

DAT093

Introduction to electronic system design

Lecture :
Interconnection Networks on-chip (NoCs)

Ioannis Sourdis

Outline of Lecture

- NoCs basics
- NoCs design alternatives:
 - Topologies
 - Flow control
 - Routing
 - Router architecture
- Research on NoCs

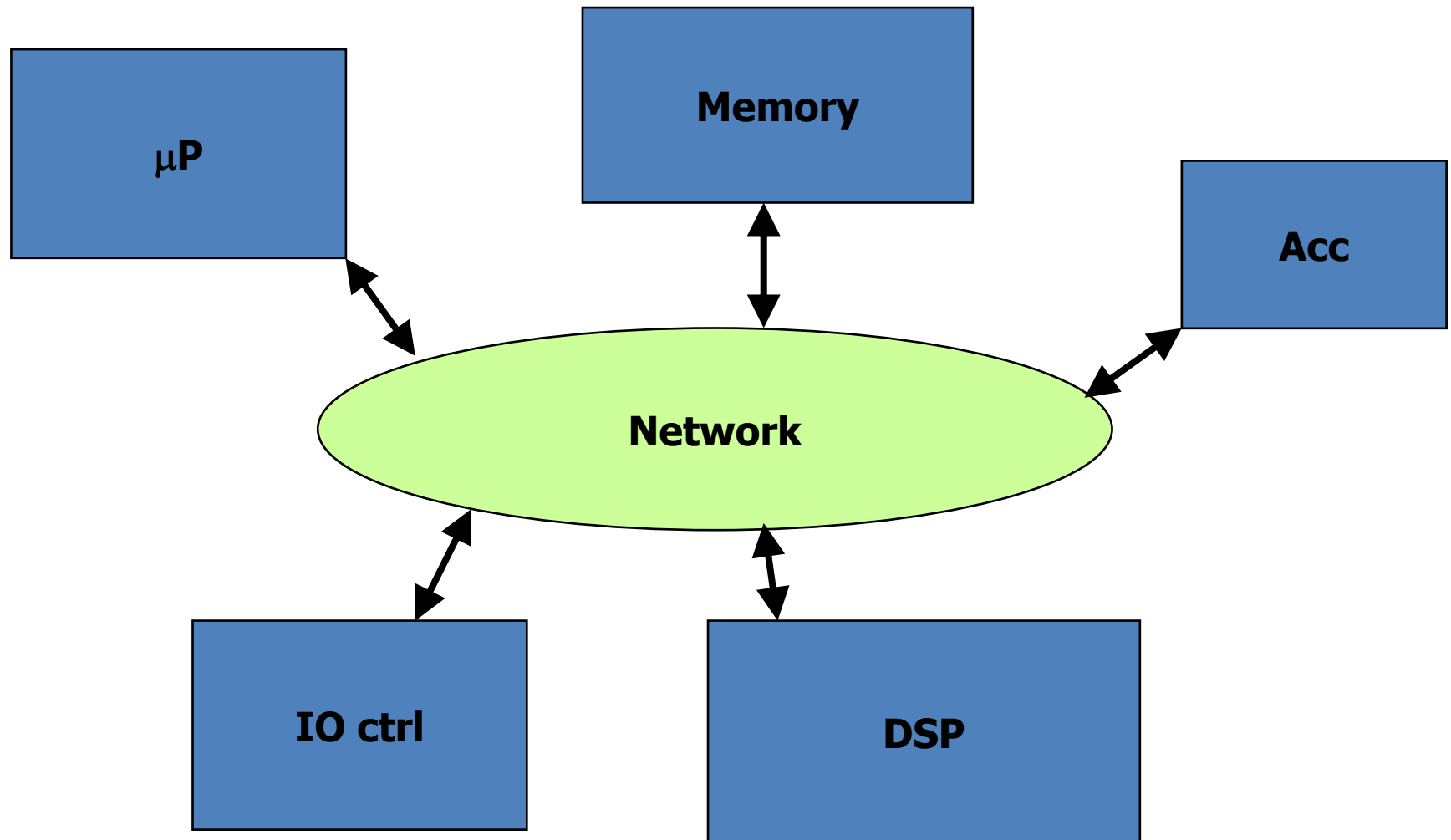
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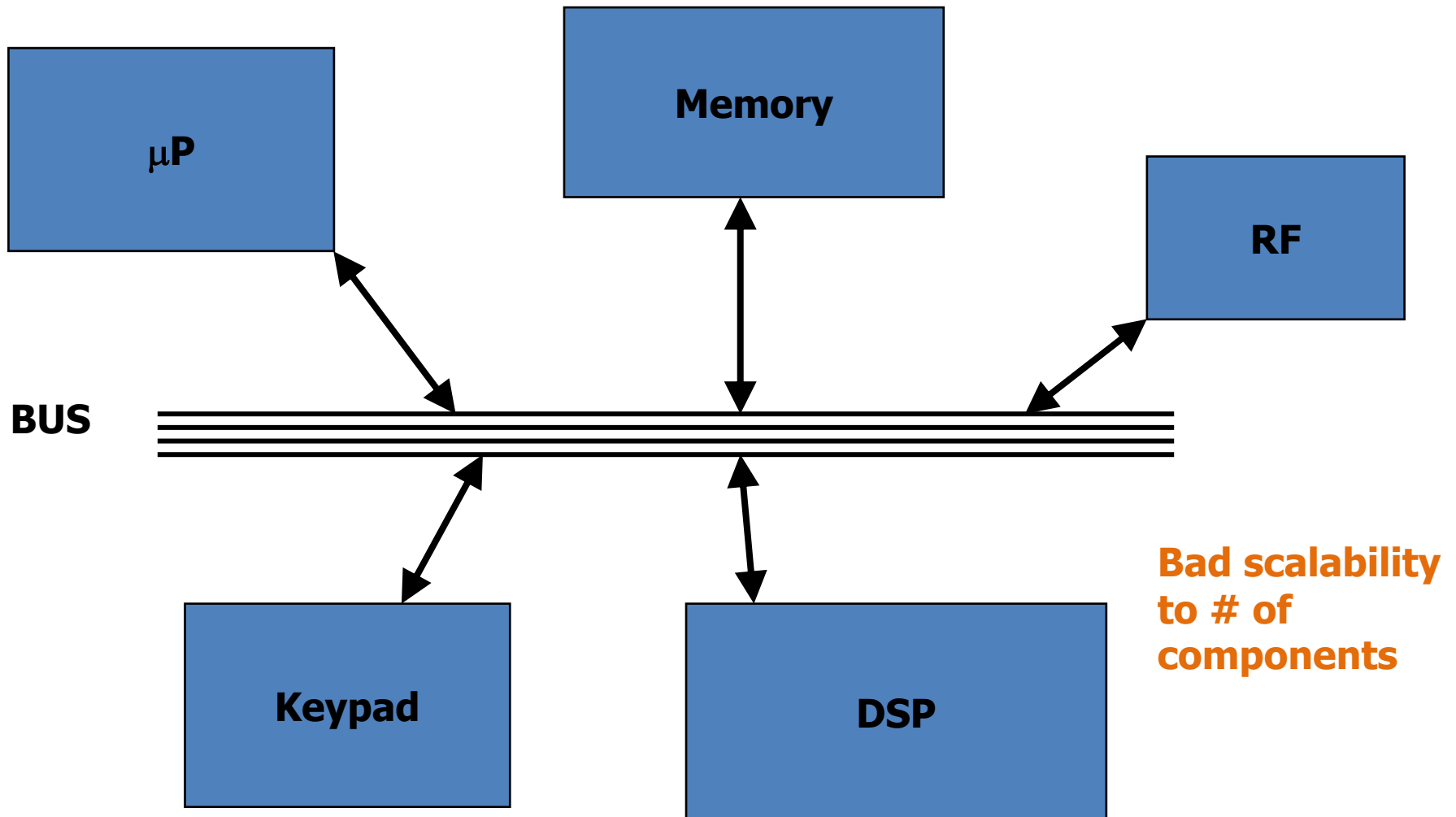
Networks on chip: Why?

- What do they interconnect?
- Why needed?
- What are the design objectives?

Intra chip communication



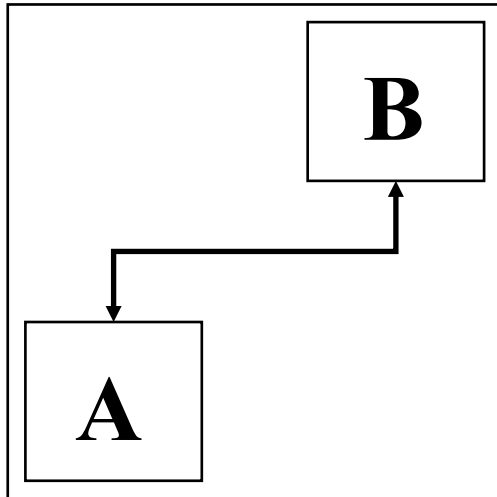
Interconnect with a bus



Wire delay/gate delay does not scale

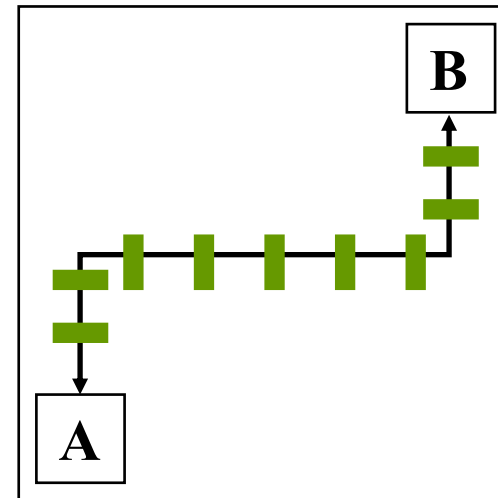
Past

Distance per cycle

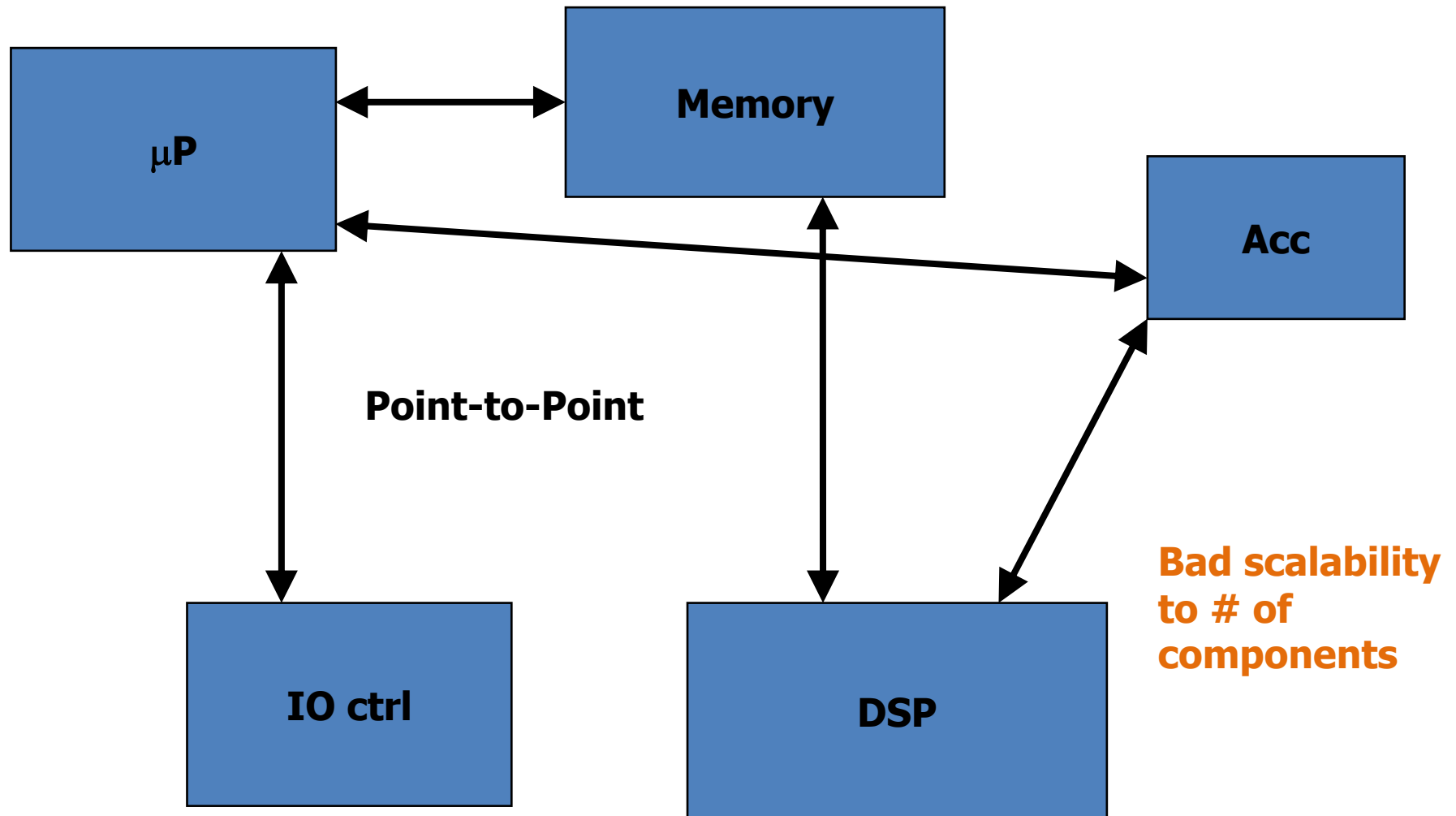


Now

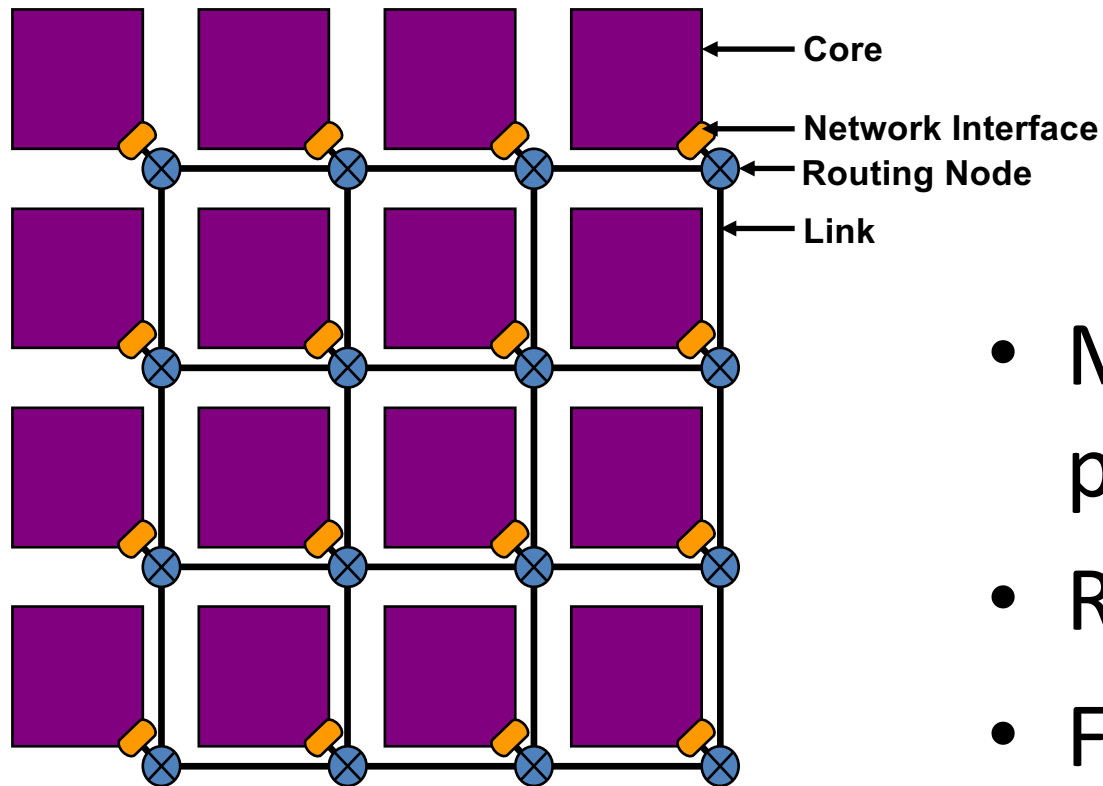
Distance per cycle



Introduction – intra chip communication



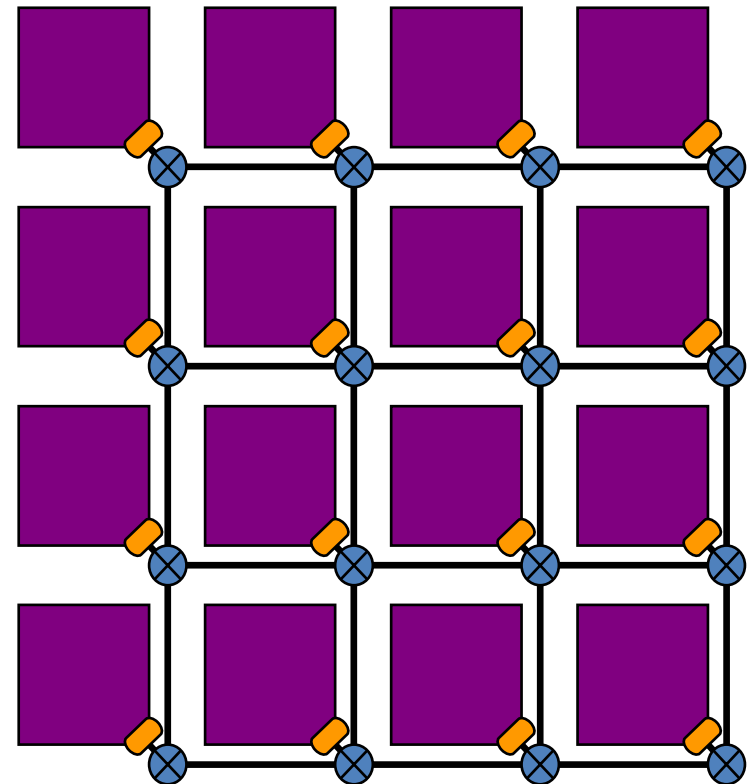
Important Paradigms for NoC



- More scalable performance
- Re-use
- Flexibility

What factors determine which interconnect solution you pick?

- Performance
 - Latency
 - Throughput
- Energy efficiency & Power
 - Energy per transferred bit
- Other metrics:
 - Quality of Service
 - Fault tolerance



On-Chip vs. Off-Chip Differences

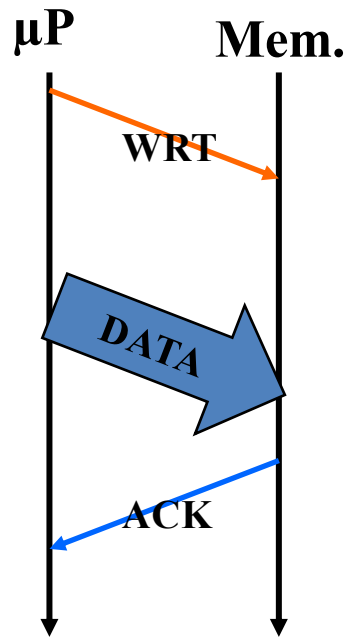
Advantages of on-chip

- **Wires are “free”**
 - Can build highly connected networks with wide buses
- **Low latency**
 - Can cross entire network in few clock cycles
- **High Reliability**
 - Packets are not dropped and links rarely fail

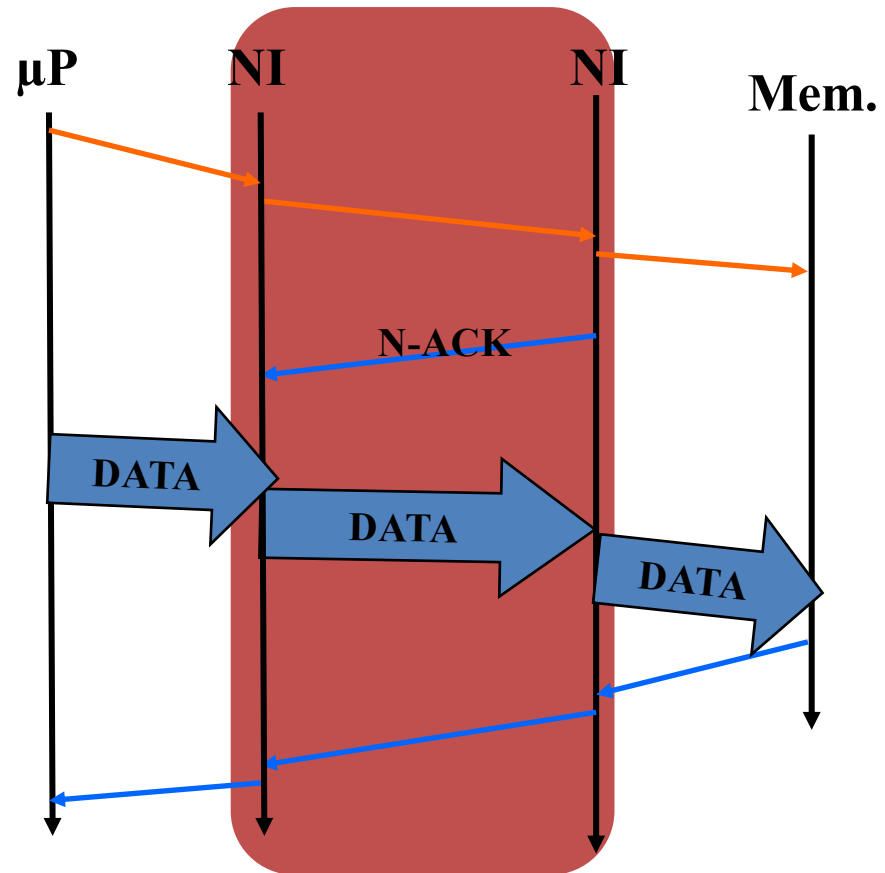
Disadvantages of on-chip

- **Sharing resources with rest of components on chip**
 - Area
 - Power
- **Limited buffering available**
- **Not all topologies map well to 2D plane**

Network Usage Example

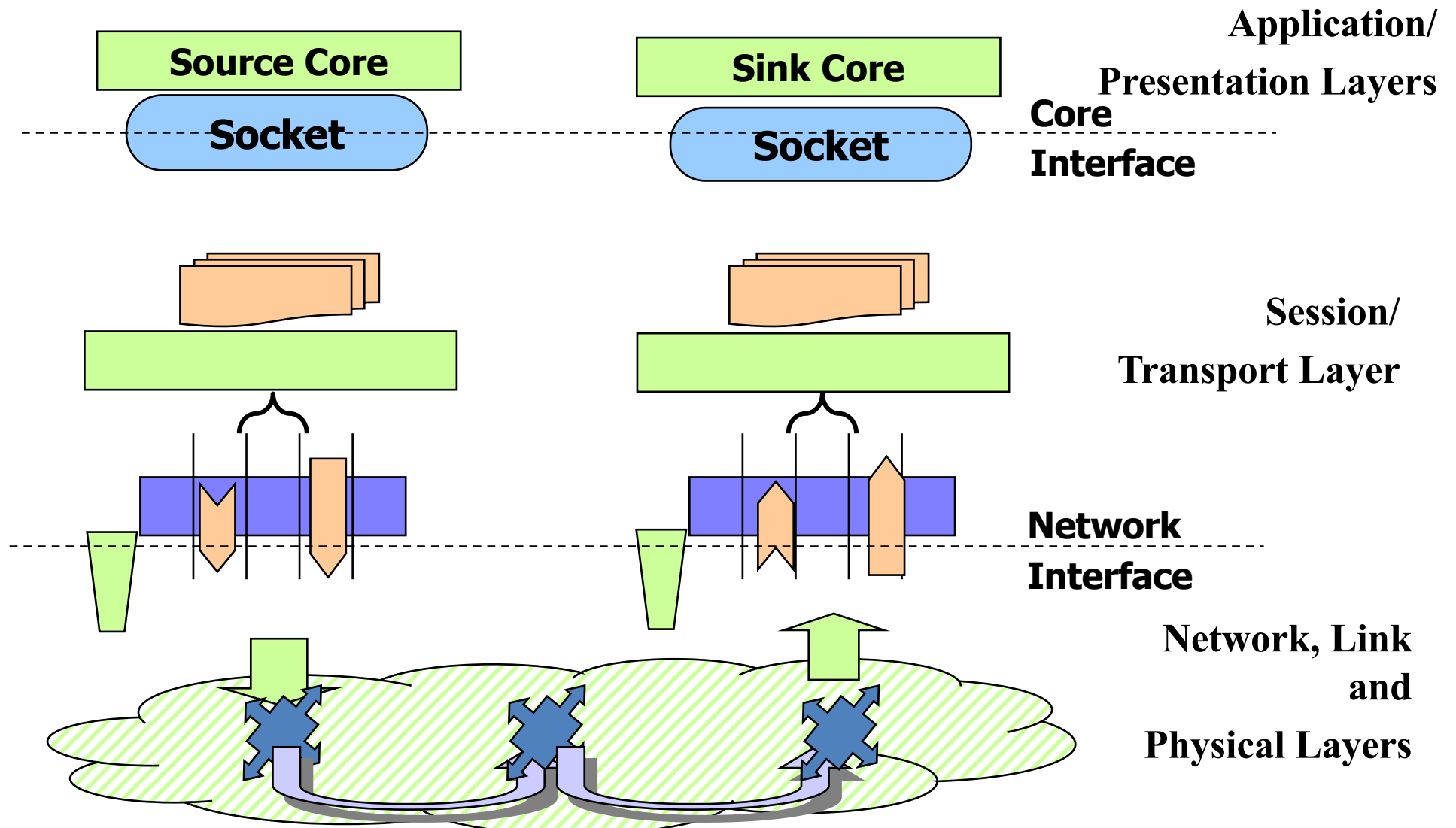


Typical P2P Write Session
(3 comm. events)

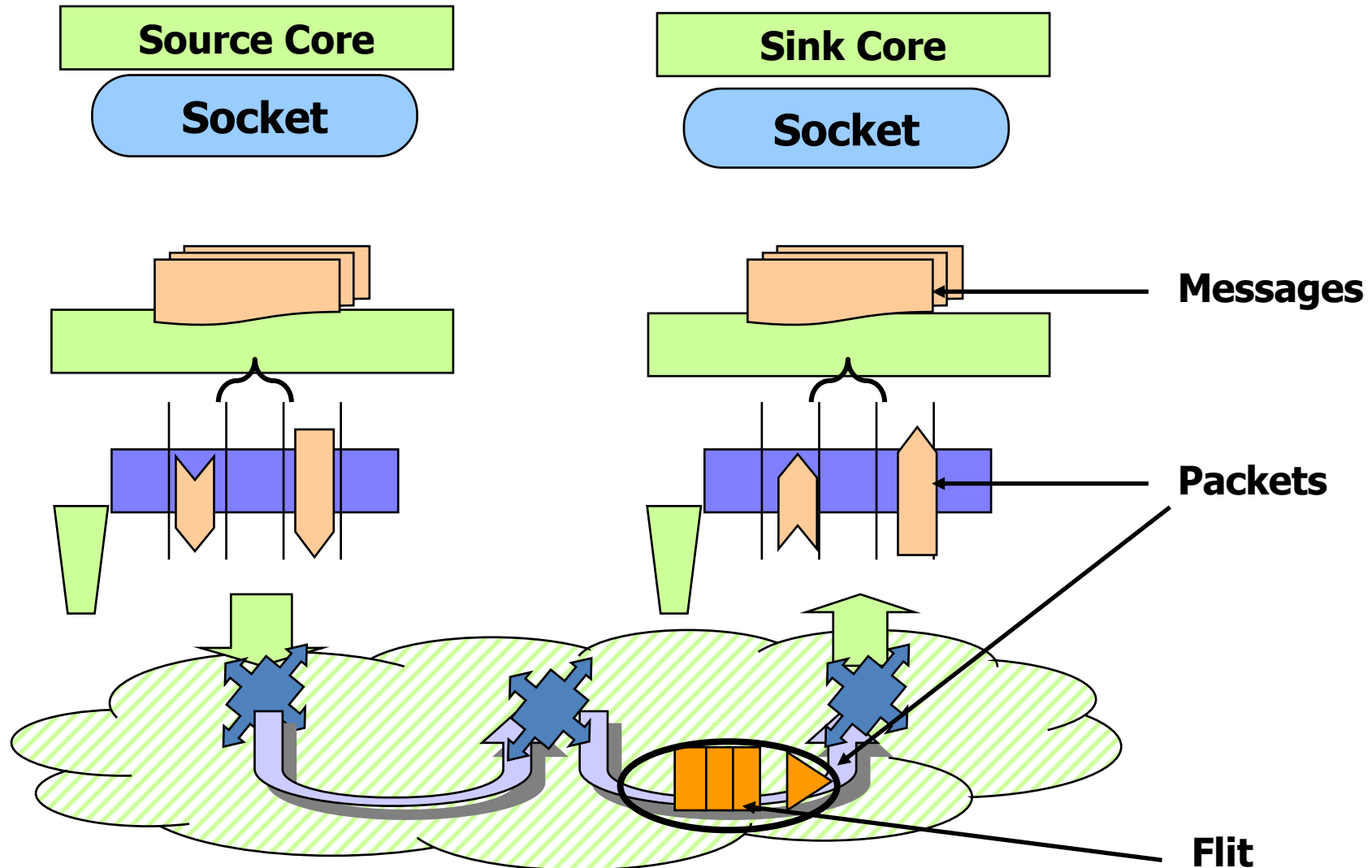


“Networked” Write Session
(4 comm. events)

Network Abstraction



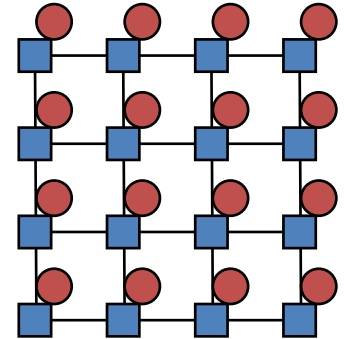
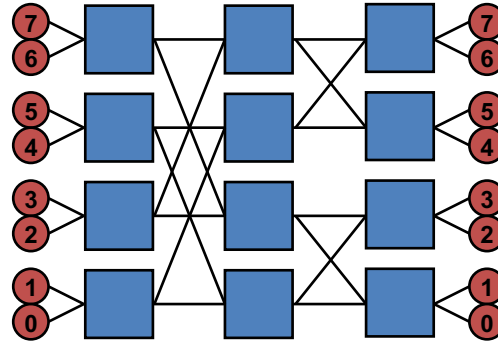
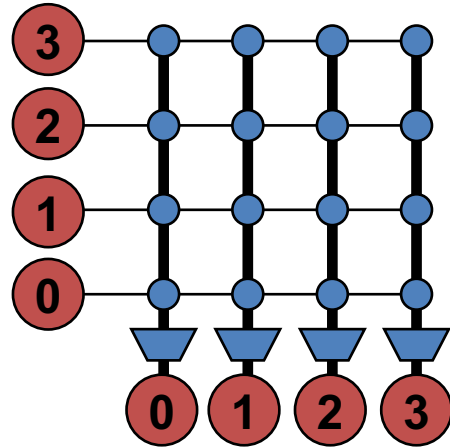
Network Dataflow View



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 - **Topologies**
 - Flow control
 - Routing
 - Router architecture
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Review: Topologies

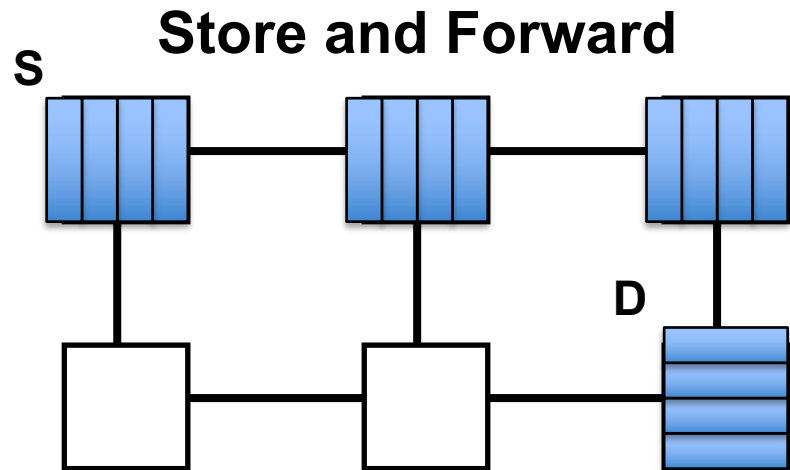


Topology	Crossbar	Multistage Logarith.	Mesh
Direct/Indirect	Indirect	Indirect	Direct
Blocking/ Non-blocking	Non-blocking	Blocking	Blocking
Cost	$O(N^2)$	$O(N \log N)$	$O(N)$
Latency	$O(1)$	$O(\log N)$	$O(\sqrt{N})$

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Review: Flow Control



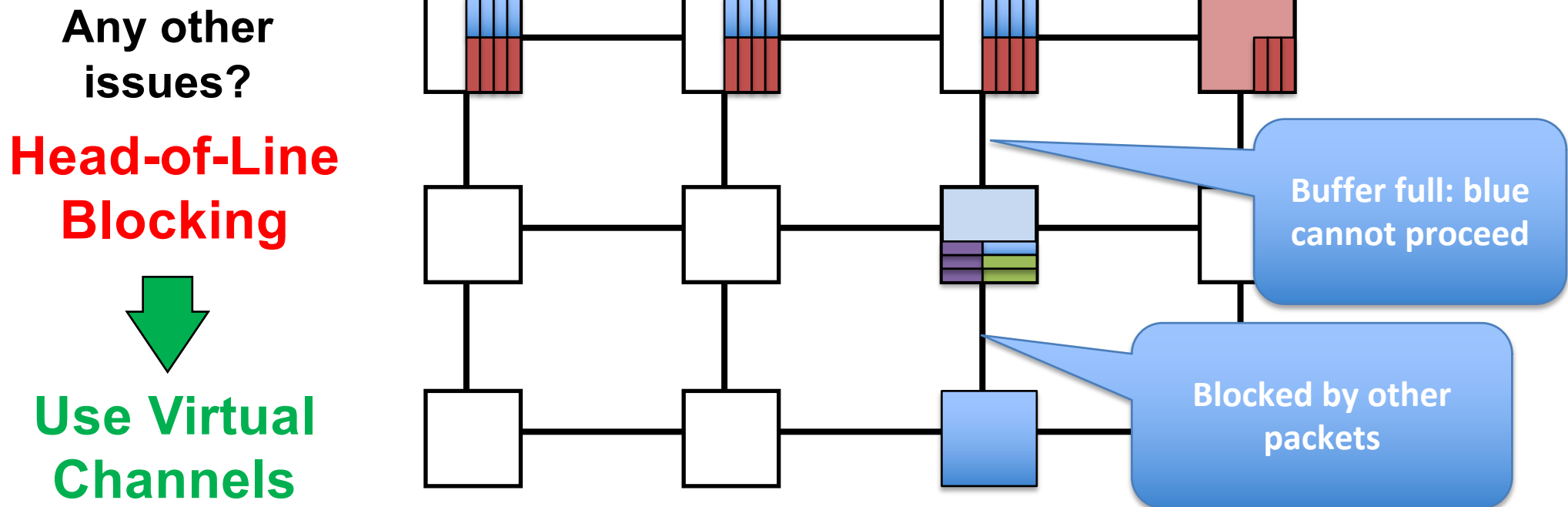
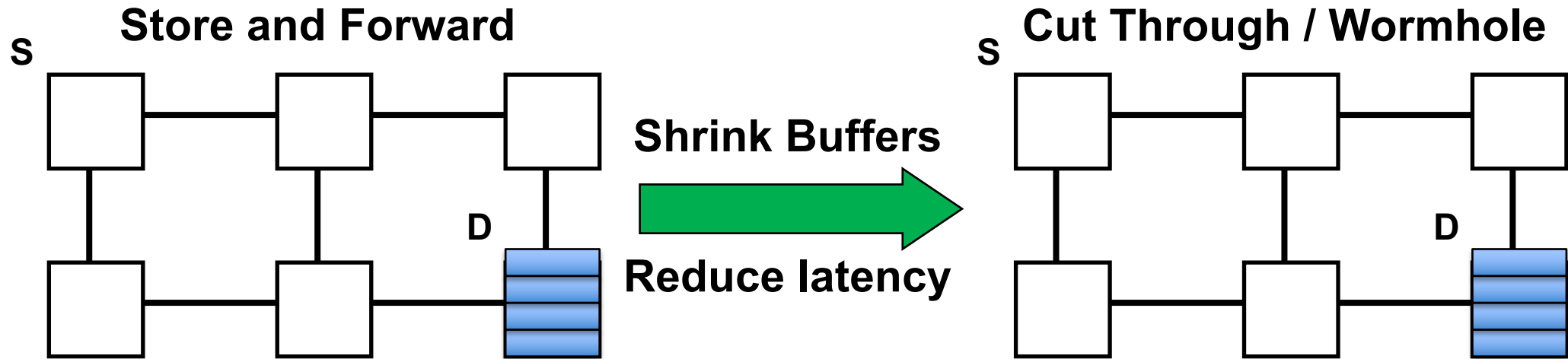
Any other
issues?

**Head-of-Line
Blocking**



**Use Virtual
Channels**

Review: Flow Control



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Routing Mechanism

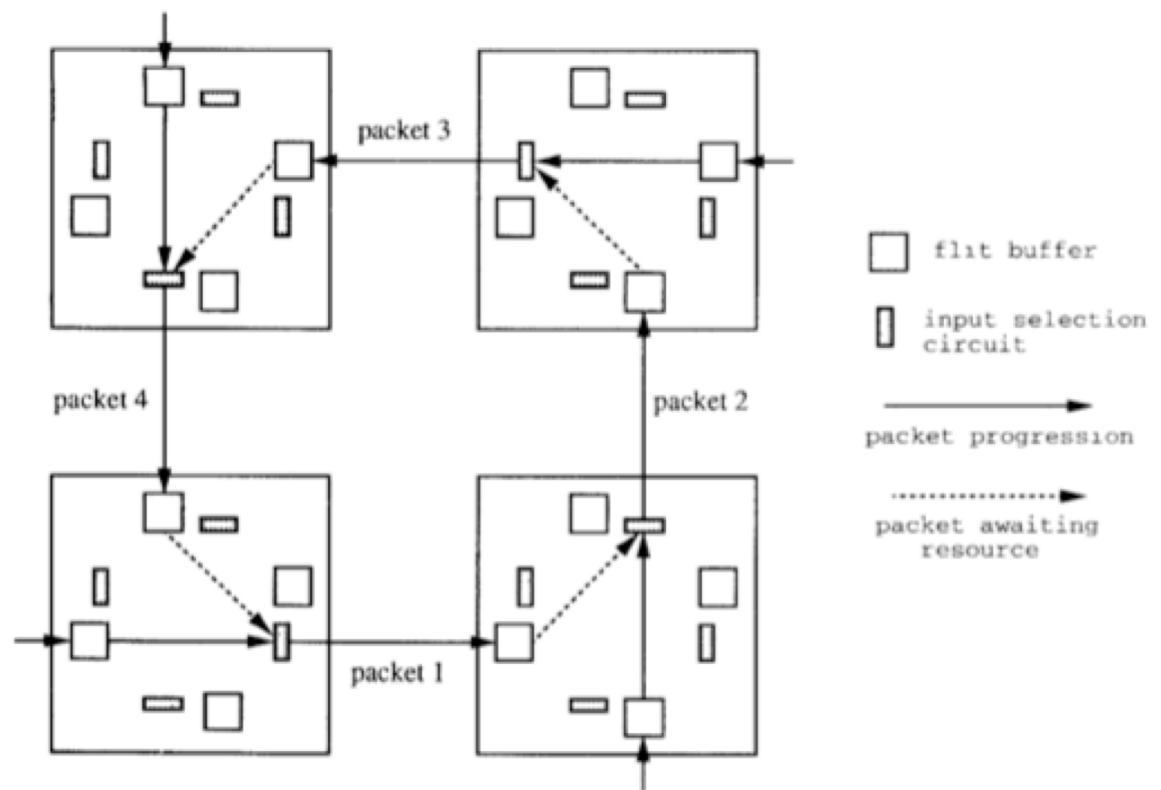
- Arithmetic
 - Simple arithmetic to determine route in regular topologies
 - Dimension order routing in meshes/tori
- Source Based
 - Source specifies output port for each switch in route
 - + Simple switches
 - no control state: strip output port off header
 - Large header
- Table Lookup Based
 - Index into table for output port
 - + Small header
 - More complex switches

Routing Algorithm

- Types
 - **Oblivious**: do not consider network state (e.g., random)
 - **Deterministic**: always choose the same path
 - **Adaptive**: adapt to state of the network
- How to adapt
 - Local/global feedback
 - Minimal or non-minimal paths

Deadlock

- No forward progress
- Caused by circular dependencies on resources
- Each packet waits for a buffer occupied by another packet downstream



Turn Model to Avoid Deadlock

- Idea
 - Analyze directions in which packets can turn in the network
 - Determine the cycles that such turns can form
 - Prohibit just enough turns to break possible cycles
- Glass and Ni, “[The Turn Model for Adaptive Routing](#),” ISCA 1992.

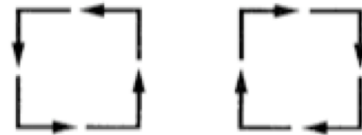


FIG. 2. The possible turns and simple cycles in a two-dimensional mesh.

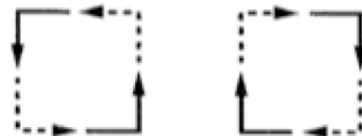


FIG. 3. The four turns allowed by the *xy* routing algorithm.

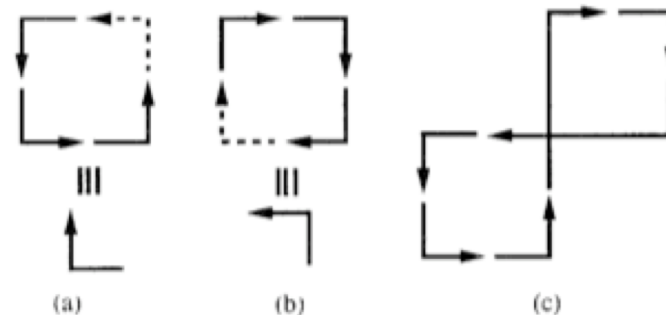
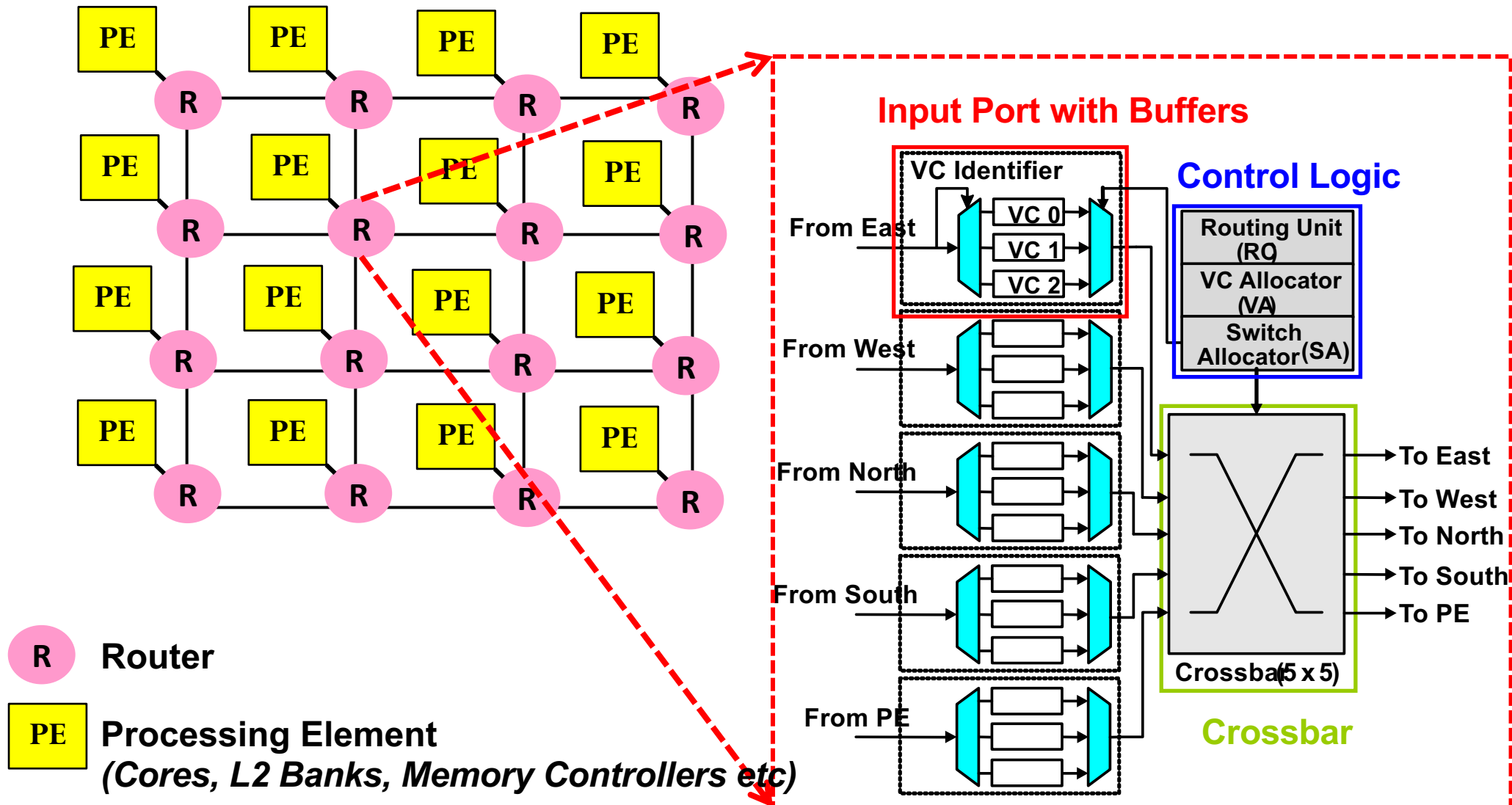


FIG. 4. Six turns that complete the cycles and allow deadlock.

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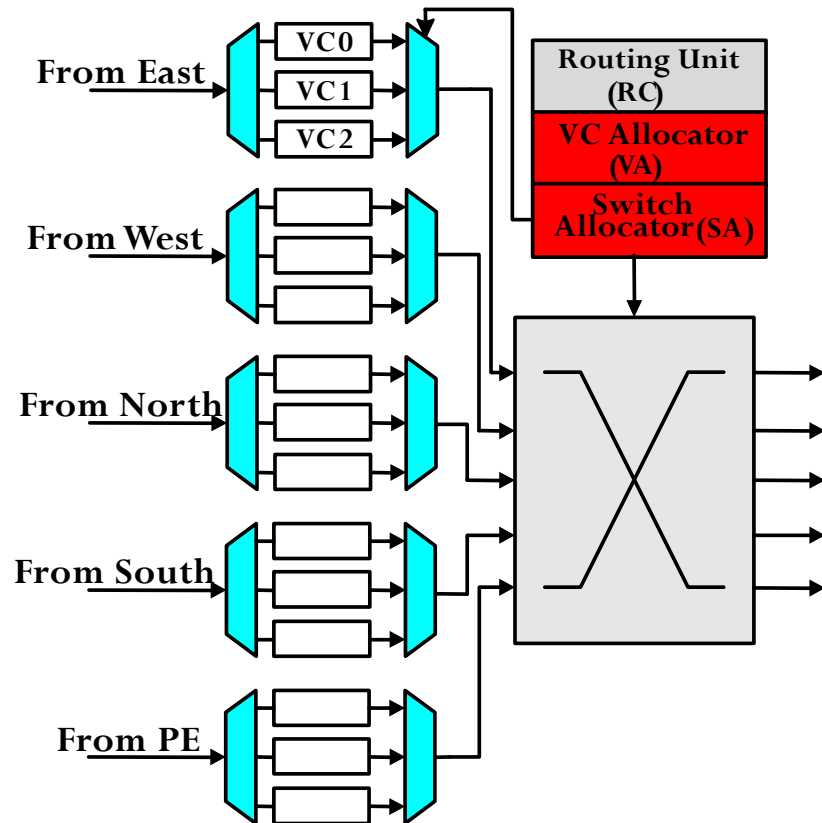
On-chip Networks



Router Design:

Functions of a Router

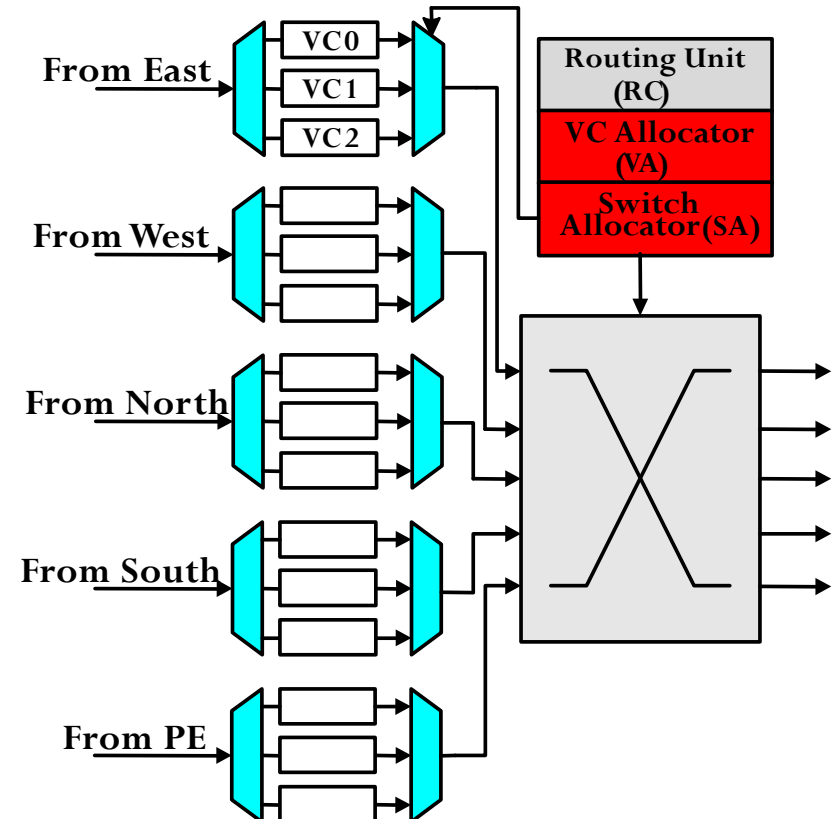
- Buffering (of flits)
- Route computation
- Arbitration of flits (i.e. prioritization) when contention
 - Called packet scheduling
- Switching
 - From input port to output port



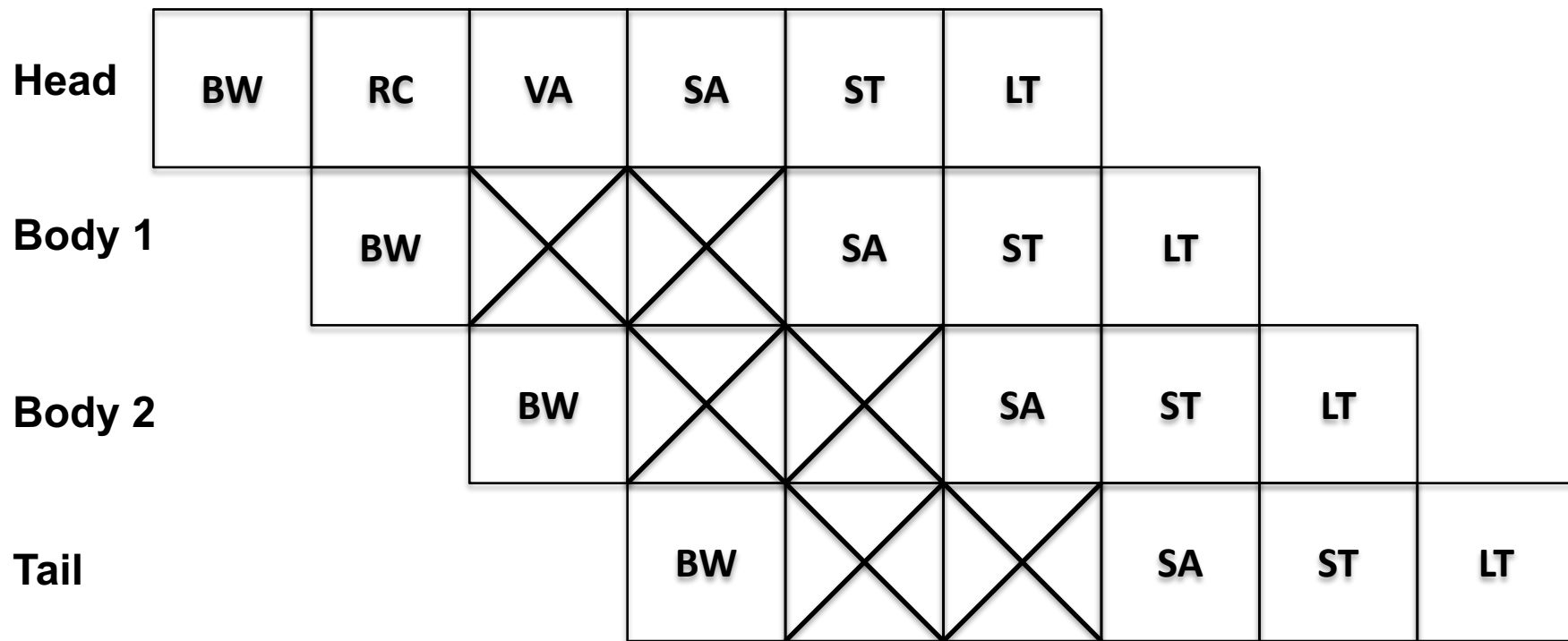
Router Pipeline



- Five logical stages
 - BW: Buffer Write
 - RC: Route computation
 - VA: Virtual Channel Allocation
 - SA: Switch Allocation
 - ST: Switch Traversal
- LT: Link Traversal

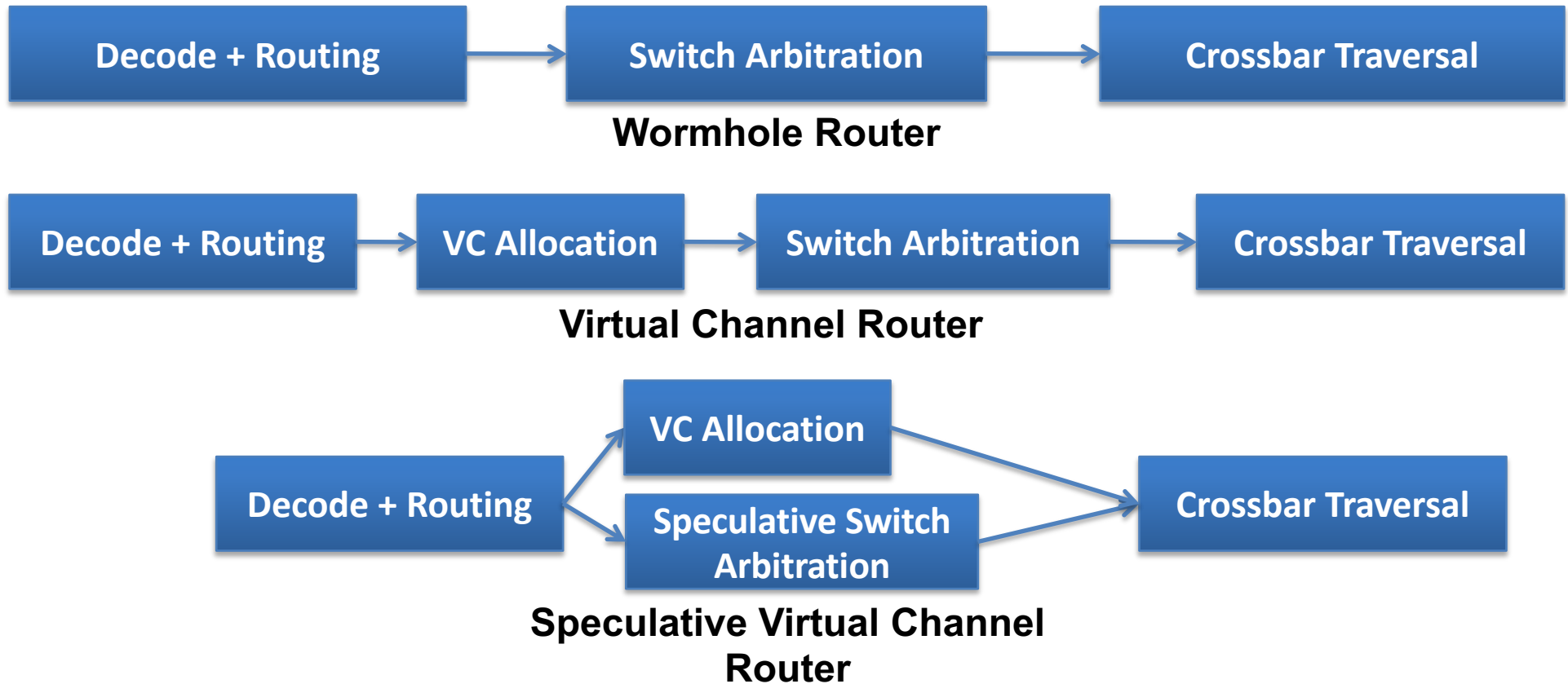


Wormhole Router Timeline



- Route computation performed once per packet
- Virtual channel allocated once per packet
- Body and tail flits inherit this information from head flit

Dependencies in a Router



Dependence between output of one module and input of another

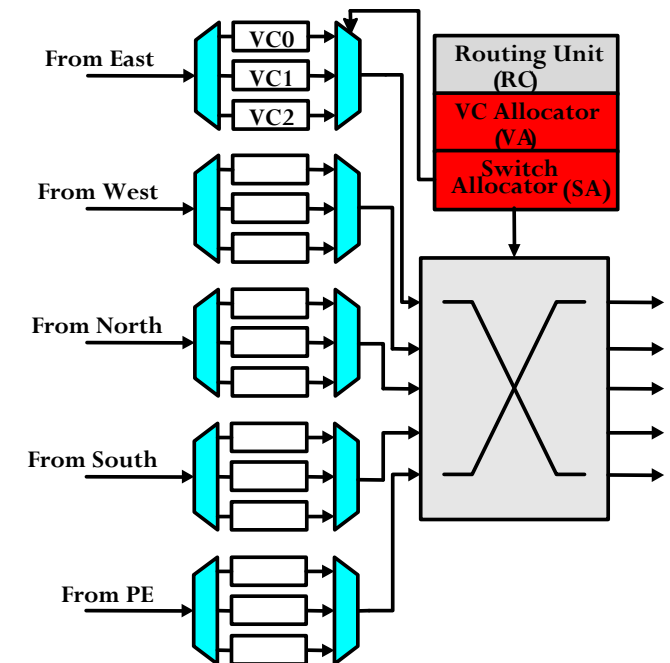
- Determine critical path through router
- Cannot bid for switch port until routing performed

Pipeline Optimizations: Lookahead Routing

- At current router perform routing computation for next router
 - Overlap with BW



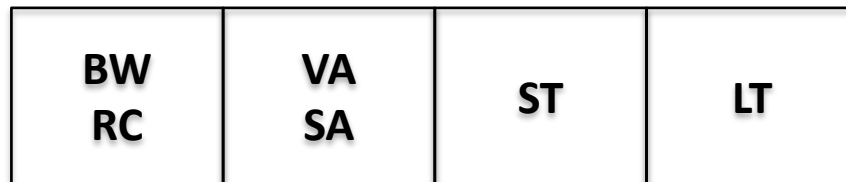
- Precomputing route allows flits to compete for VCs immediately after BW
 - RC decodes route header
 - Routing computation needed at next hop
 - Can be computed in parallel with VA
- Galles, “[Spider: A High-Speed Network Interconnect](#),” IEEE Micro 1997.



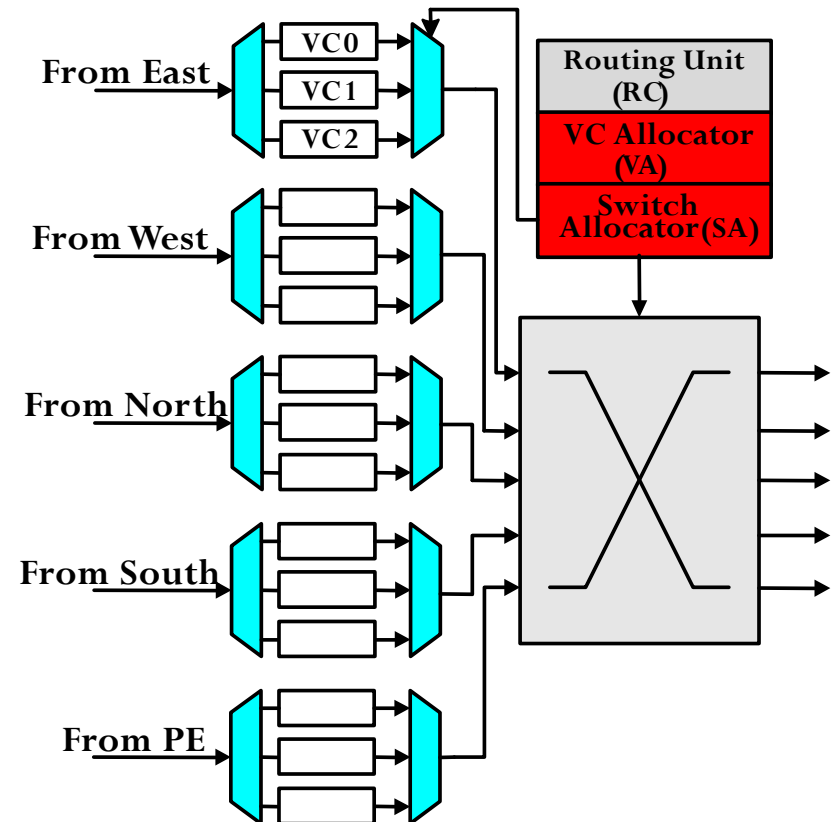
Pipeline Optimizations: Speculation

- Assume that Virtual Channel Allocation stage will be successful
 - Valid under low to moderate loads

- Entire VA and SA in parallel



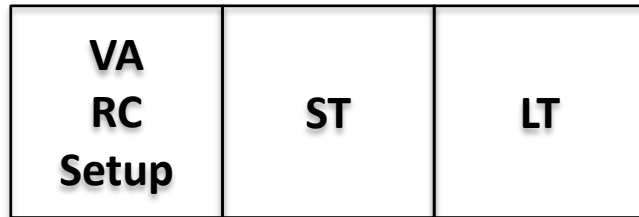
- If VA unsuccessful (no virtual channel returned)
 - Must repeat VA/SA in next cycle
- Prioritize non-speculative requests



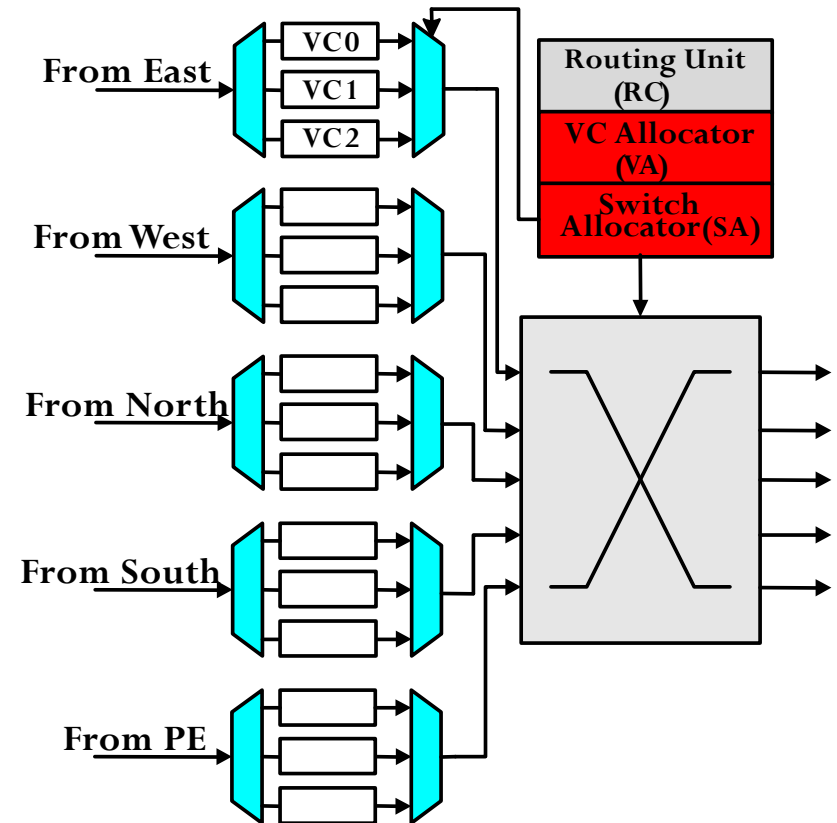
Pipeline Optimizations: Bypassing

- When no flits in input buffer

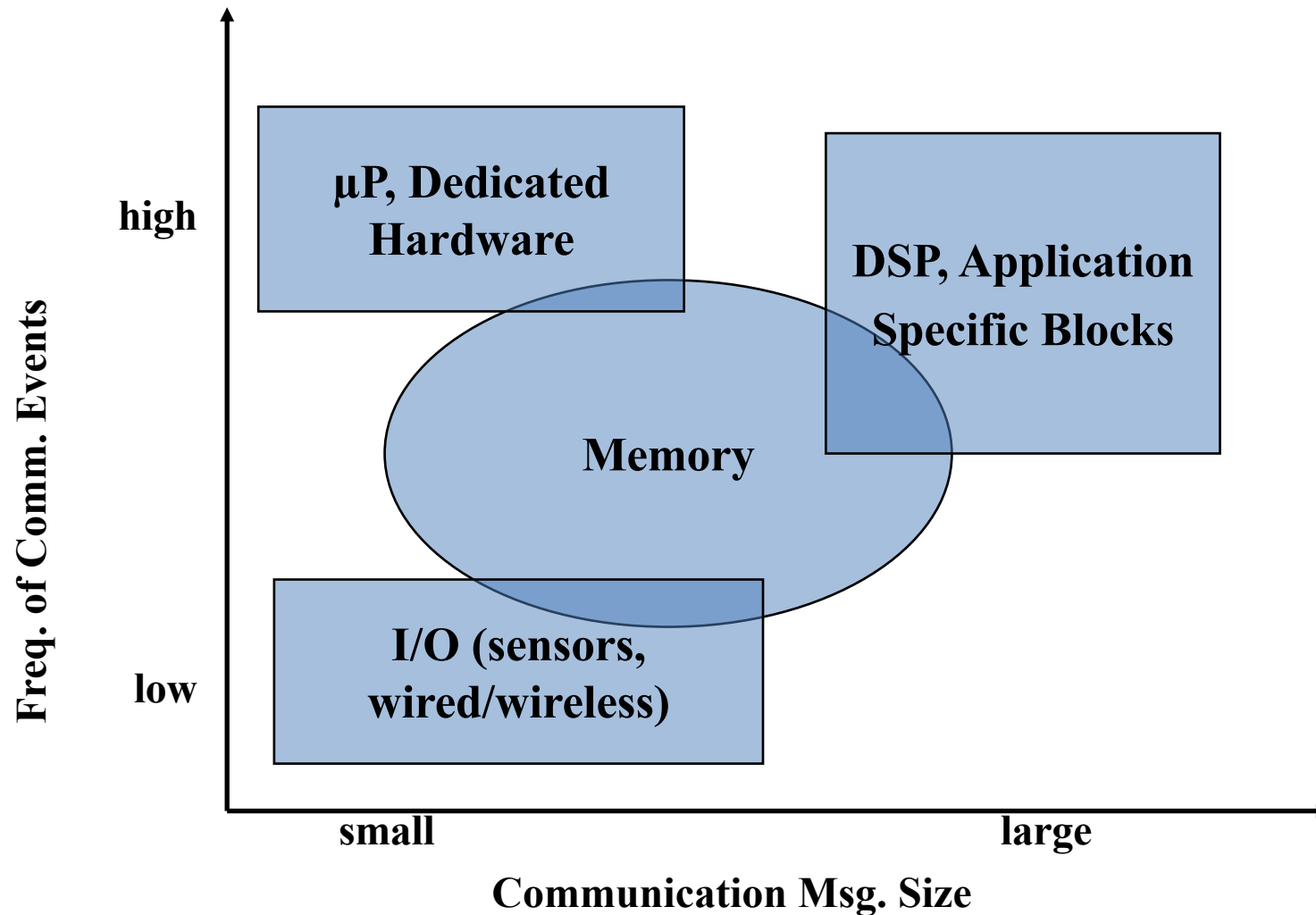
- Speculatively enter ST
- On port conflict, speculation aborted



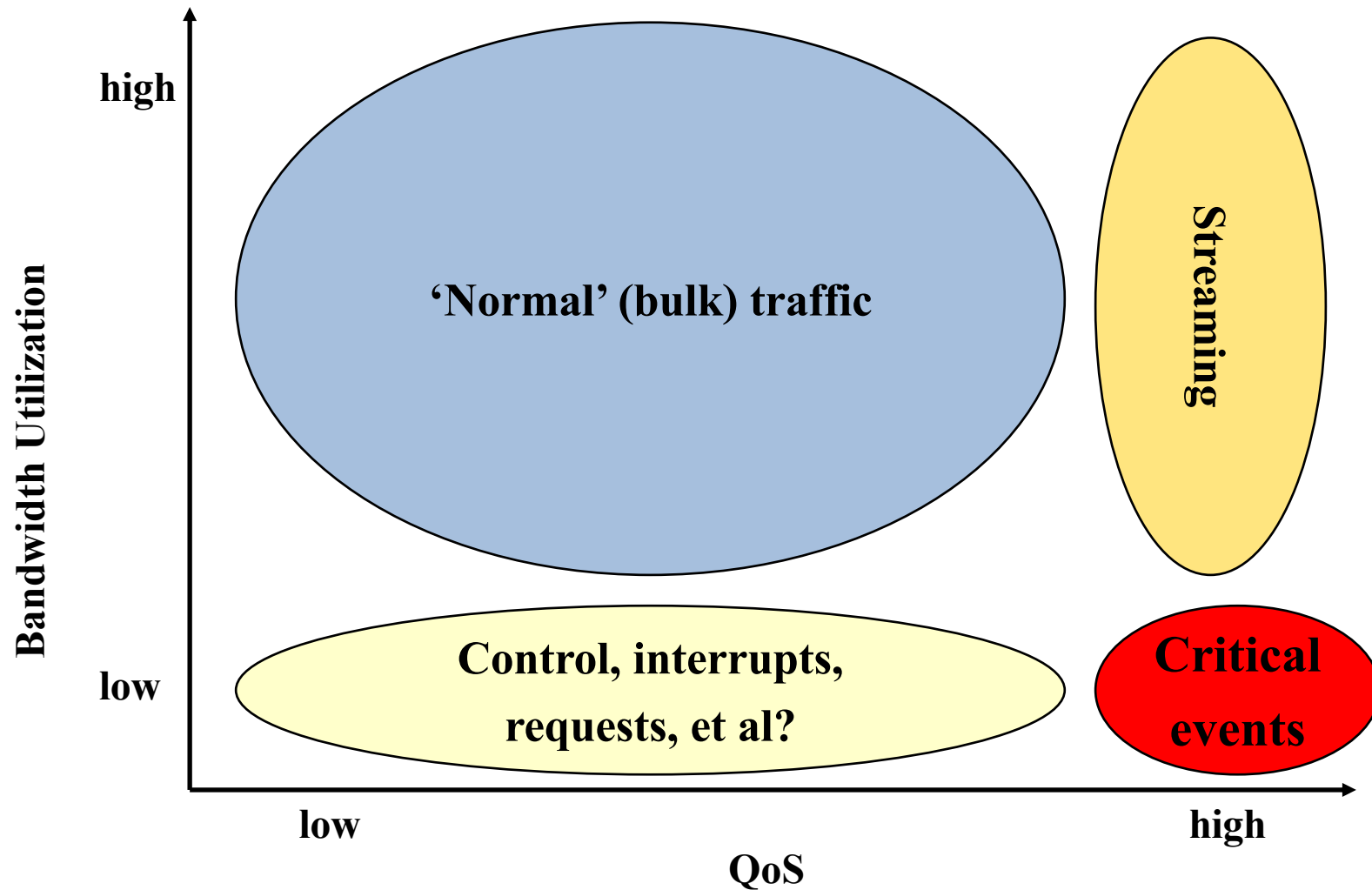
- In the first stage, a free VC is allocated, next routing is performed and the crossbar is setup



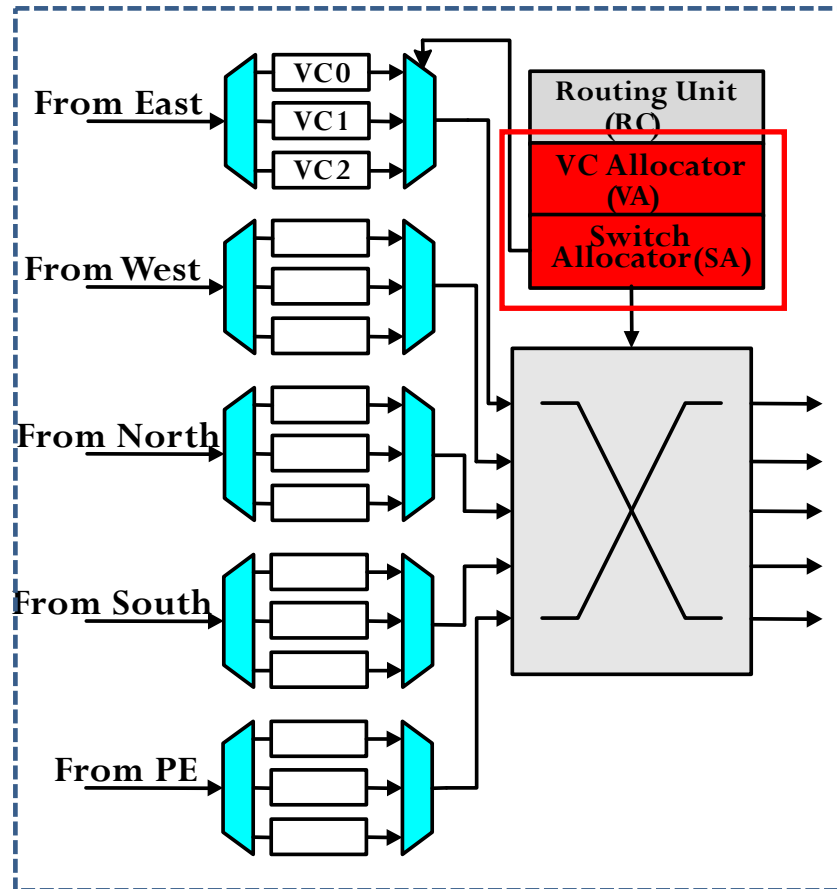
Application Layer Traffic Characterization



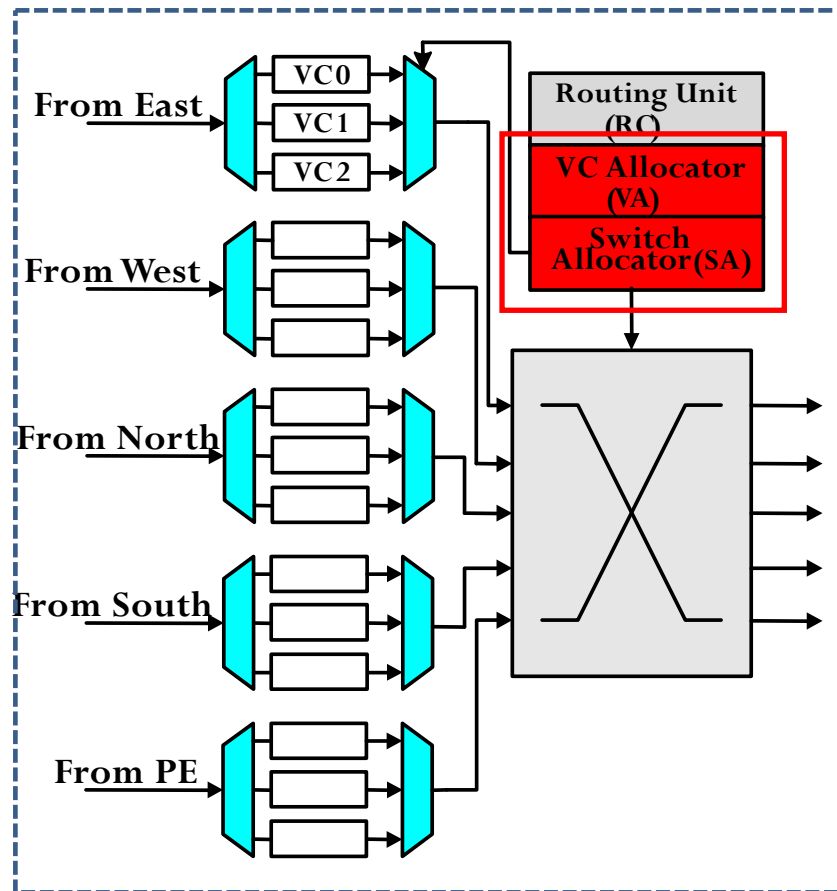
Traffic Distribution



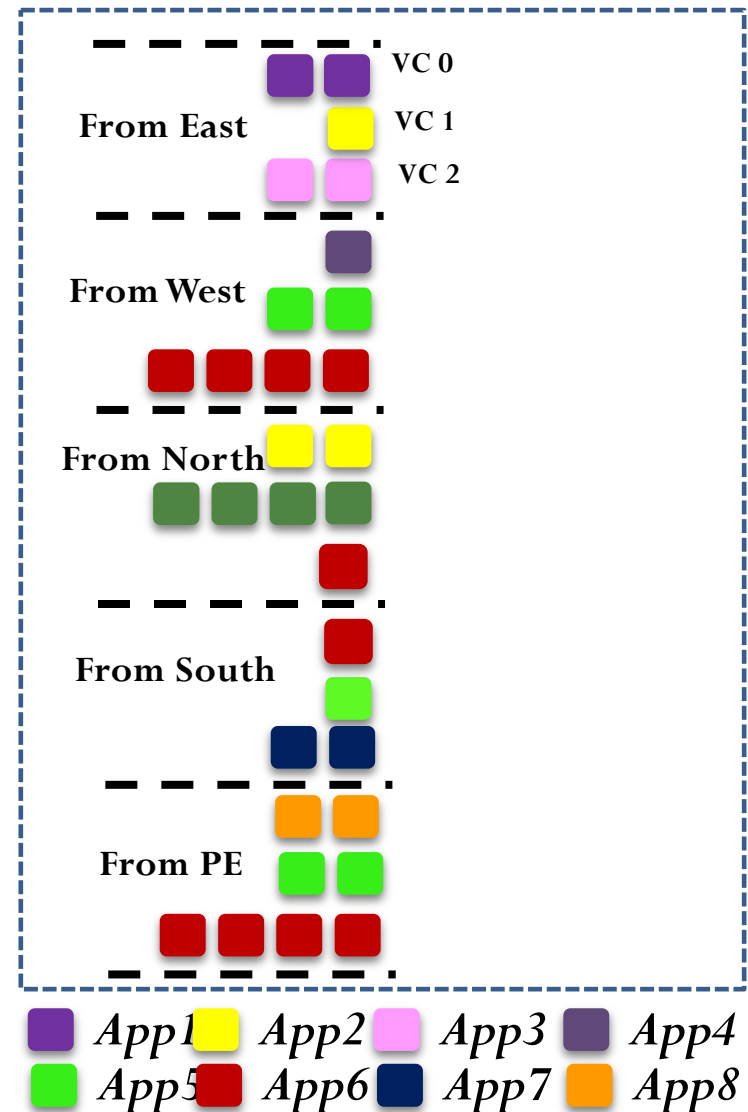
The Problem: Packet Scheduling



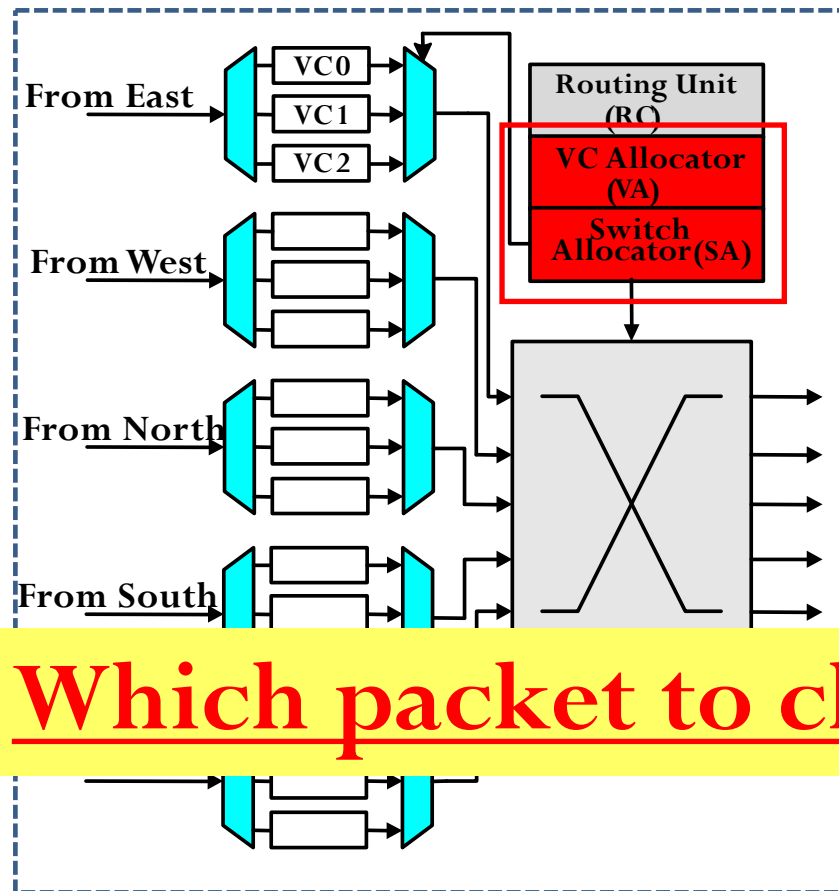
The Problem: Packet Scheduling



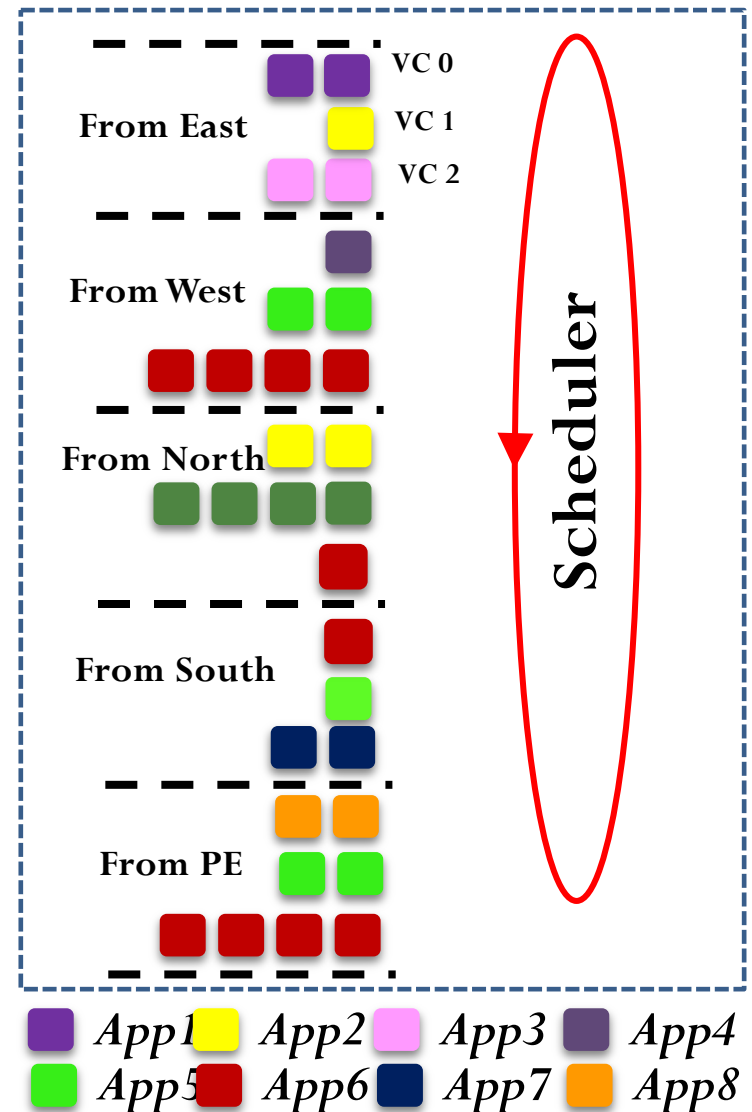
Conceptual
View



The Problem: Packet Scheduling



Conceptual
View

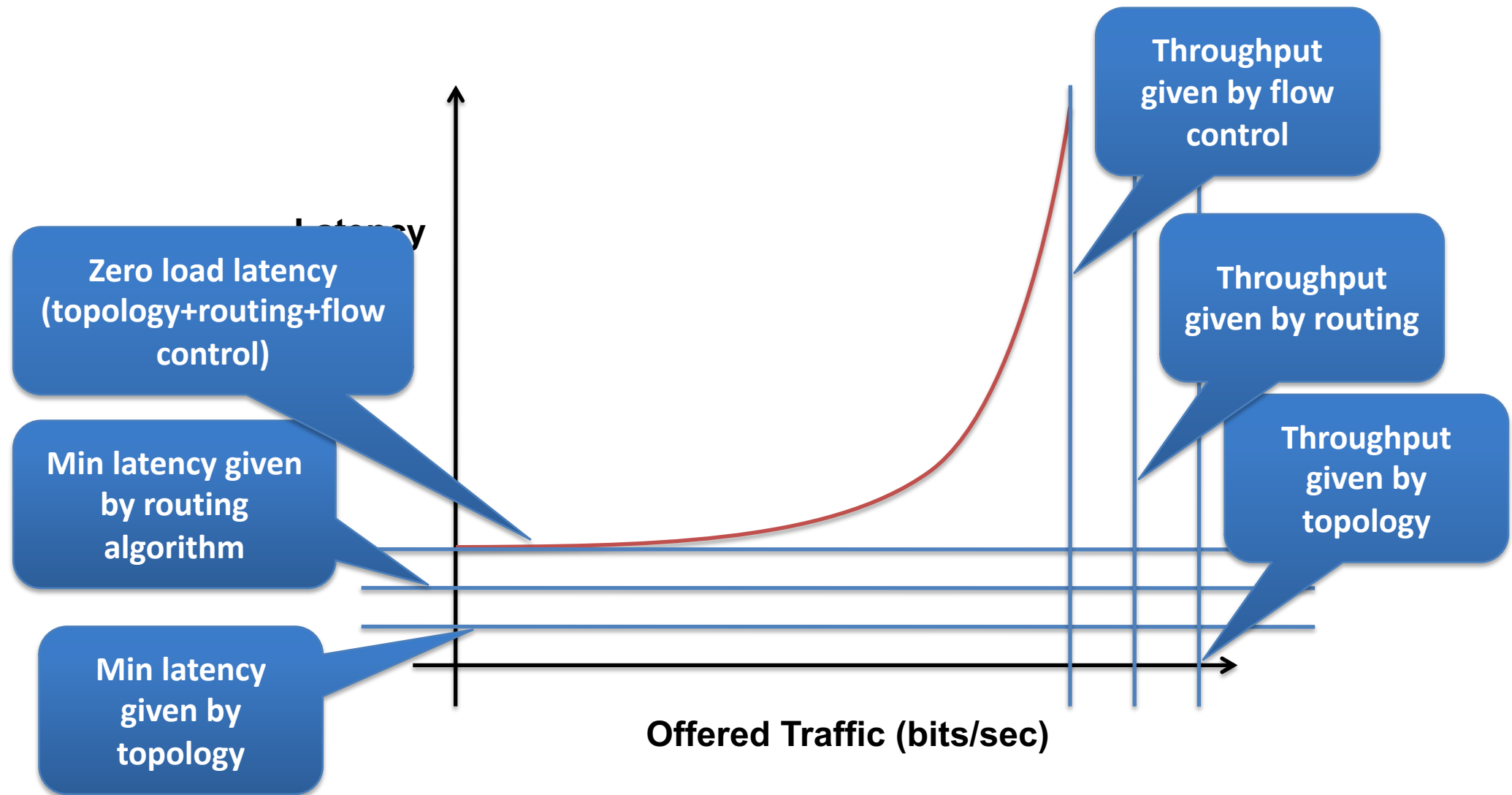


Which packet to choose?

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Interconnection Network Performance



Tilera Networks

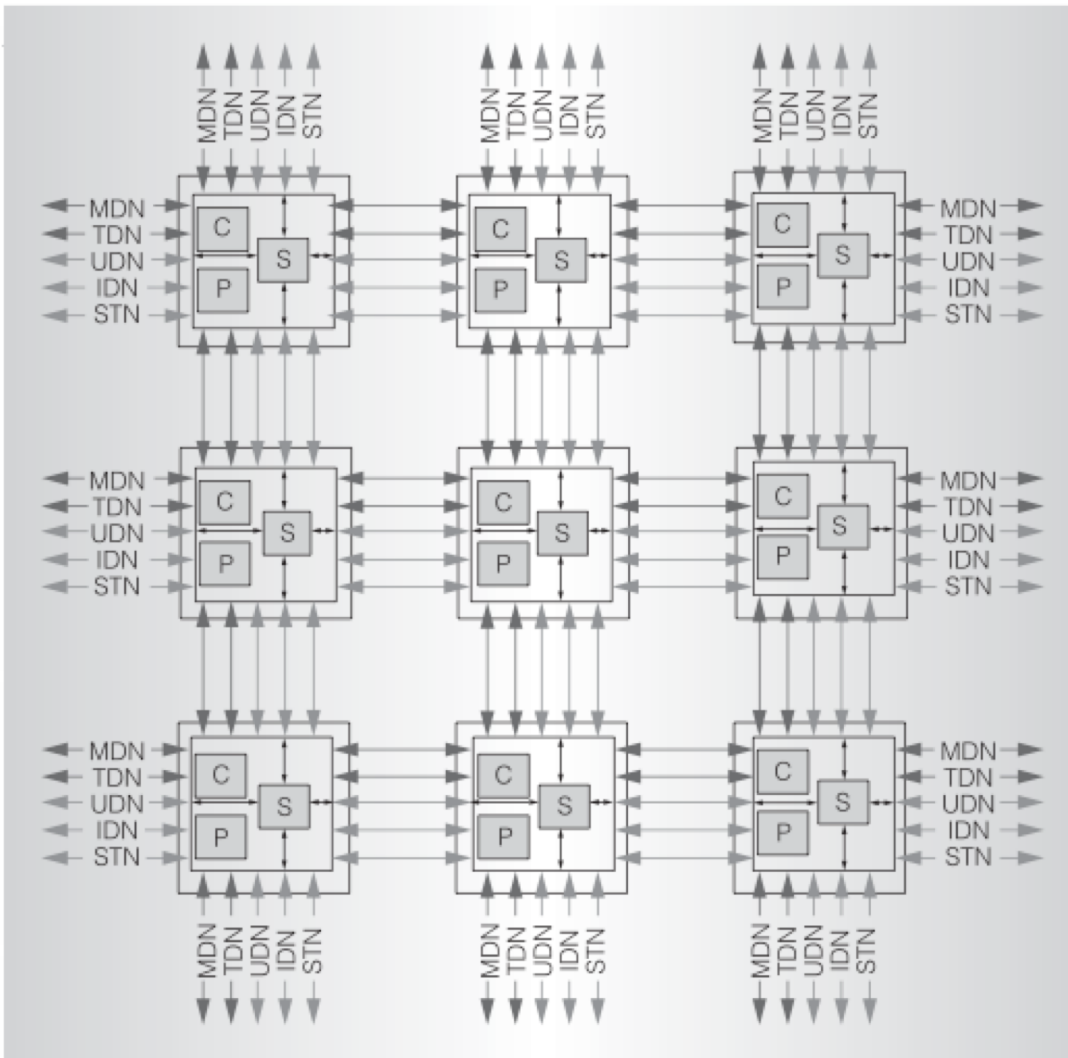


Figure 3. A 3×3 array of tiles connected by networks. (MDN: memory dynamic network; TDN: tile dynamic network; UDN: user dynamic network; IDN: I/O dynamic network; STN: static network.)

- 2D Mesh
- Five networks
- Four packet switched
 - Dimension order routing, wormhole flow control
 - TDN: Cache request packets
 - MDN: Response packets
 - IDN: I/O packets
 - UDN: Core to core messaging
- One circuit switched
 - STN: Low-latency, high-bandwidth static network
 - Streaming data

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Research Topics in NoCs

Plenty of topics in on-chip networks. Examples:

- **Performance:**
 - Reduce packet latency
 - Improve Throughput
- **Energy/power** efficient/proportional design
- **Adaptivity:** Ability to adapt to different access patterns
- **QoS, performance isolation, prioritization**
 - Reducing and controlling interference, admission control
 - Request prioritization, priority inversion, coherence, ...
- **Co-design** of NoCs with other shared resources
 - End-to-end performance, QoS, power/energy optimization
- Scalable **topologies** to many cores
- **Fault tolerance**
- **New technologies** (optical, 3D, ...)

NoC research at Chalmers

- Freeway NoC
- RQNoC

FreewayNoC:

Objectives And Key Concepts

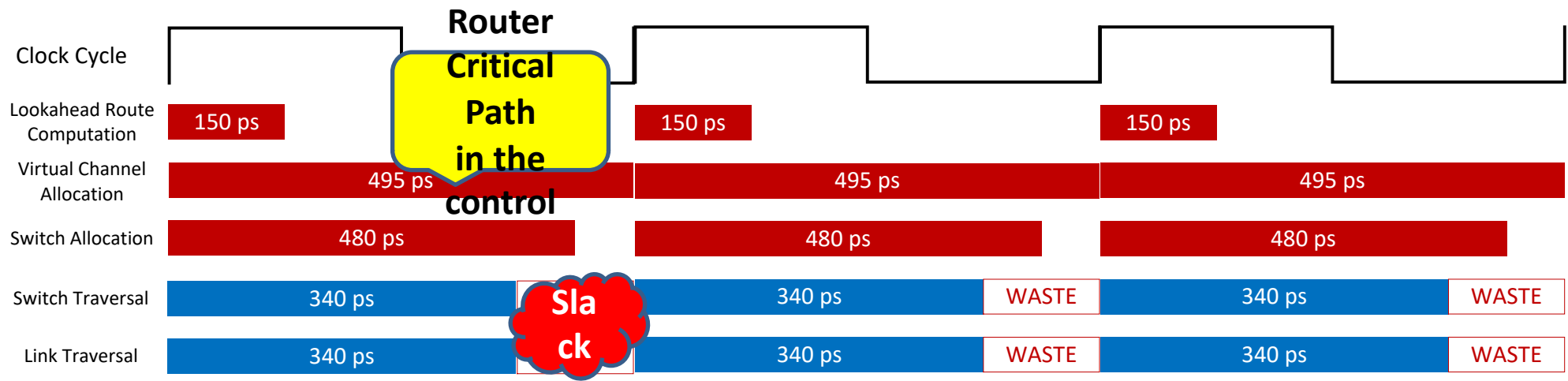
Primary objective is to **improve performance**:

- Improve network **throughput**
- Reduce **packet latency**

FreewayNoC is based on two concepts:

- 1. Operate datapath (ST, LT) at DDR to maximize its utilization**
- 2. Provide a **simplified pipeline stage bypassing** to reduce latency**

NoCs Datapath Is Underutilized



Motivation

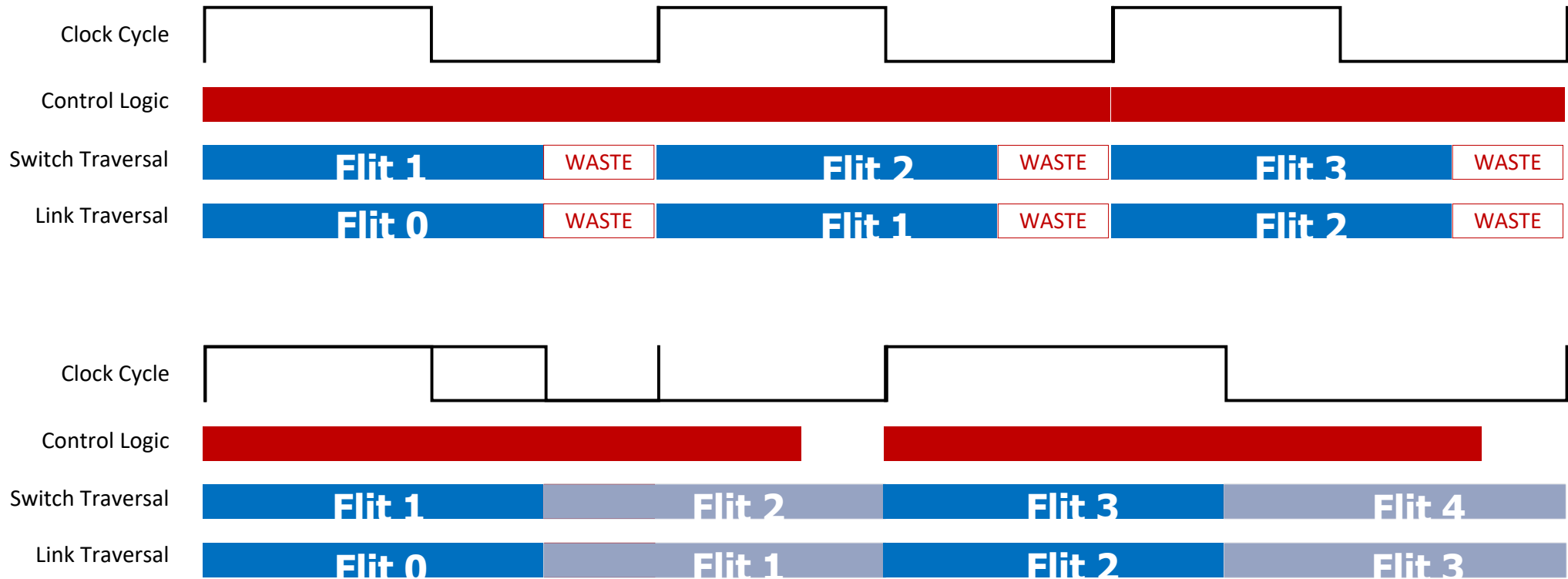
How to minimize bandwidth waste??

Improve Throughput

Reduce Packet

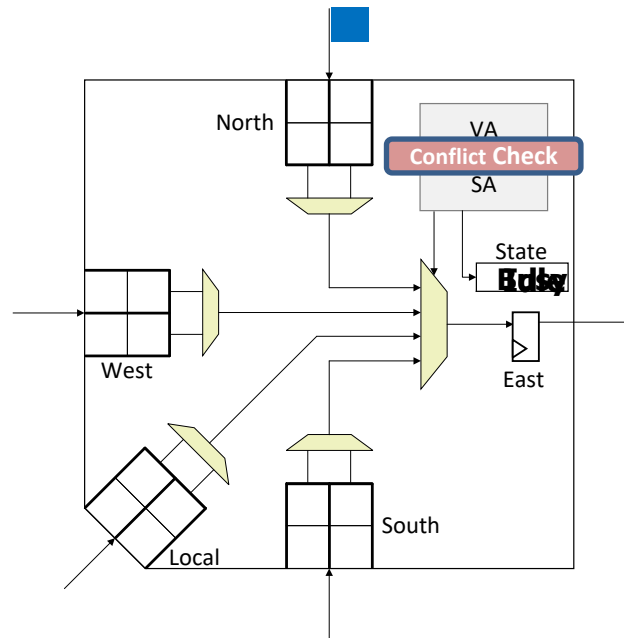
Latency

Operate Datapath In DDR



FreewayNoC: Improve DDRNoC Latency Using Pipeline Bypassing

**Flits bypass allocation
stage
if router resources free**



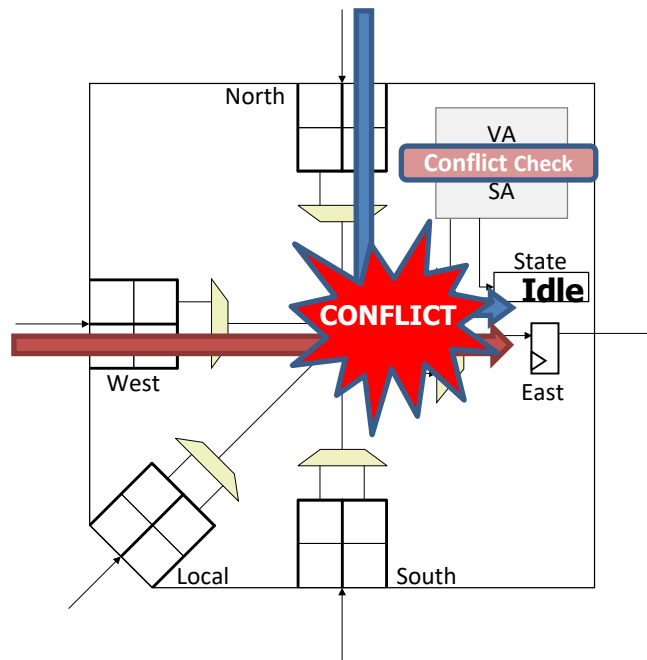
Router Pipeline

NRC	VA	SA	ST	LT
VA				
SA				

Pipeline Bypassing: Conflict Check

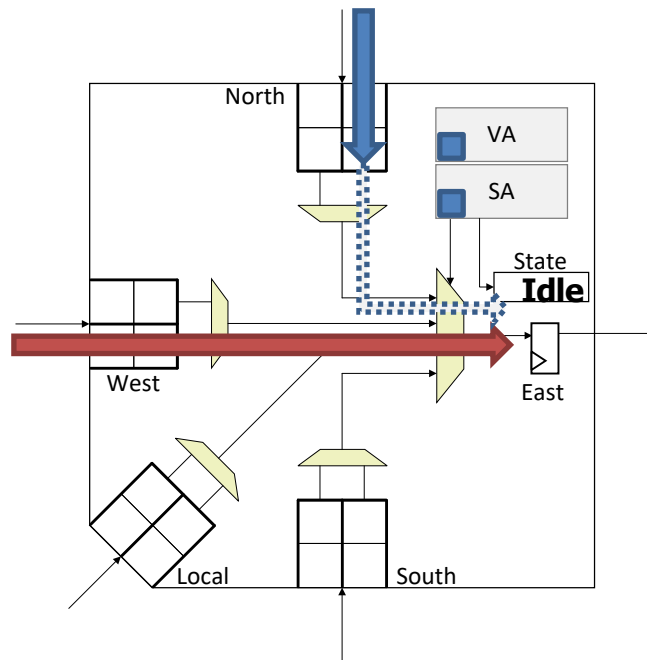
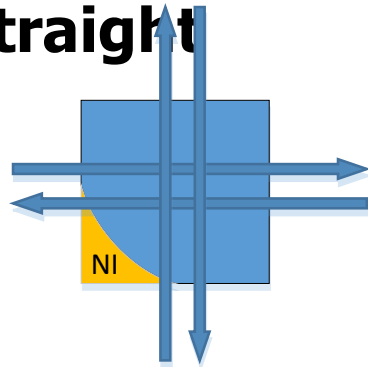
**Conflict Check logic
needed to deal with
concurrent incoming
flits**

**FreewayNoC
cannot afford the
delay of Conflict
Check logic:**



FreewayNoC: Simplified Pipeline Bypassing

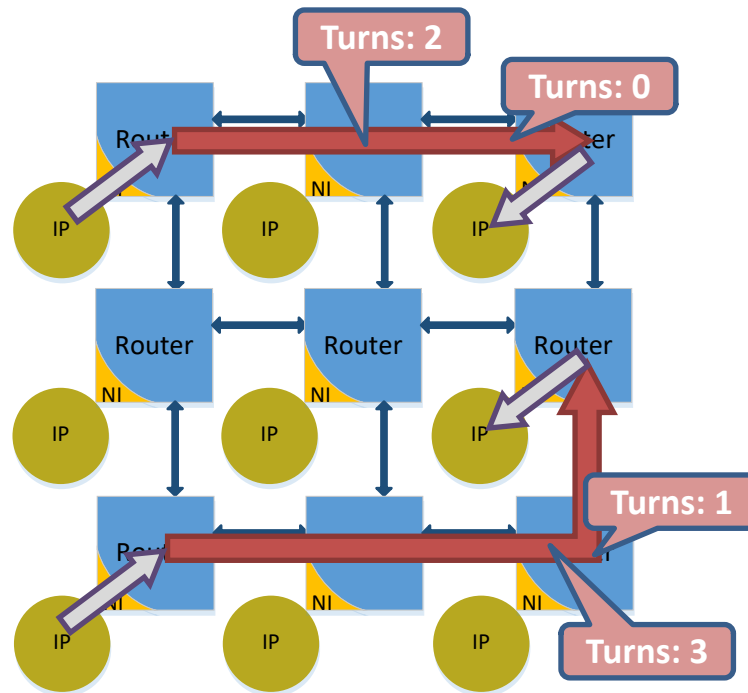
Solution:
Allow bypassing
only when flits go
straight



FreewayNoC Simplified Pipeline

Bypassing: Performance Implications

- **Slower turns**
- **Fixed overhead**
- **Independent of hop count**



The FreewayNoC vs. ShortPath & DDRNoC

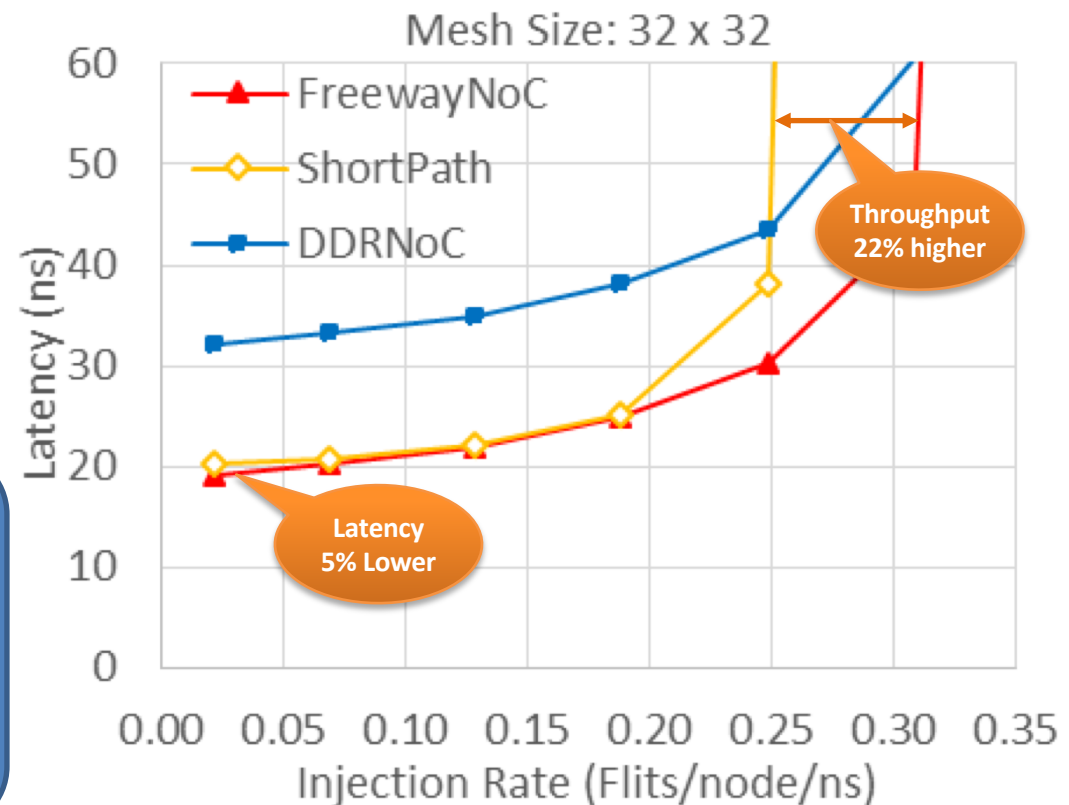
Clock Frequency:

- ShortPath: 2.38 GHz
- DDRNoC and FreewayNoC: 1.47 GHz

Traffic Pattern: Uniform Random

vs DDRNoC
Same Throughput
Latency: up to 41% lower

vs ShortPath
Throughput: 22-25% higher
Latency: Improves as hop count increases



A. Psarras et al., "ShortPath: A Network-on-Chip Router with Fine-Grained Pipeline Bypassing", in *IEEE Transactions on Computers*, 2016
A. Ejaz et al., "DDRNoC: Dual Data-Rate Network-on-Chip", in *ACM Transactions on Architecture and Code Optimization*, 2018

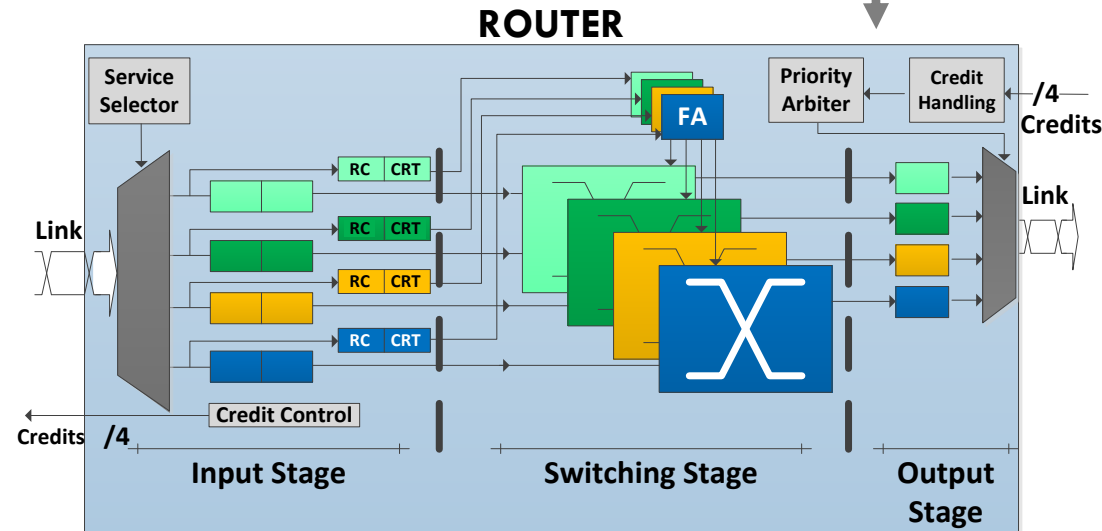
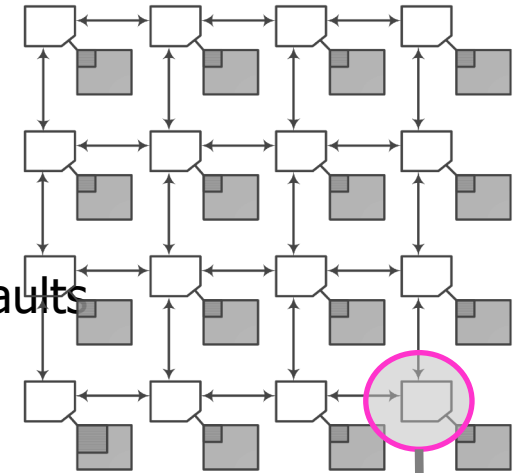
Background: NoC

❑ Microarchitectural Fault Tolerance technique

- ❑ Tolerating faults at routers and links
 - We are explicitly targeting permanent faults

❑ Service-Oriented NoC

- Supporting multiple traffic classes requirements, e.g. latency and throughput.

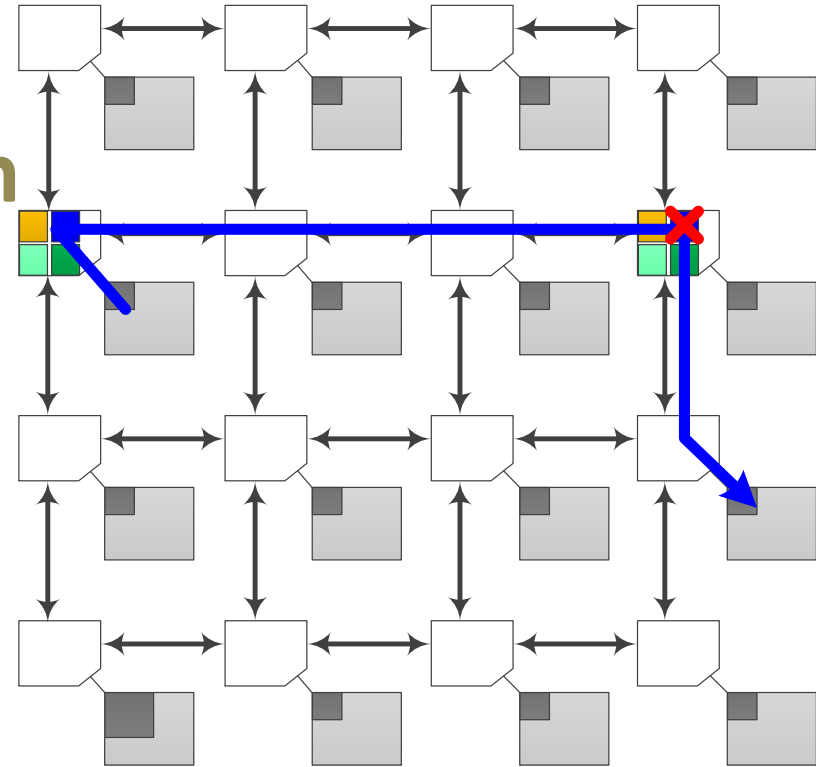


RQNoC: A Resilient Service-Oriented NoC

The Core Idea:

Allowing service redirection

(In presence of a faulty resource on the path)



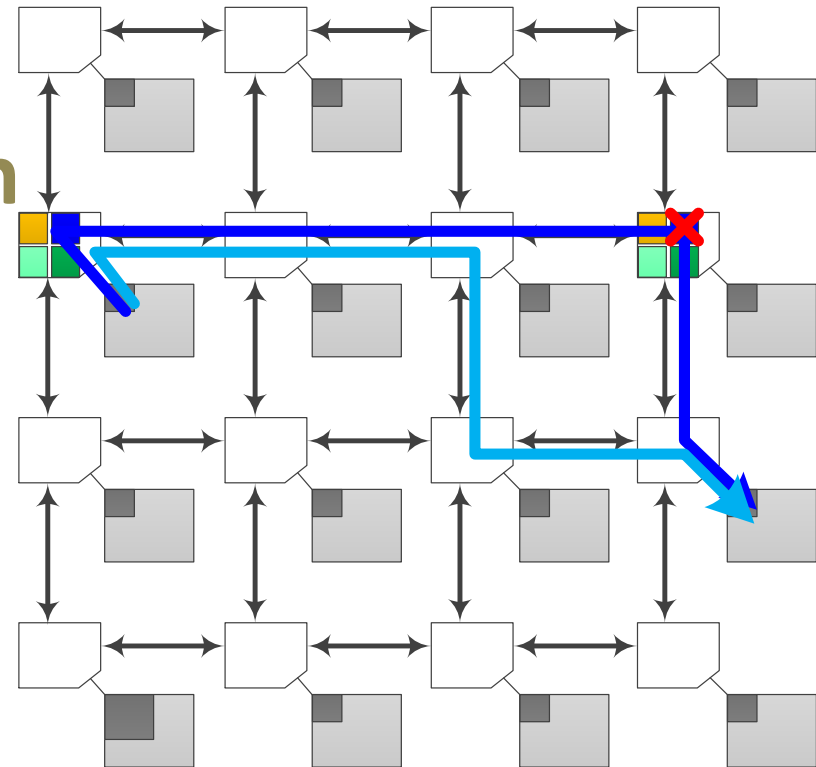
RQNoC: A Resilient Service-Oriented NoC

The Core Idea:

Allowing service redirection

(In presence of a faulty resource on the path)

- Through alternative path on the same service:
 - **Service Detour (SDetour)**
 - Longer alternative path
 - + Maintaining service isolation



RQNoC: A Resilient Service-Oriented NoC

The Core Idea:

Allowing service redirection

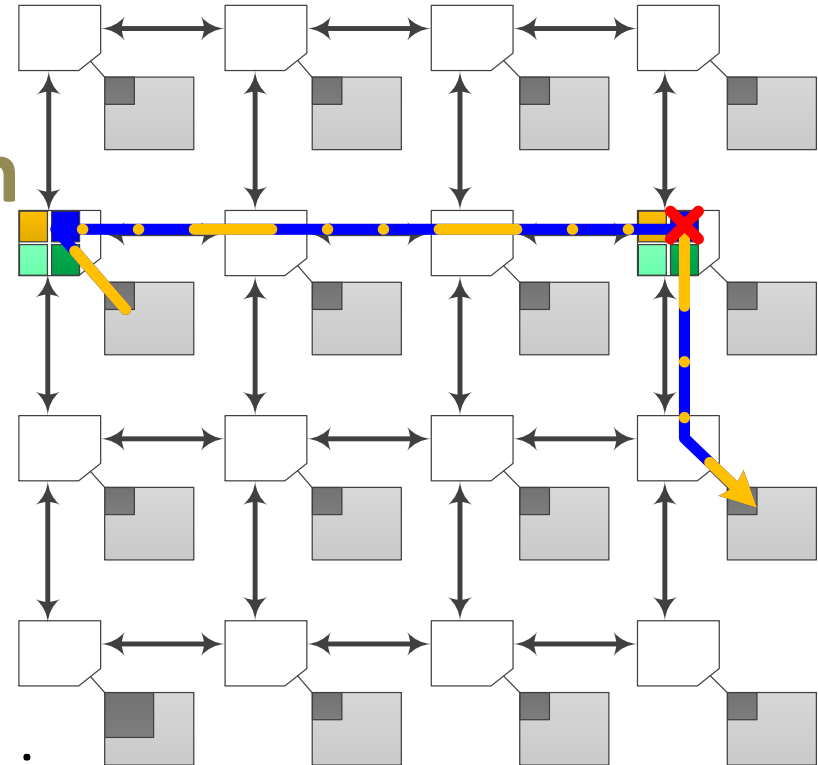
(In presence of a faulty resource on the path)

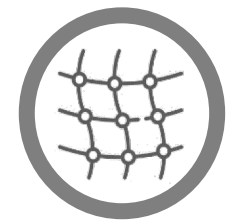
- Through alternative path on the same service:

- **Service Detour (SDetour)**
 - Longer alternative path
 - + Maintaining service isolation

- Through resources of another service:

- **Service Merge (SMerge)**
 - + Shorter path
 - Breaching service isolation





Summary of Part 2

A.Malek et.al.,
TECS'16

□ Objective:

To design and evaluate a service-oriented NoC that enables us to **trade service isolation for fault tolerance**.

□ RQNoC supports two alternatives for service redirection:

□ **SDetour:** Use alternative resources on the same service

□ **SMerge:** Share resources with another service

- | | |
|--|---|
| • SDetour | • SMerge |
| ▪ Requires 9% more resources vs. Baseline | ▪ Requires 22.4% more resources vs. Baseline |
| ▪ Latency increased up to 24% and throughput up to 50% reduced | ▪ Latency increased up to 3.8x and throughput up to 70% reduced |
| ▪ Maintains 41% connectivity in presence of 32 fault | ▪ Maintains 90% connectivity in presence of 32 faults |

Sharing resources between traffic classes imposes considerable **latency** and **throughput penalty** but improves the **network connectivity** to a very high degree

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Reading:

- *Principles and Practices of Interconnection Networks, Book by Bill Dally and Brian Towles*