 = L_mac(L_s0, x_curr, h2);
  L_s1 = L_mac(L_s1, x_curr, h3);
  L_s2 = L_mac(L_s2, x_curr, h0);
  L_s3 = L_mac(L_s3, x_curr, h1);
  h1 = h[j+3-i]; x_curr = X[j+3];
```

```
  L_s0 = L_mac(L_s0, x_curr, h1);
  L_s1 = L_mac(L_s1, x_curr, h2);
  L_s2 = L_mac(L_s2, x_curr, h3);
  L_s3 = L_mac(L_s3, x_curr, h0);
  h0 = h[j+4-i]; x_curr = X[j+4];
```

```
}
```

```
x_curr = X[i]
h0 = h[0]; h1 = h2 = h3 = 0;
for (j = i; j < L_SUBFR; j+=4)
{
```

```
  L_s0 = L_mac(L_s0, x_curr, h0); → IL0-A
  L_s1 = L_mac(L_s1, x_curr, h1); → IL1-A
  L_s2 = L_mac(L_s2, x_curr, h2); → IL2-A
  L_s3 = L_mac(L_s3, x_curr, h3); → IL3-A
  h3 = h[j+1-i]; x_curr = X[j+1]; ← Update
```

```
  L_s0 = L_mac(L_s0, x_curr, h3); → IL0-B
  L_s1 = L_mac(L_s1, x_curr, h0); → IL1-B
  L_s2 = L_mac(L_s2, x_curr, h1); → IL2-B
  L_s3 = L_mac(L_s3, x_curr, h2); → IL3-B
  h2 = h[j+2-i]; x_curr = X[j+2]; ← Update
```

```
  L_s0 = L_mac(L_s0, x_curr, h2); → IL0-C
  L_s1 = L_mac(L_s1, x_curr, h3); → IL1-C
  L_s2 = L_mac(L_s2, x_curr, h0); → IL2-C
  L_s3 = L_mac(L_s3, x_curr, h1); → IL3-C
  h1 = h[j+3-i]; x_curr = X[j+3]; ← Update
```

```
  L_s0 = L_mac(L_s0, x_curr, h1); → IL0-D
  L_s1 = L_mac(L_s1, x_curr, h2); → IL1-D
  L_s2 = L_mac(L_s2, x_curr, h3); → IL2-D
  L_s3 = L_mac(L_s3, x_curr, h0); → IL3-D
  h0 = h[j+4-i]; x_curr = X[j+4]; ← Update
```

```
}
```

Rearranged for easy understanding

L_s0 = L_mac(L_s0, x_curr, h0);	h3 = h[j+1-i]; x_curr = X[j+1];	→ IL0-A	→ L_s0 += X[j+0] * h[j+0-i];
L_s0 = L_mac(L_s0, x_curr, h3);	h2 = h[j+2-i]; x_curr = X[j+2];	→ IL0-B	→ L_s0 += X[j+1] * h[j+1-i];
L_s0 = L_mac(L_s0, x_curr, h2);	h1 = h[j+3-i]; x_curr = X[j+3];	→ IL0-C	→ L_s0 += X[j+2] * h[j+2-i];
L_s0 = L_mac(L_s0, x_curr, h1);	h0 = h[j+4-i]; x_curr = X[j+4];	→ IL0-D	→ L_s0 += X[j+3] * h[j+3-i];

L_s1 = L_mac(L_s1, x_curr, h1);	h3 = h[j+1-i]; x_curr = X[j+1];	→ IL1-A	→ L_s1 += X[j+0] * h[j+3-i];
L_s1 = L_mac(L_s1, x_curr, h0);	h2 = h[j+2-i]; x_curr = X[j+2];	→ IL1-B	→ L_s1 += X[j+1] * h[j+0-i];
L_s1 = L_mac(L_s1, x_curr, h3);	h1 = h[j+3-i]; x_curr = X[j+3];	→ IL1-C	→ L_s1 += X[j+2] * h[j+1-i];
L_s1 = L_mac(L_s1, x_curr, h2);	h0 = h[j+4-i]; x_curr = X[j+4];	→ IL1-D	→ L_s1 += X[j+3] * h[j+2-i];

L_s2 = L_mac(L_s2, x_curr, h2);	h3 = h[j+1-i]; x_curr = X[j+1];	→ IL2-A	→ L_s2 += X[j+0] * h[j+2-i];
L_s2 = L_mac(L_s2, x_curr, h1);	h2 = h[j+2-i]; x_curr = X[j+2];	→ IL2-B	→ L_s2 += X[j+1] * h[j+3-i];
L_s2 = L_mac(L_s2, x_curr, h0);	h1 = h[j+3-i]; x_curr = X[j+3];	→ IL2-C	→ L_s2 += X[j+2] * h[j+0-i];
L_s2 = L_mac(L_s2, x_curr, h3);	h0 = h[j+4-i]; x_curr = X[j+4];	→ IL2-D	→ L_s2 += X[j+3] * h[j+1-i];

L_s3 = L_mac(L_s3, x_curr, h3);	h3 = h[j+1-i]; x_curr = X[j+1];	→ IL3-A	→ L_s3 += X[j+0] * h[j+1-i];
L_s3 = L_mac(L_s3, x_curr, h2);	h2 = h[j+2-i]; x_curr = X[j+2];	→ IL3-B	→ L_s3 += X[j+1] * h[j+2-i];
L_s3 = L_mac(L_s3, x_curr, h1);	h1 = h[j+3-i]; x_curr = X[j+3];	→ IL3-C	→ L_s3 += X[j+2] * h[j+3-i];
L_s3 = L_mac(L_s3, x_curr, h0);	h0 = h[j+4-i]; x_curr = X[j+4];	→ IL3-D	→ L_s3 += X[j+3] * h[j+0-i];

Change h3

Updating h0, h1, h2, h3

```
{
    old
    L_s0 = L_mac(L_s0, x_curr, h0);
    L_s0 = L_mac(L_s0, x_curr, h1);
    L_s0 = L_mac(L_s0, x_curr, h2);
    L_s0 = L_mac(L_s0, x_curr, h3);
}

{
    old
    L_s1 = L_mac(L_s1, x_curr, h3);
    L_s1 = L_mac(L_s1, x_curr, h0);
    L_s1 = L_mac(L_s1, x_curr, h1);
    L_s1 = L_mac(L_s1, x_curr, h2);
}

{
    old
    L_s2 = L_mac(L_s2, x_curr, h2);
    L_s2 = L_mac(L_s2, x_curr, h3);
    L_s2 = L_mac(L_s2, x_curr, h0);
    L_s2 = L_mac(L_s2, x_curr, h1);
}

{
    old
    L_s3 = L_mac(L_s3, x_curr, h1);
    L_s3 = L_mac(L_s3, x_curr, h2);
    L_s3 = L_mac(L_s3, x_curr, h3);
    L_s3 = L_mac(L_s3, x_curr, h0);
}

h1 = h[j+1-i]; x_curr = X[j+1];
h2 = h[j+2-i]; x_curr = X[j+2];
h3 = h[j+3-i]; x_curr = X[j+3];
h0 = h[j+4-i]; x_curr = X[j+4];

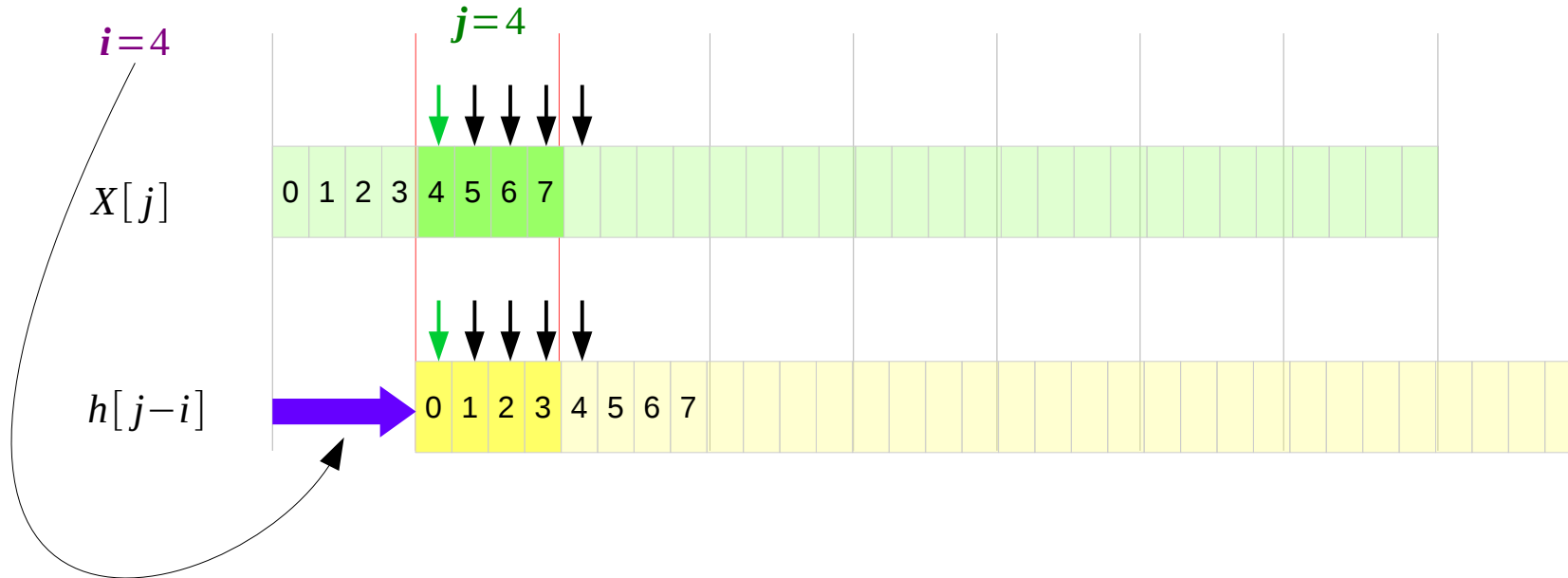
L_s0 += X[j+0] * h[j+0-i];
L_s0 += X[j+1] * h[j+1-i];
L_s0 += X[j+2] * h[j+2-i];
L_s0 += X[j+3] * h[j+3-i];

L_s1 += X[j+0] * h[j+3-i];
L_s1 += X[j+1] * h[j+0-i];
L_s1 += X[j+2] * h[j+1-i];
L_s1 += X[j+3] * h[j+2-i];

L_s2 += X[j+0] * h[j+2-i];
L_s2 += X[j+1] * h[j+3-i];
L_s2 += X[j+2] * h[j+0-i];
L_s2 += X[j+3] * h[j+1-i];

L_s3 += X[j+0] * h[j+1-i];
L_s3 += X[j+1] * h[j+2-i];
L_s3 += X[j+2] * h[j+3-i];
L_s3 += X[j+3] * h[j+0-i];
```

Accessing $X[j]$ & $h[j-i]$



$$h1 = h[j+1-i] = h[j-i+1];$$

$$h2 = h[j+2-i] = h[j-i+2];$$

$$h3 = h[j+3-i] = h[j-i+3];$$

$$h0 = h[j+4-i] = h[j-i+4];$$

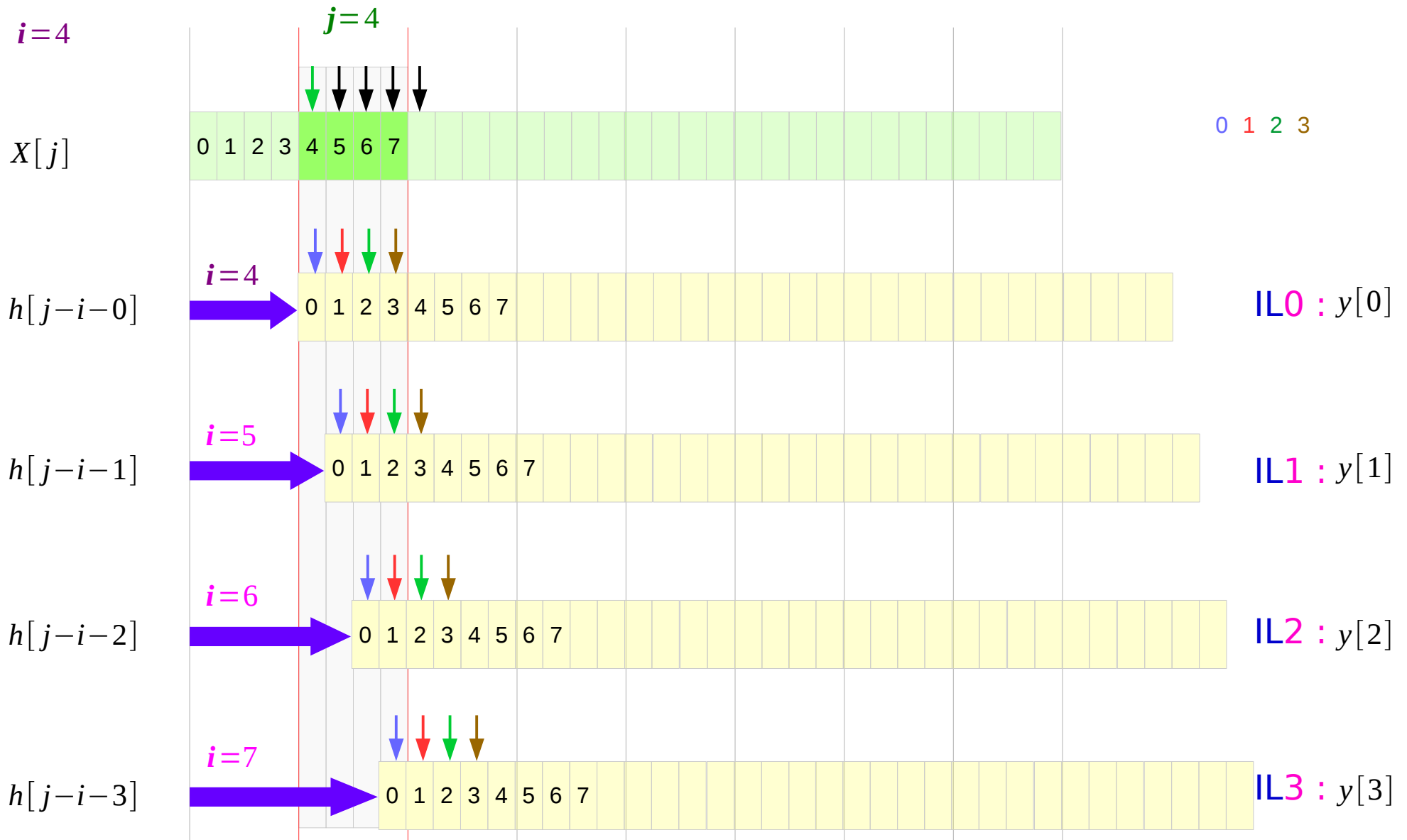
$$x_curr = X[j+1];$$

$$x_curr = X[j+2];$$

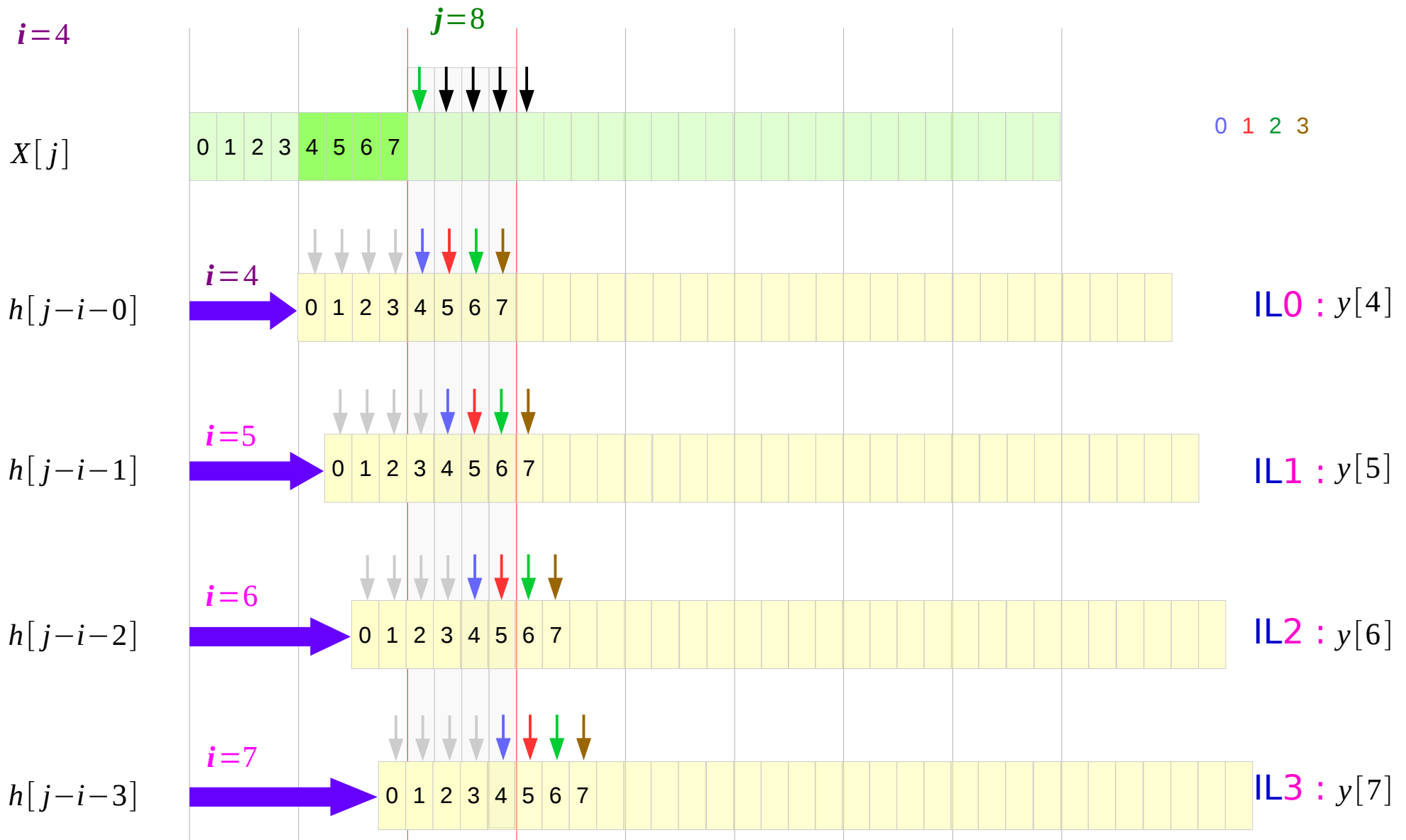
$$x_curr = X[j+3];$$

$$x_curr = X[j+4];$$

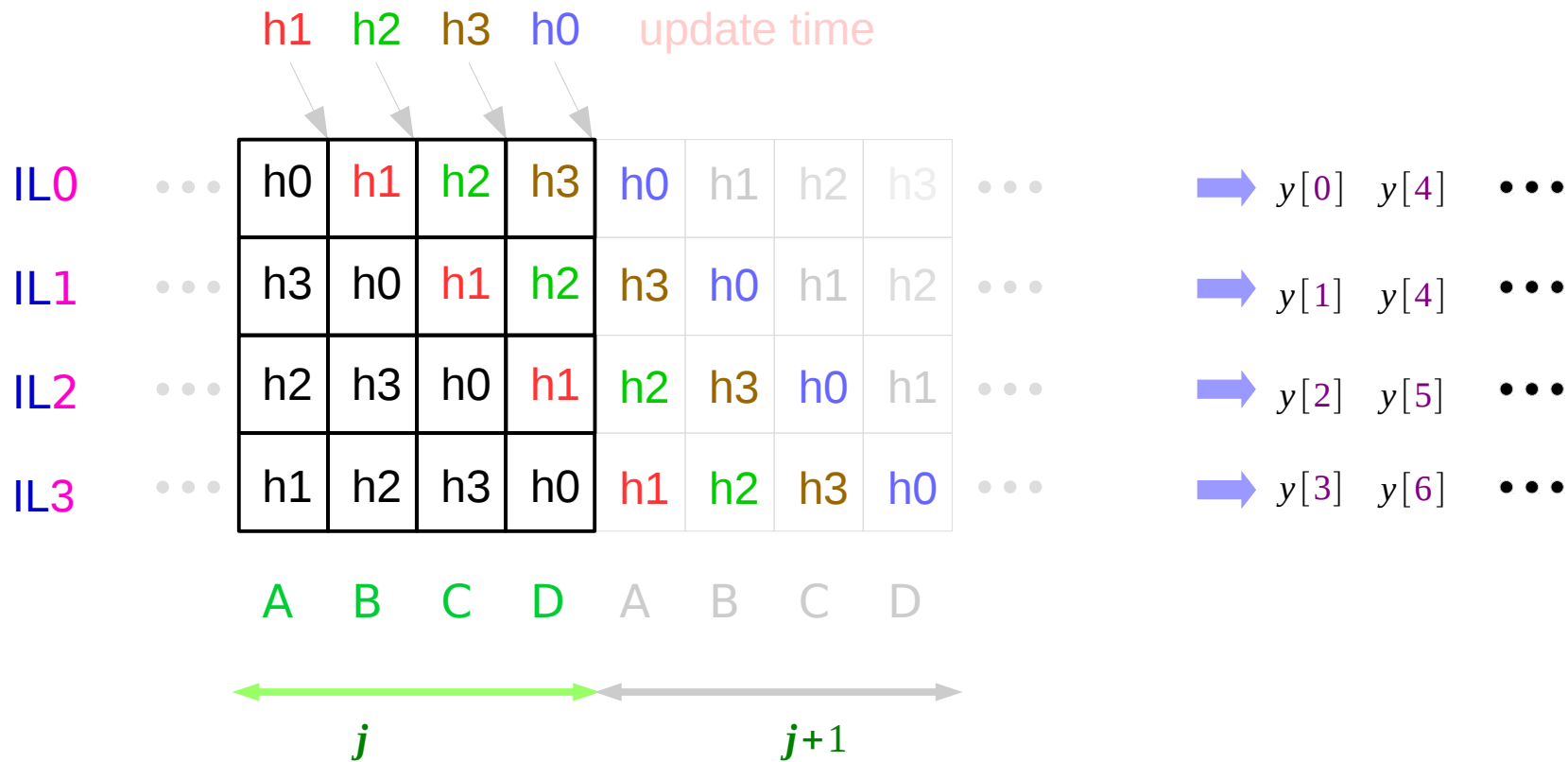
Accessing $X[j]$ & $h[j-i]$



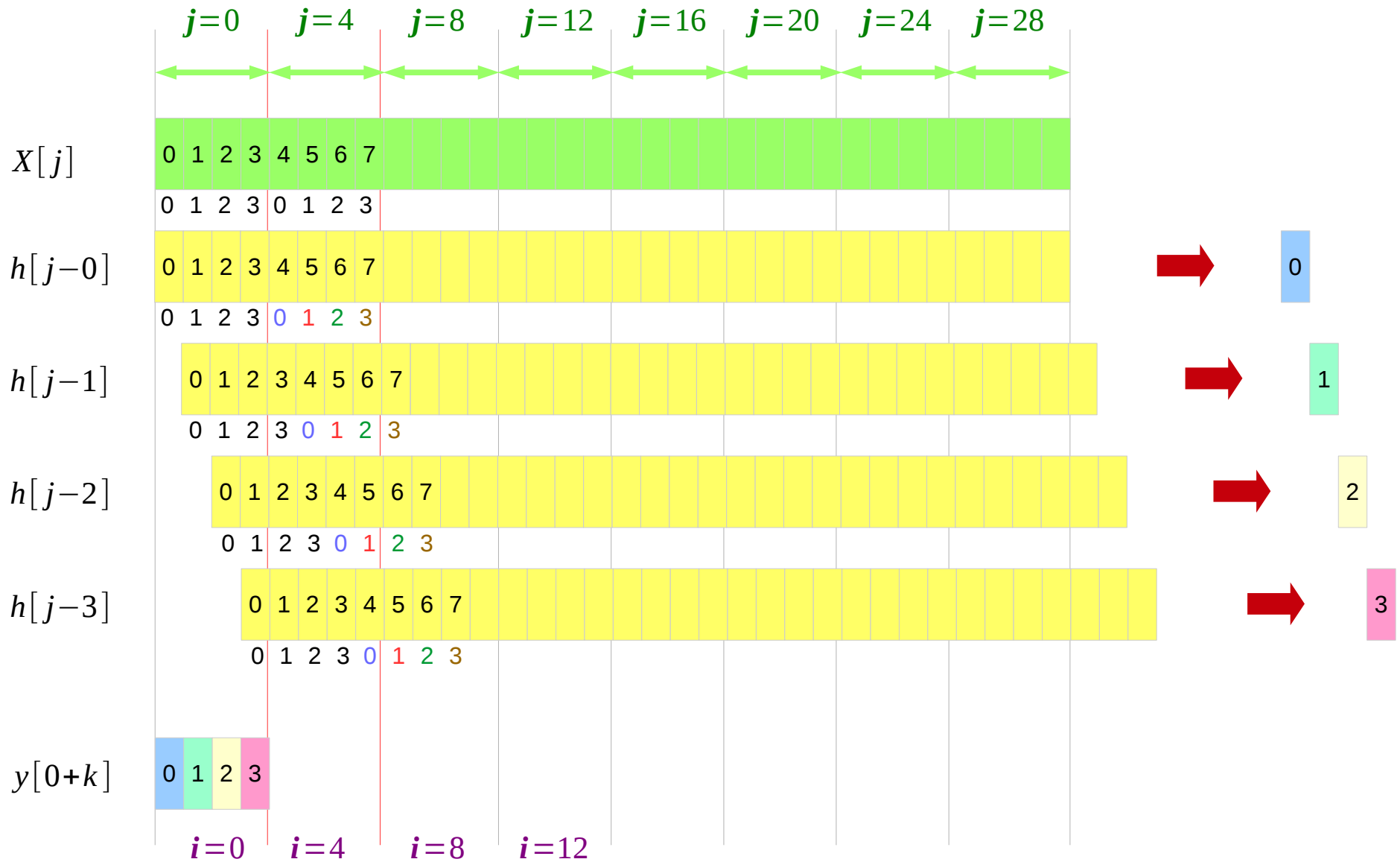
Accessing $X[j]$ & $h[j-i]$



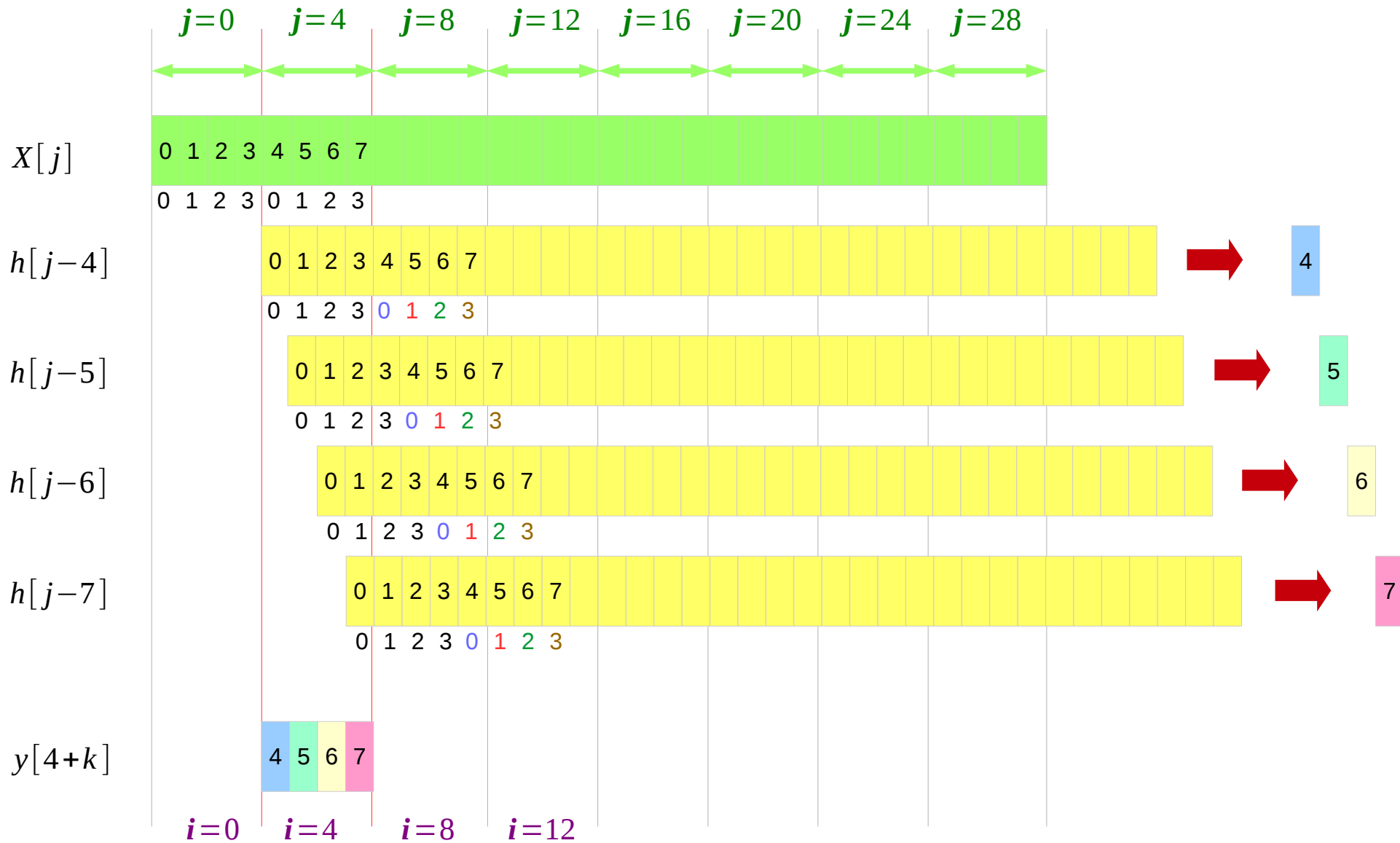
Data Access Patterns: h0, h1, h2, h3



Computing $y[0]$, $y[1]$, $y[2]$, $y[3]$



Computing $y[4]$, $y[5]$, $y[6]$, $y[7]$



References

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- [3] <https://doc.micrium.com/display/osiidoc/home>
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