DRIVE THROUGH PROCESSING
“Drive thru” Data Processing

- Standard high-level language programming
  - Initialize arrays of temporary variables
  - Perform one complete task at a time and move data between buffers
  - Wastes lots of energy (power) on communication and memories
  - Ex: 
    - $a = \sin(1:1024)$;
    - $b = in \times a$;
    - $c = \text{CorrectionTableMem}[\text{addr}(1:1024)]$;
    - $d = b + c$;
“Drive thru” Data Processing

- **Efficient real-time processing**
  - Process data as it flows by
  - Don’t store any more data than is absolutely necessary
  - Don’t request/generate data until exactly the cycle it is needed
  - Ex:
    
    \[
    a = \sin(1:1024); \\
    b = in \ast a; \\
    c = \text{CorrTableMem}[\text{addr}(1:1024)]; \\
    d = b + c;
    \]
“Drive thru” Data Processing

- I used to call this “Drive by” data processing—not a very nice name, but it does give a better sense of data flowing along and getting processed as it passes by
- Don’t picture an In-N-Out Burger drive thru with cars lined up waiting
- Picture an automatic car wash where cars get pulled along at a constant rate and various steps are applied as cars pass by various stations:
  1) Soap applied
  2) Brushes
  3) Rinse
  4) Dry
- Multiple cars are cleaned at the same time which looks just like a pipelined datapath