

Space Time Tradeoff

Is it that Simple?

Space Time Tradeoff

Is it that Simple?

or

What I've been up to and why I haven't done
a JUG talk for ages

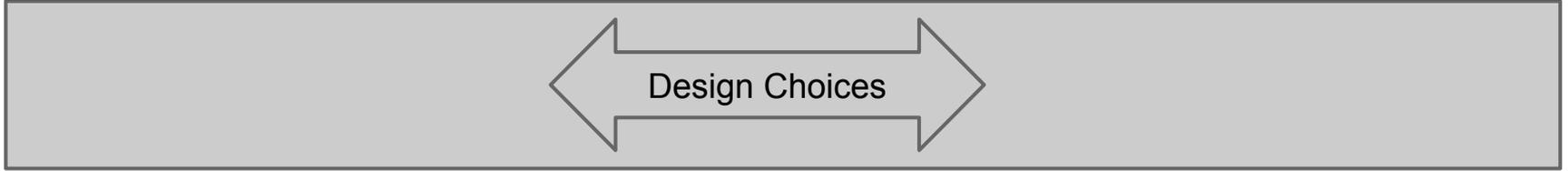
Bruce Chapman

bruce.chapman.nz@gmail.com

Available for employment / contract from Mid April 2015!

A Familiar Model

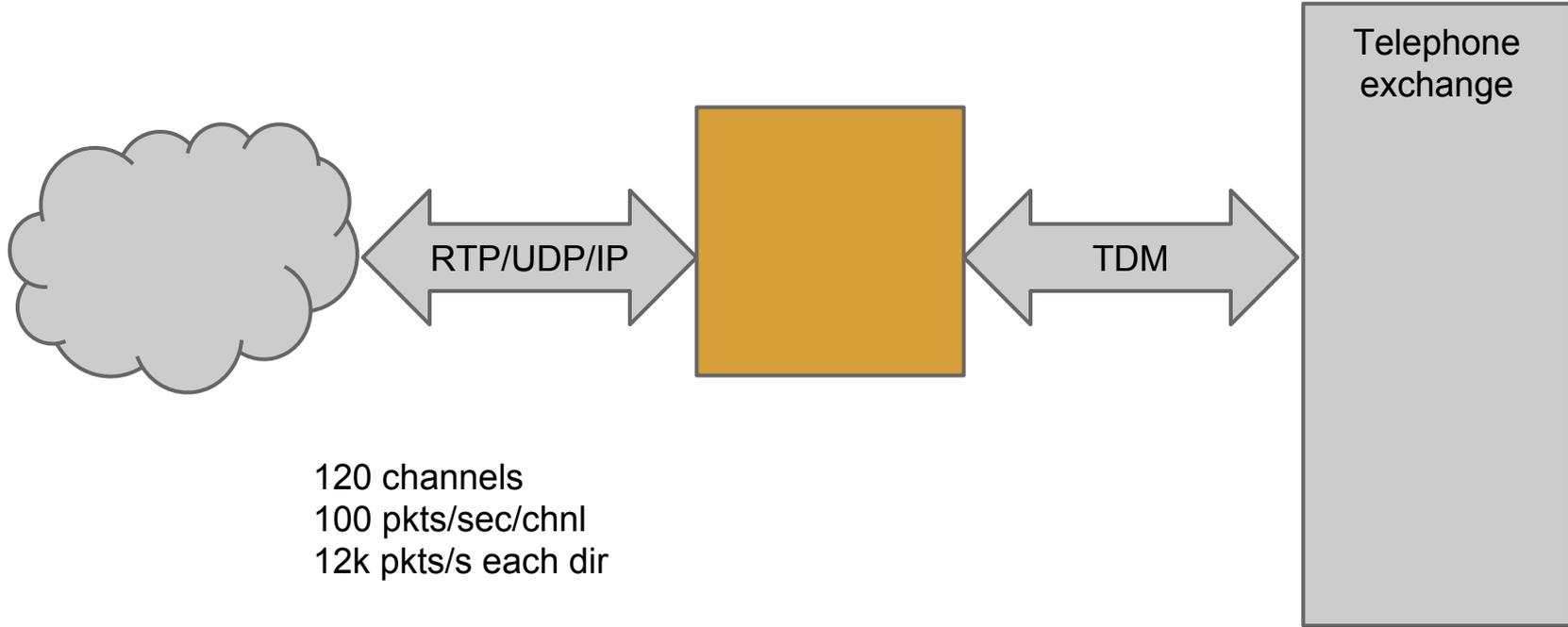
minimal Memory use



Minimal CPU use

What I've been up to

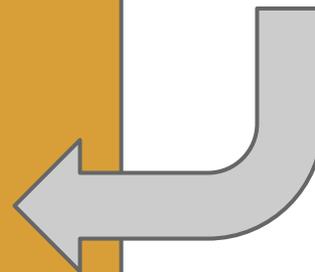
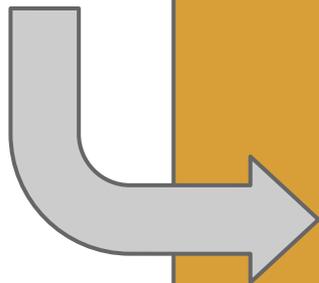
PSTN / VoIP Gateway



Logic
traditionally hardware

Software

2 CPU
80 Mhz
582 KB total



FPGA

What is an FPGA?

Field Programmable Gate Array
ie Programmable Silicon

Logic elements - each containing

- programmable and/or/xor gates (implemented as an LUT)
- 1 bit adder (bypassable)
- 1 register (bypassable)

Ram blocks

Configurable connections / wiring

Some specialist stuff

I felt like I was backed into a corner, with almost no spare CPU or RAM, and yet I was still able to make progress - it was like the walls kept moving back on me.







A Repeating Thought Pattern

Example:

I index through every element of this array, and only do something on the ones that are enabled.

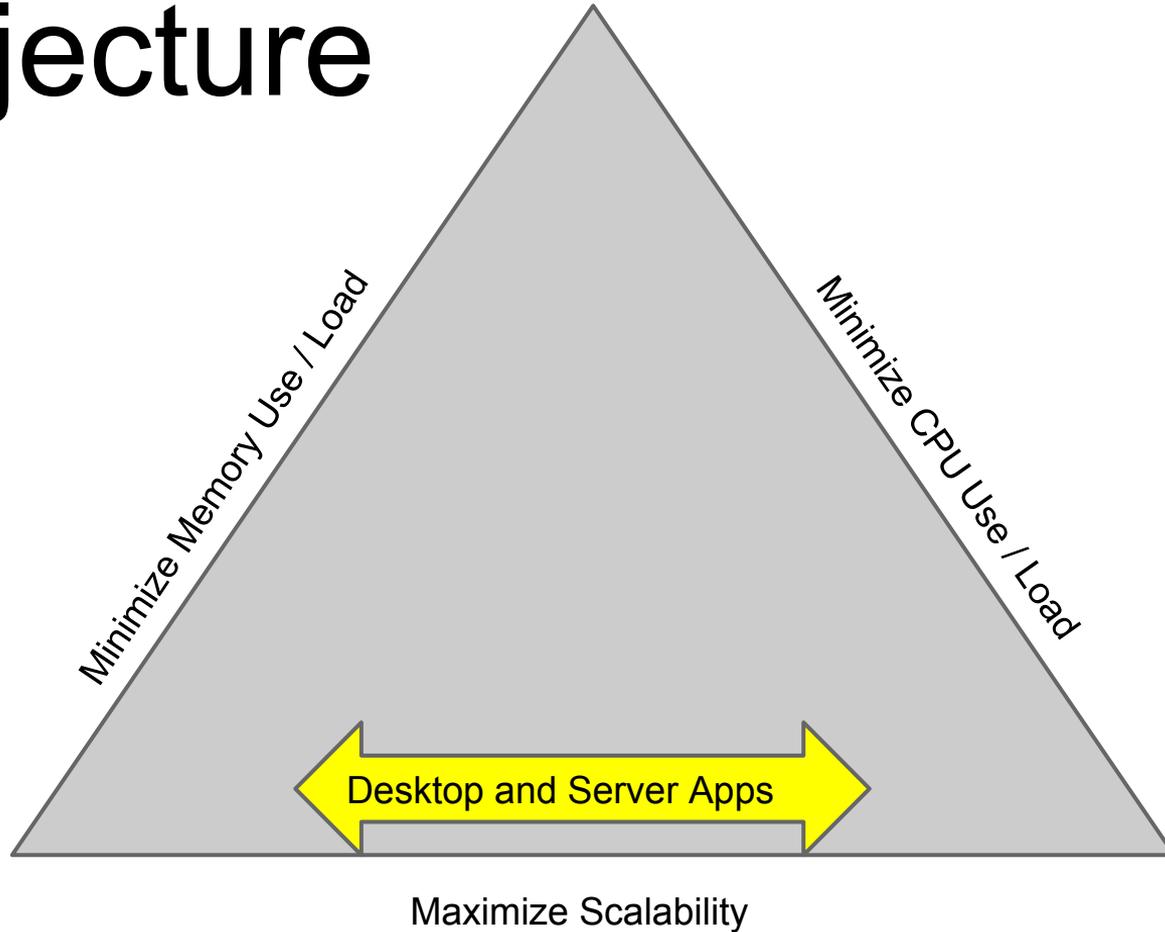
Why don't I make a linked list of the enabled one, and just traverse the linked list?

That would be much faster when there are only a few enabled.

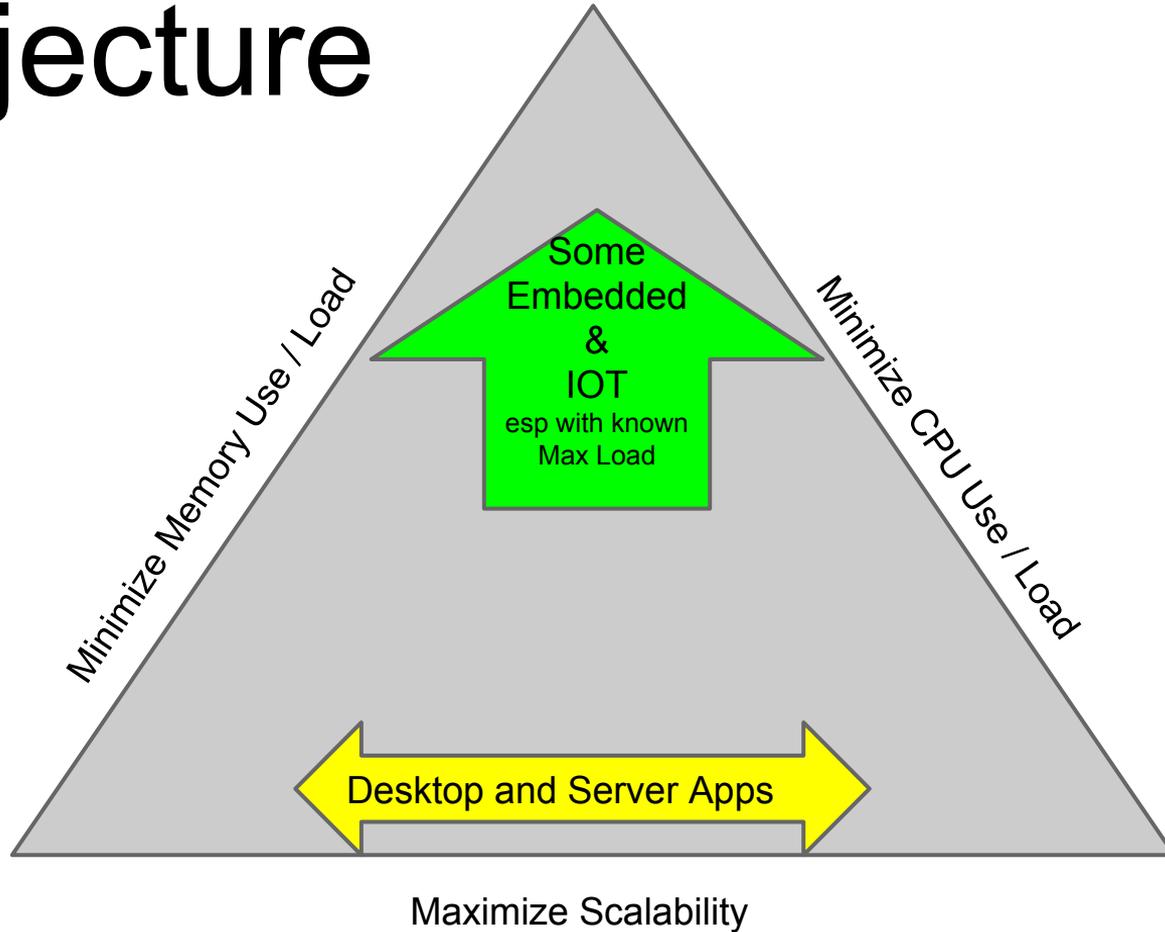
The Key Idea I Kept Forgetting

- The design choice only has to minimize CPU and Memory under the **known Maximum load**
- If it works under maximum load, it will work under light load
- There is no benefit to using less memory under light load
- There is no benefit to using less CPU under light load

Conjecture



Conjecture



What is an FPGA?

