Development and Performance Analysis of a Distributed Corner Turn using the AXIS Graphical Software System

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The Distributed 4k Complex 2D Corner Turn using the AXIS Software Development System

(1,1)	(1,2)	(1,3)	(1,4)
(2,1)	(2,2)	(2,3)	(2,4)
(3,1)	(3,2)	(3,3)	(3,4)
(4,1)	(4,2)	(4,3)	(4,4)

INPUT

Node A

Node B

Node C

Node D

T(1,1)	T(2,1)	T(3,1)	T(4,1)
T(1,2)	T(2,2)	T(3,2)	T(4,2)
T(1,3)	T(2,3)	T(3,3)	T(4,3)
T(1,4)	T(2,4)	T(3,4)	T(4,4)

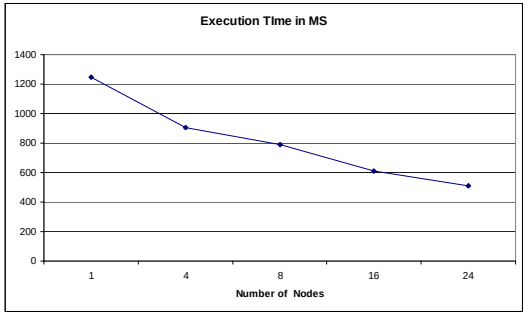
OUTPUT

Considerations

1 - DMA Performance

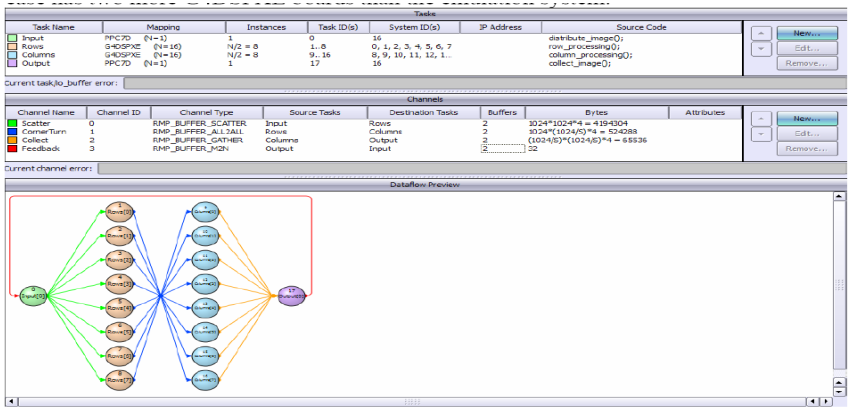
2 - Cache Management

3 - AXIS Math Library Performance

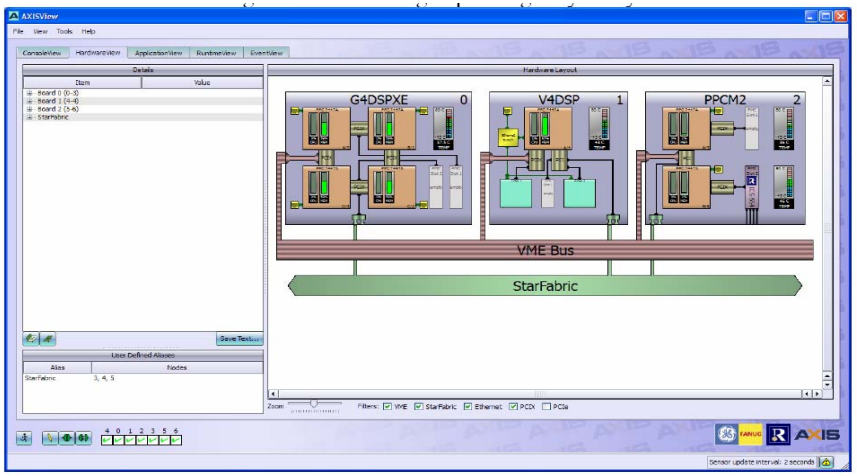


Overall Performance PPC7447

The AXIS Graphical Software System used to Develop this Corner Turn Application

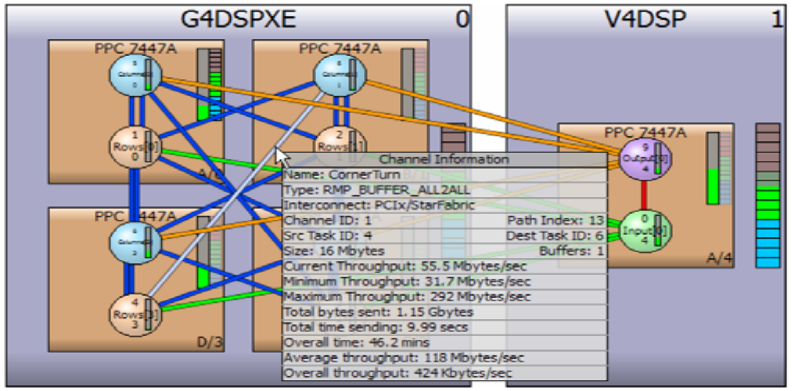


ApplicationView

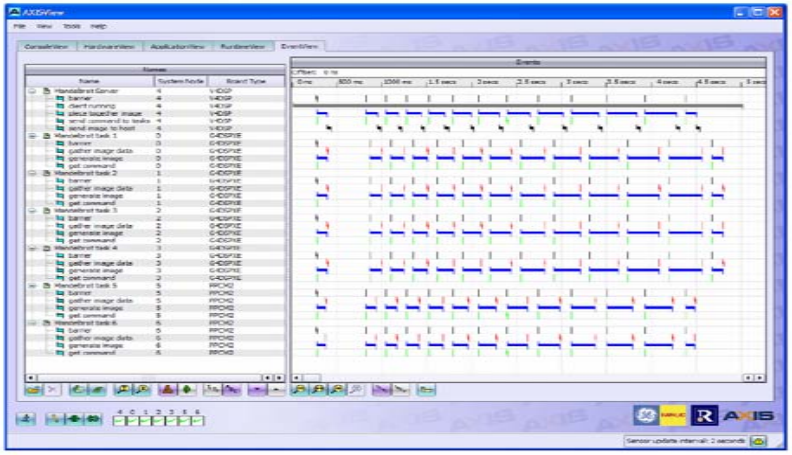


HardwareView

The AXIS Graphical Software System used to Develop this Corner Turn Application



RuntimeView



EventView