

Intel Corporation
v.
Qualcomm Incorporated

IPR2018-01334

U.S. Patent No. 8,838,949

Patent Owner's Demonstrative Exhibits

U.S. Patent No. 8,838,949

(12) **United States Patent**
Gupta et al.

(10) **Patent No.:** US 8,838,949 B2
(45) **Date of Patent:** Sep. 16, 2014

(54) **DIRECT SCATTER LOADING OF EXECUTABLE SOFTWARE IMAGE FROM A PRIMARY PROCESSOR TO ONE OR MORE SECONDARY PROCESSOR IN A MULTI-PROCESSOR SYSTEM**

(58) **Field of**
CPC
USPC ..
See appli

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Igor Malamant, San Diego, CA (US);
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(56)
5,978,589
6,079,017
7,447,846

(73) **Assignee:** QUALCOMM Incorporated, San Diego, CA (US)

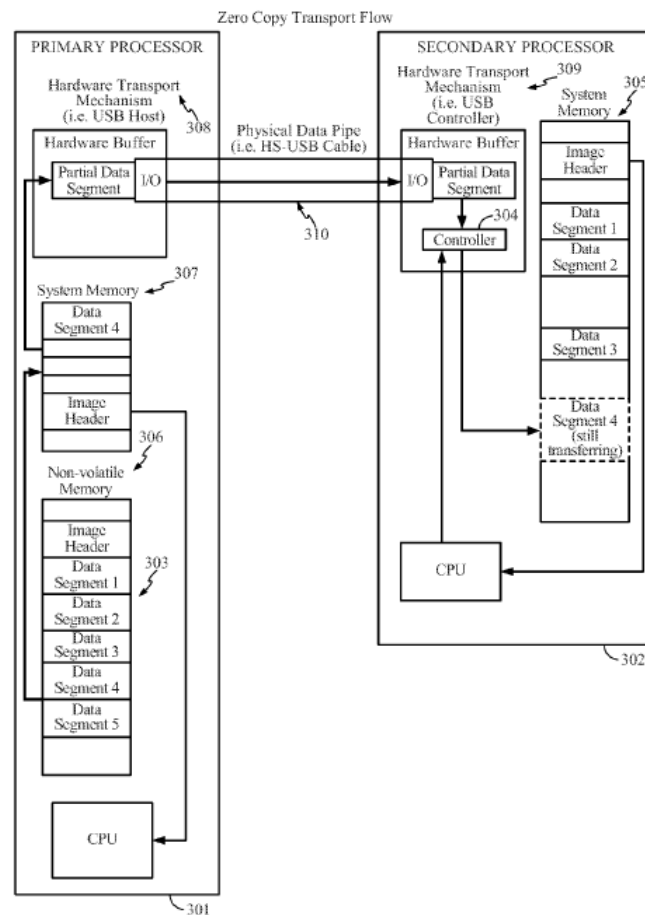


FIG. 3

Ex. 1001, Fig. 3

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DAY

The Prior Art Used a Temporary Intermediate RAM Buffer at the Secondary Processor

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(58) **Field of Classification Search**

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In a system in which the software image is loaded onto a target “secondary” processor from a first “primary” processor, one way of performing such loading is to allocate a temporary buffer into which each packet is received, and each packet would have an associated packet header information along with the payload. The payload in this case would be the actual image data. From the temporary buffer, some of the processing may be done over the payload, and then the payload would get copied over to the final destination. The temporary buffer would be some place in system memory, such as in internal random-access-memory (RAM) or double data rate (DDR) memory, for example.

Thus, where an intermediate buffer is used, the data being downloaded from a primary processor to a secondary processor is copied into the intermediate buffer. In this way, the buffer is used to receive part of the image data from the primary processor, and from the buffer the image data may be scattered into the memory (e.g., volatile memory) of the secondary processor.

The '949 Invention Eliminated the Temporary Intermediate RAM Buffer

Zero Copy Transport flow

Aspects of the present disclosure provide techniques for efficiently loading the executable software images from the primary processor's non-volatile memory to the secondary processor's volatile memory. As mentioned above, traditional loading processes require an intermediate step where the binary multi-segmented image is buffered (e.g., transferred into the system memory) and then later scattered into target locations (e.g., by a boot loader). Aspects of the present disclosure provide techniques that alleviate the intermediate step of buffering required in traditional loading processes. Thus, aspects of the present disclosure avoid extra memory copy operations, thereby improving performance (e.g., reducing the time required to boot secondary processors in a multi-processor system).

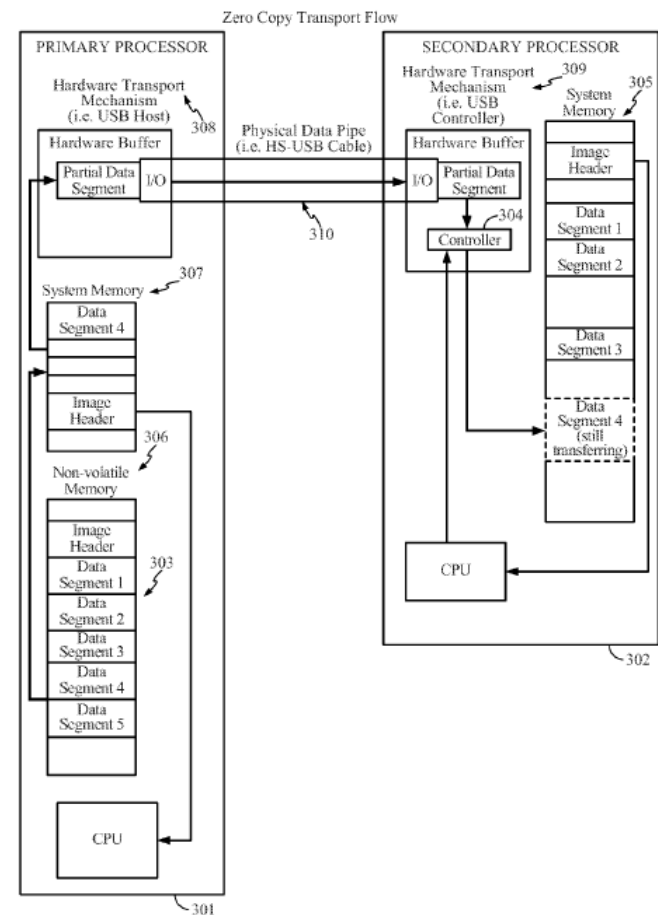


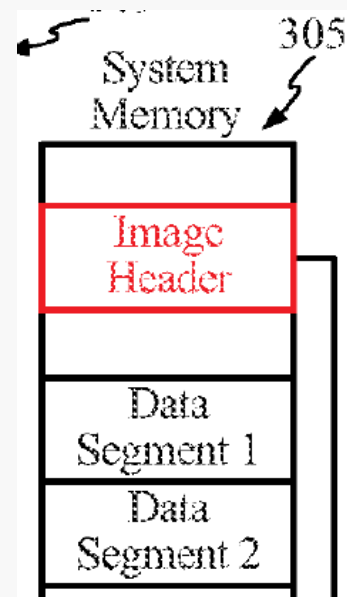
FIG. 3

The '949 Invention Uses an Image Header Instead of Segment Headers

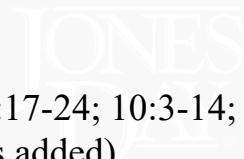
In one aspect, the host primary processor does not process or extract any information from the actual image data it simply sends the image data as “raw” data to the target, without any packet header attached to the packet. Because the target secondary processor initiates the data transfer request, it knows exactly how much data to receive. This enables the host to send data without a packet header, and the target to directly receive and store the data. In that aspect, the target requests data from the host as needed. The first data item it requests is the image header for a given image transfer. Once the target has processed the image header, it knows the location and size of each data segment in the image. The image

processor 307. The image header includes information used to identify where the modem image executable data is to be eventually placed into the system memory of the secondary processor 305. The header information is used by the secondary processor 302 to program the scatter loader/direct memory access controller 304 receive address when receiving the actual executable data. Data segments are then sent

In accordance with certain aspects of the present invention (e.g., as in the example of FIG. 3), the raw image data is transported. For instance, rather than transporting each segment of image data with a packet header, the exemplary load process of FIG. 3 determines the needed information about the data from the header associated with the entire image. Thus, the image header may be initially transferred, and all the processing for determining how to store the data to system memory 305 can occur before the transfer of the segments (based on the image header), and then the segments are transferred as raw data, rather than requiring processing of a packet-header for each segment as the segments are transferred. Thus, in the example of FIG. 3, the raw image data is



Ex. 1001, 7:39-50; 8:17-24; 10:3-14;
Fig. 3 (emphasis added)



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