# **A Taxonomy of Models of Computation**



continuous time



discrete time



multirate discrete time



totally-ordered discrete events



partially-ordered discrete events

# **Dataflow Models of Computation**

- A *signal* is a sequence of *tokens*.
- An *actor* maps input tokens onto output tokens.
- A set of *firing rules* specify when an actor can fire.
- A firing *consumes* input tokens and *produces* output tokens.
- A sequence of firings is a *dataflow process*.



# **Problems Scheduling Dataflow Graphs**

- Tokens can build up uncontrollably on arcs
  - **consistency**: in the limit, tokens are produced and consumed at the same rate
- Dataflow graph might deadlock
  - no actors are enabled
  - some actors will never be enabled
- Graph might be non-determinate
  - determinacy: sequence of tokens only depends on input tokens and the graph







### **Synchronous Dataflow**



# **Properties**

- Flow of control is predictable at compile time
- Schedule can be constructed once and repeatedly executed
- Well-suited to synchronous multirate signal processing





Solve for the smallest integers  $r_i$ .

Then schedule according to data dependencies until repetitions  $r_i$  have been met for all actors.

The balance equations have no solution if the graph is *inconsistent*. For example:



### **Multidimensional Dataflow Extension**

$$A \stackrel{(O_{A, 1}, O_{A, 2})}{\longrightarrow} (I_{B, 1}, I_{B, 2}) \\ B$$

### **Balance equations:**

$$r_{A, 1}O_{A, 1} = r_{B, 1}I_{B, 1}$$
  
 $r_{A, 2}O_{A, 2} = r_{B, 2}I_{B, 2}$ 

Solve for the smallest integers  $r_{X,i}$ , which then give the number of repetitions of actor X in dimension *i*.

Higher dimensionality follows similarly.

### **Example of Multidimensional Dataflow**



# **Dynamic Dataflow**

