

Reconfigurable systems have been shown to achieve significant performance speedup through architectures that map the most time-consuming application kernel modules or inner loops to a reconfigurable datapath. As each portion of the application starts to execute, the system partially reconfigures the datapath so as to perform the corresponding computation. The reconfigurable datapath should have as few and simple hardware blocks and interconnections as possible, in order to reduce its cost, area, and reconfiguration overhead. To achieve that, hardware blocks and interconnections should be reused as much as possible across the application. We represent each piece of the application as a data-flow graph (DFG). The DFG merging process identifies similarities among the DFGs, and produces a single datapath that can be dynamically reconfigured and has a minimum area cost, when considering both hardware blocks and interconnections. In this paper we present a novel technique for the DFG merge problem, and we evaluate it using programs from the MediaBench benchmark. Our algorithm execution time approaches the fastest previous solution to this problem and produces datapaths with an average area reduction of 20%. When compared to the best known area solution, our approach produces datapaths with area costs equivalent to (and in many cases better than) it, while achieving impressive speedups.