

Compositional Traffic in Networks on Chip

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BEC 2006

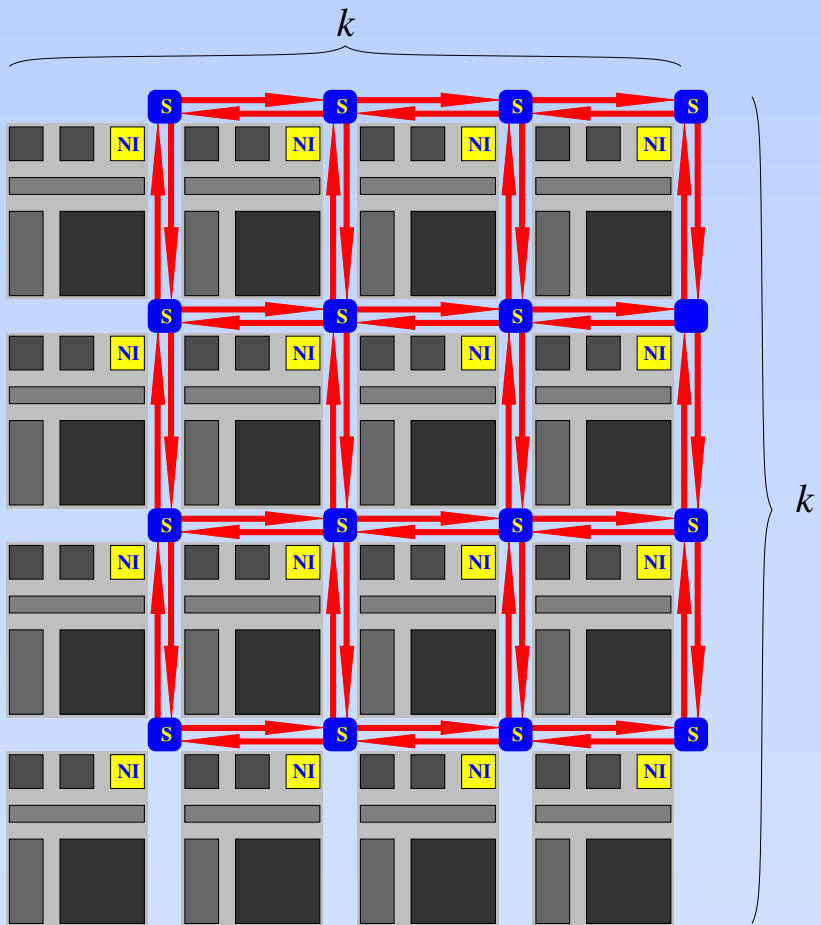


Overview

- Scalability of meshes and k-ary n-cubes
- Traffic contracts
- Composition of traffic contracts

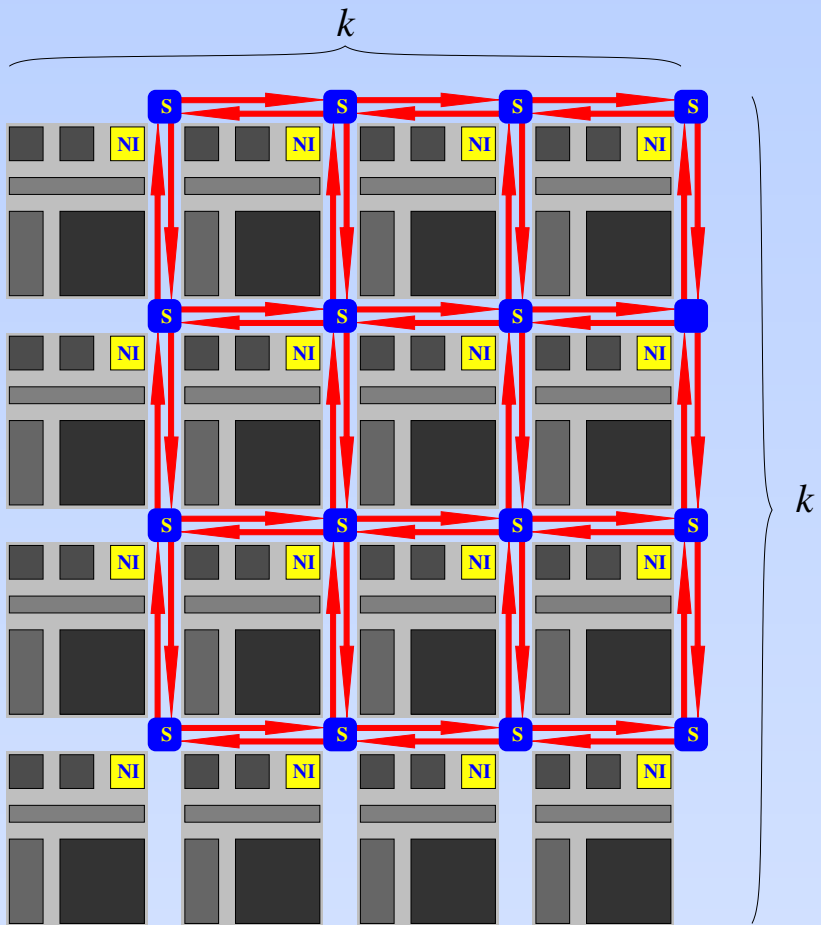
Scalability of Meshes

Scalability of Meshes



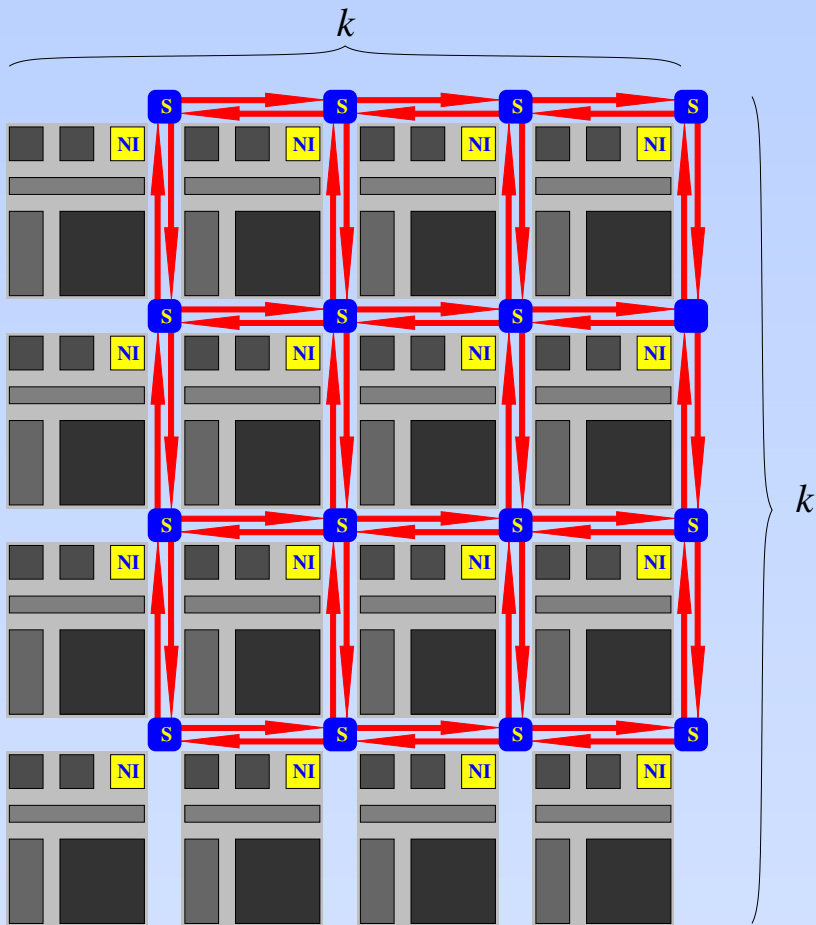
Scalability of Meshes

Under uniform traffic:

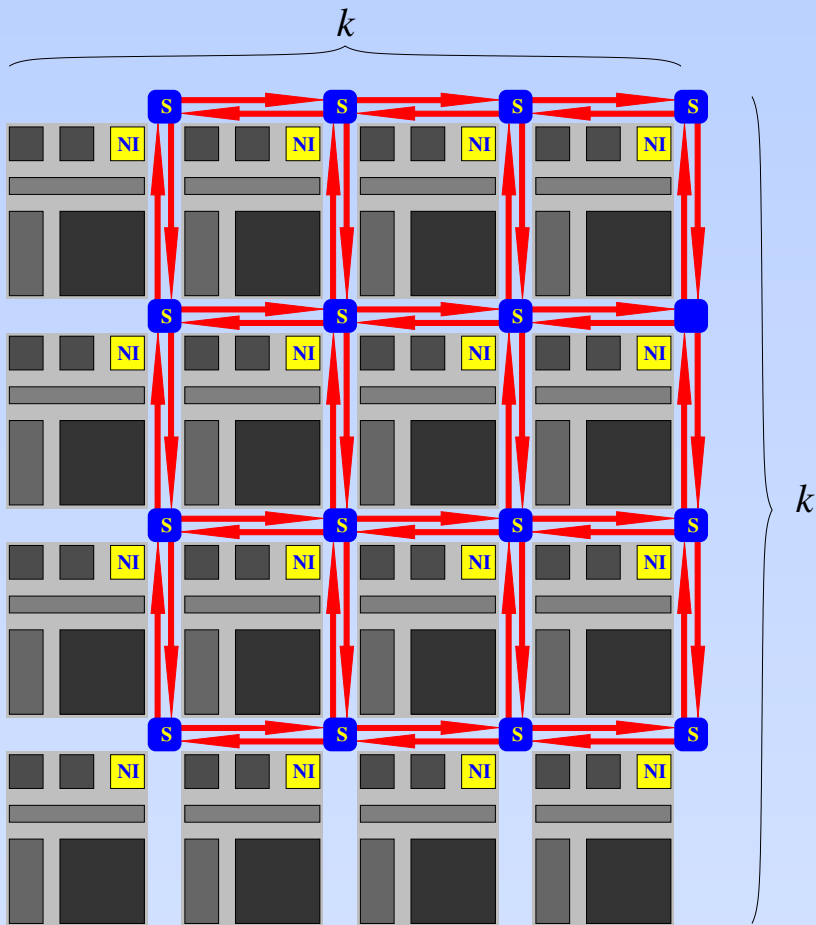


Scalability of Meshes

Under uniform traffic:
average distance: $\frac{2}{3}k$



Scalability of Meshes

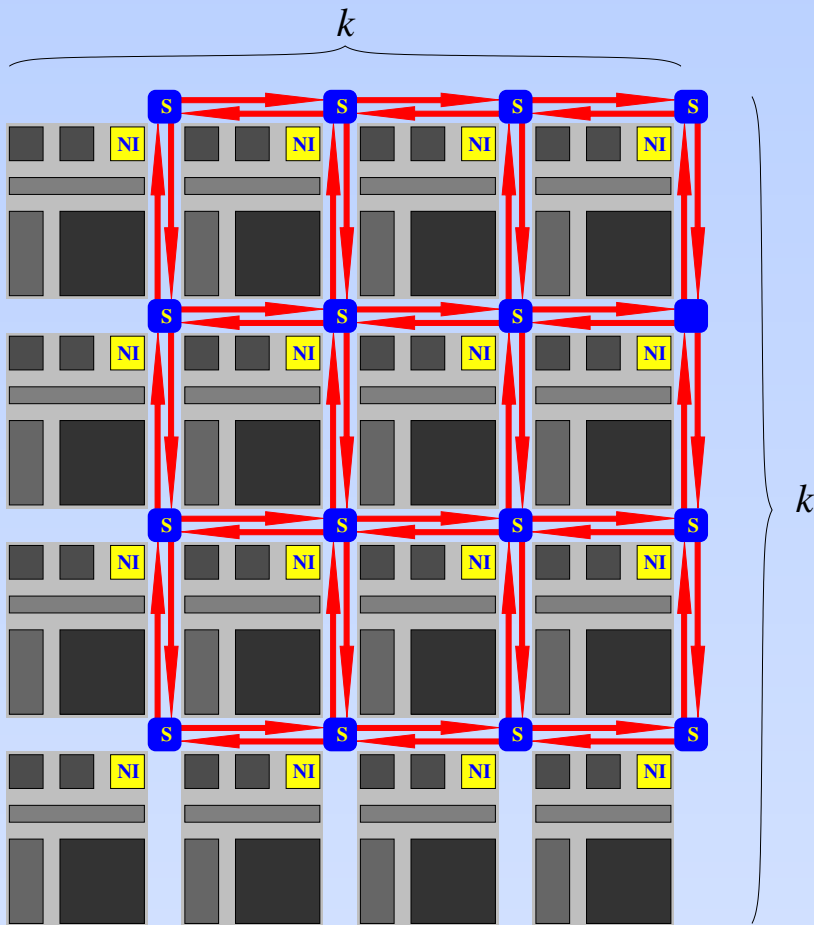


Under uniform traffic:

average distance: $2/3k$

emission probability: $p, 0 \leq p \leq 1$

Scalability of Meshes



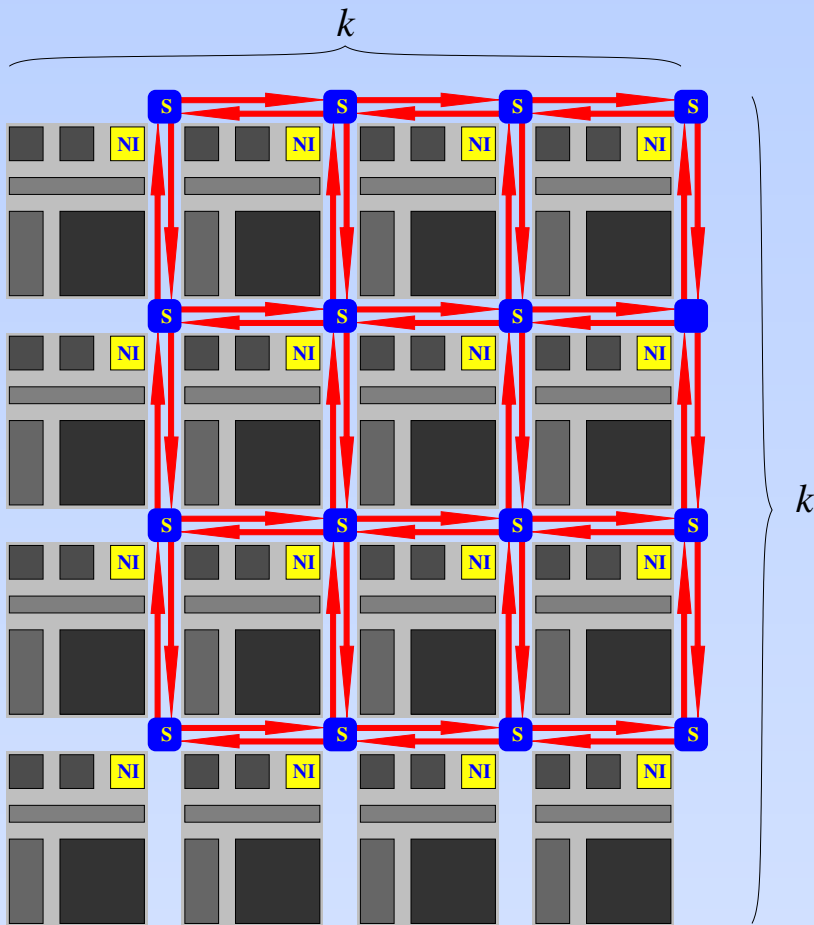
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Scalability of Meshes



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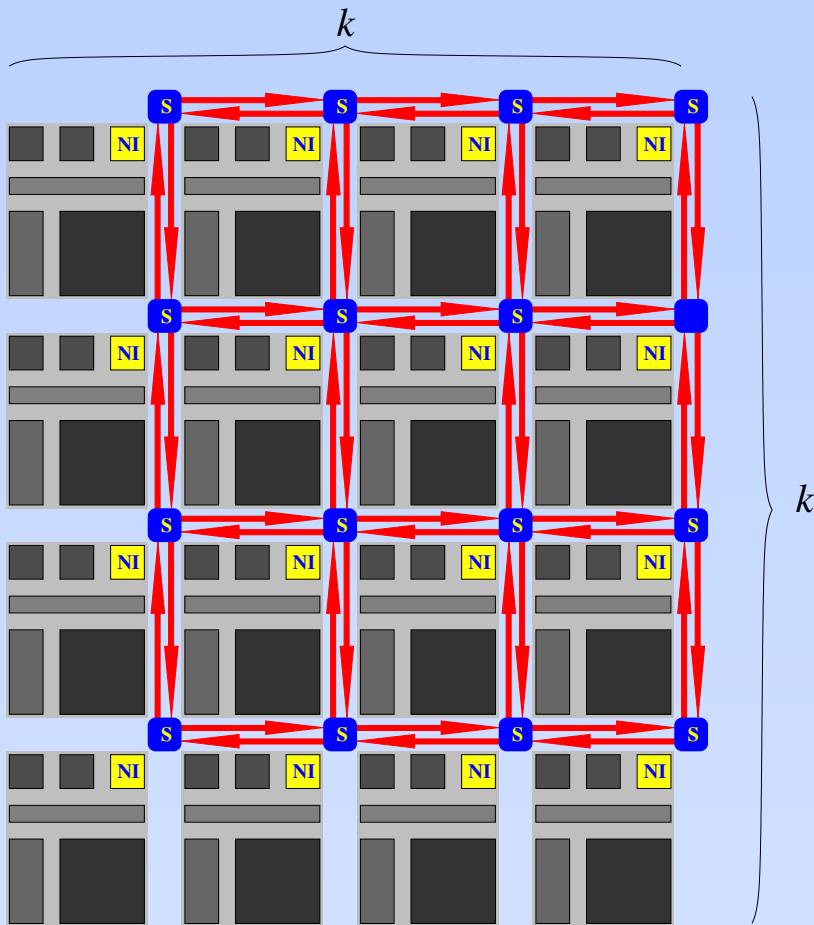
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Scalability of Meshes



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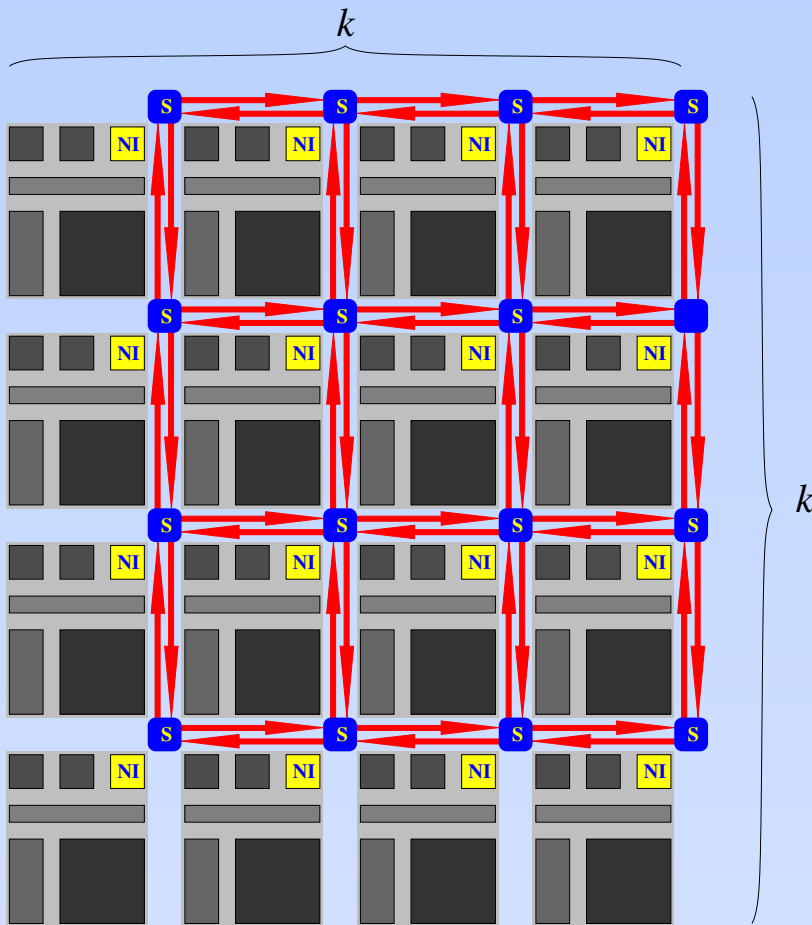
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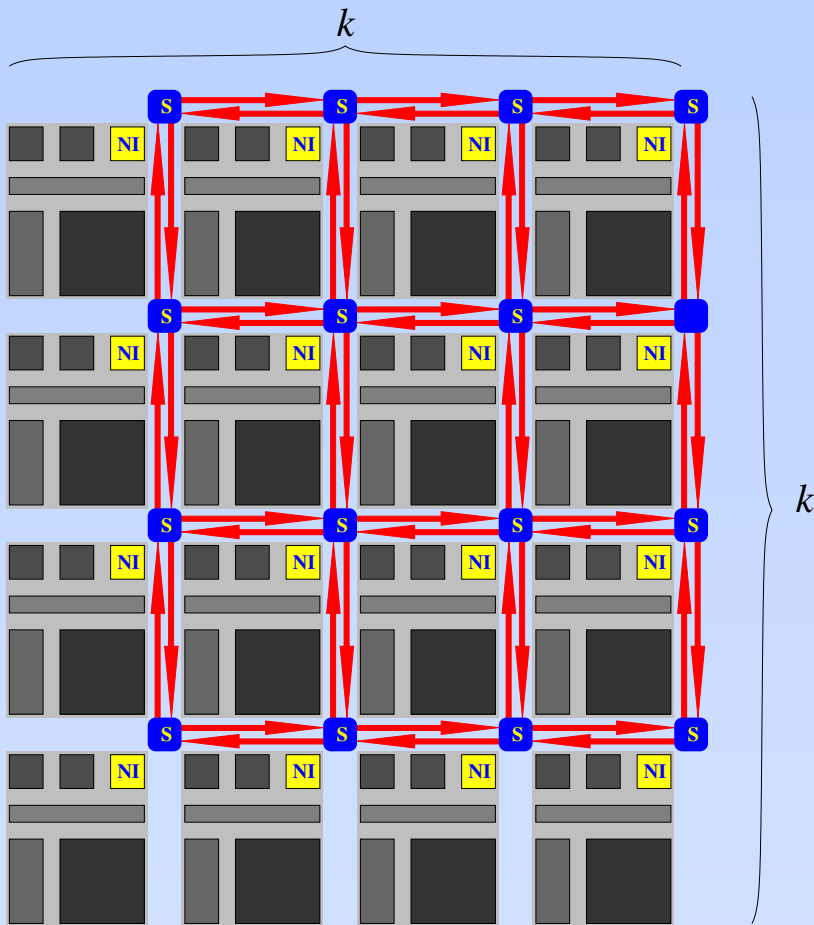
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Balance:

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Scalability of Meshes



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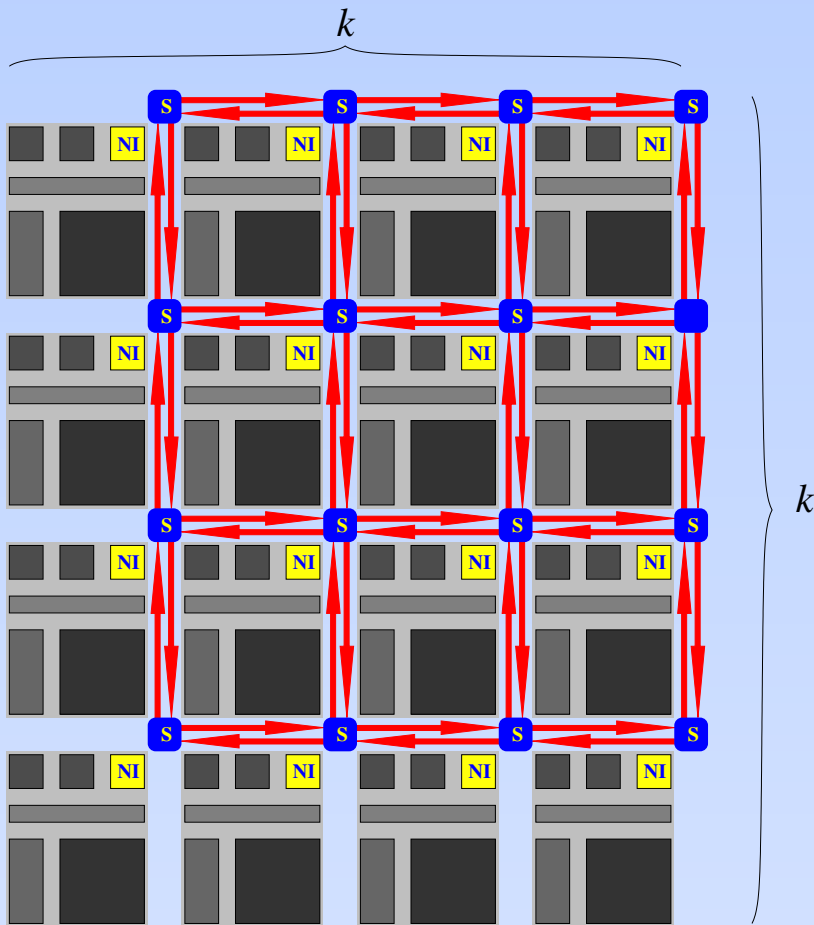
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Scalability of Meshes



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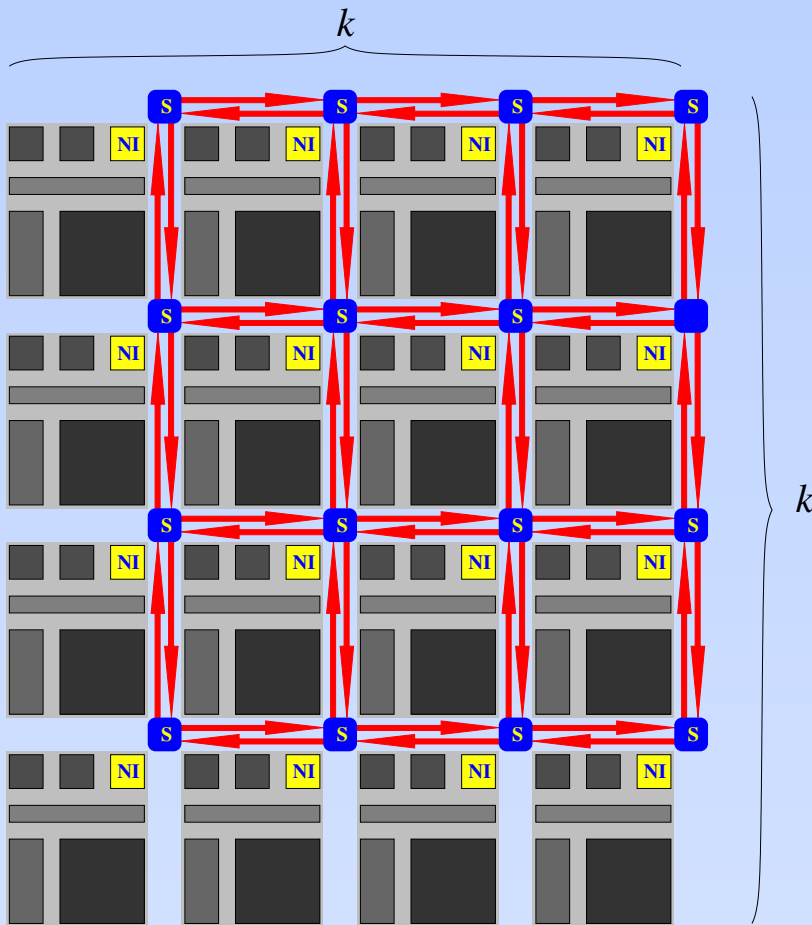
Balance:

$$\frac{2}{3}k^3p = 4k^2 - 4k$$

$$\frac{2}{3}k^2p = 4k - 4$$

$$p = \frac{6(k-1)}{k^2}$$

Scalability of Meshes



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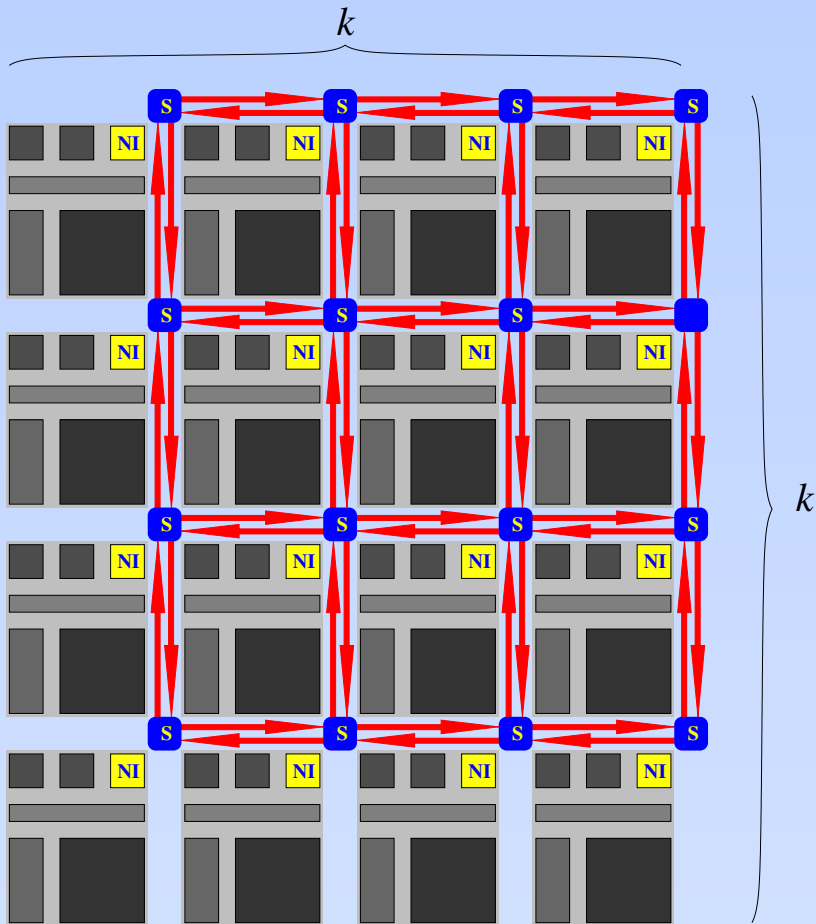
$$\frac{2}{3}k^2p = 4k - 4$$

$$p = \frac{6(k-1)}{k^2}$$

k	p
2	1.5
3	1.33
4	1.125
5	0.96
10	0.54

Scalability of Meshes

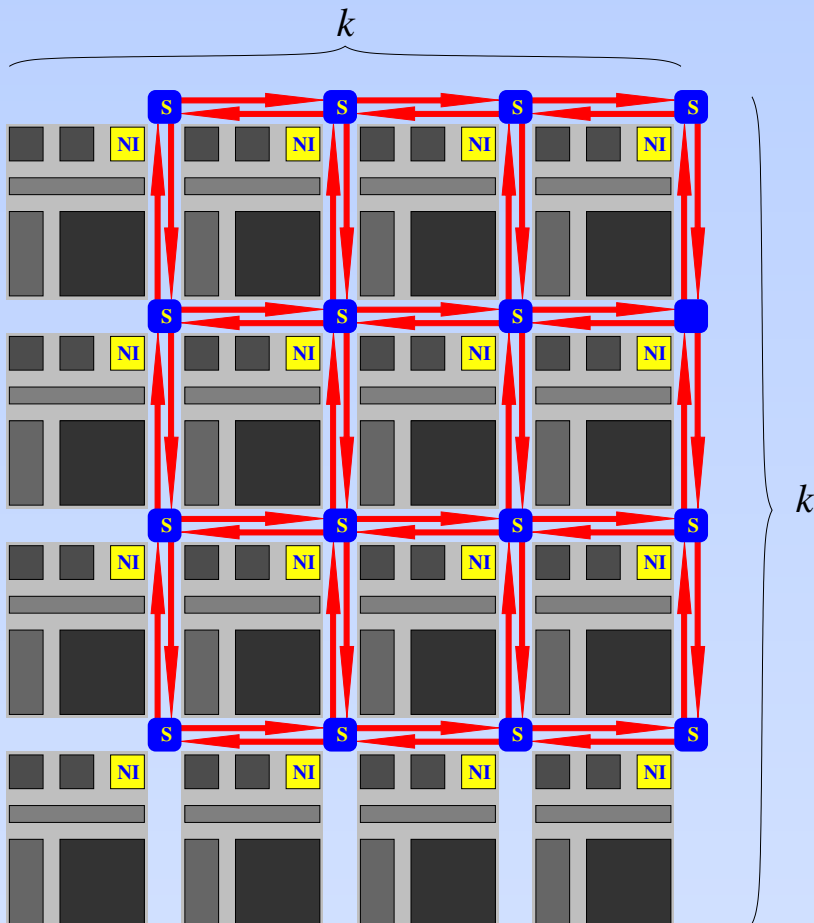
Scalability of Meshes



Under uniform traffic and bisection constraints:

emission probability: $p, 0 \leq p \leq 1$

Scalability of Meshes

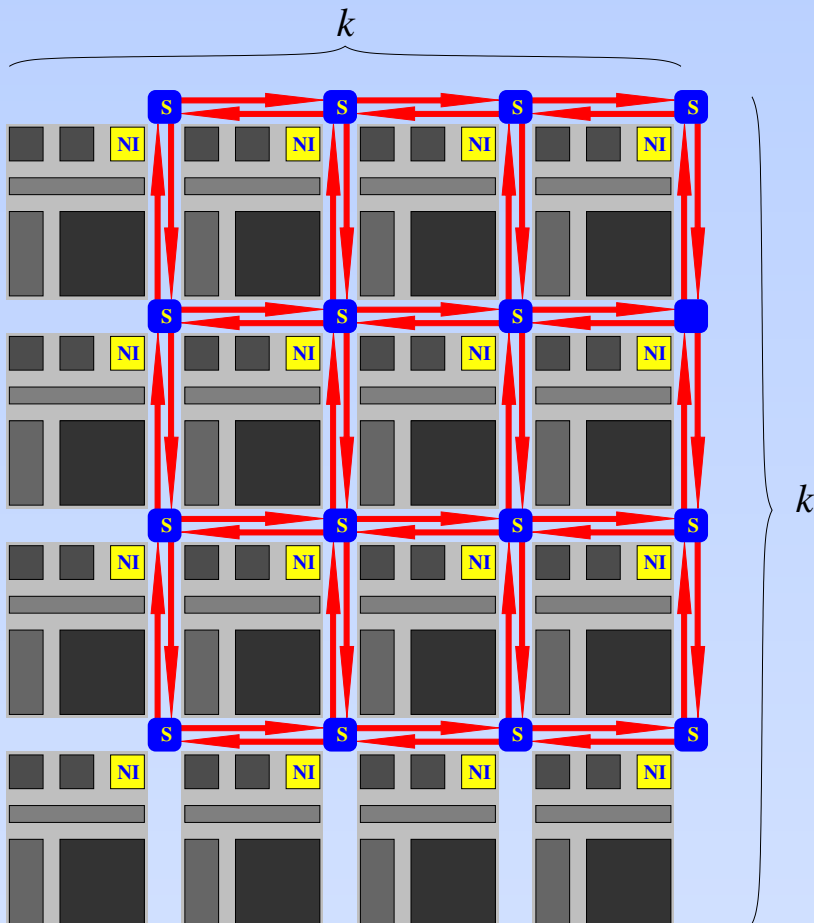


Under uniform traffic and bisection constraints:

emission probability: $p, 0 \leq p \leq 1$

half the traffic crosses the bisection: $k^2 p / 2$

Scalability of Meshes



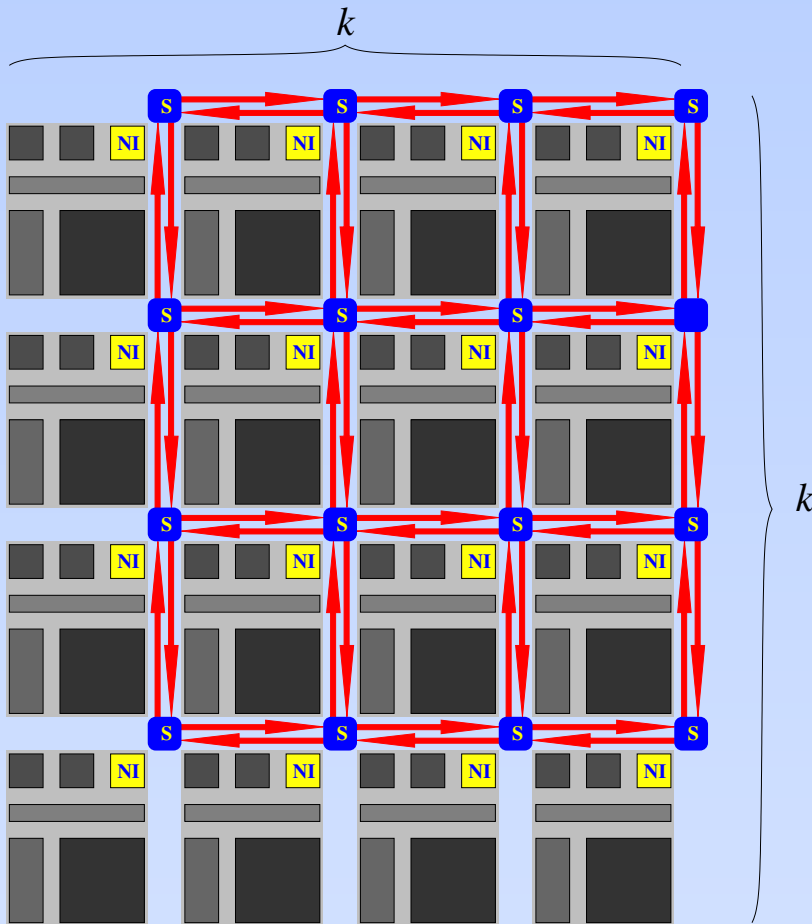
Under uniform traffic and bisection constraints:

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Scalability of Meshes



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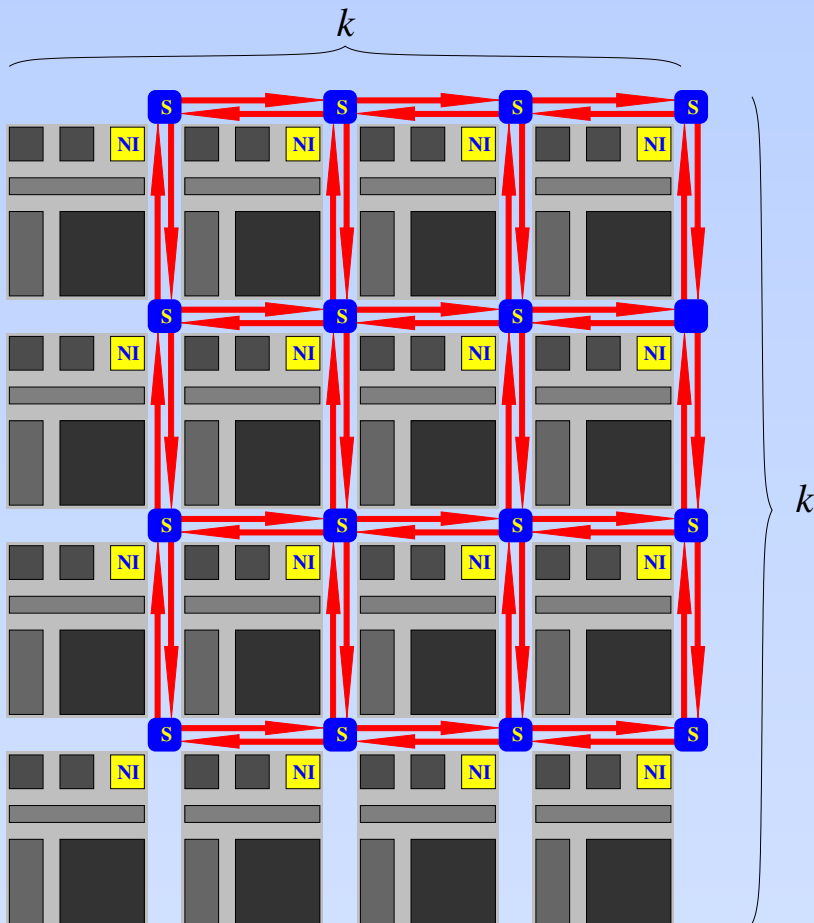
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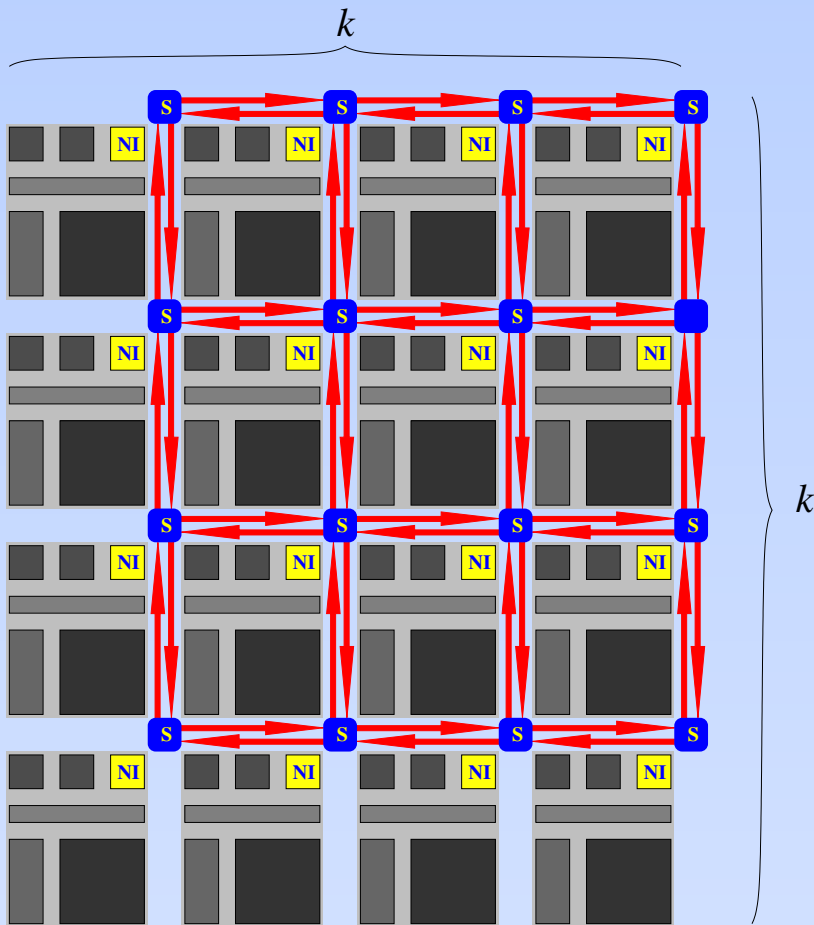
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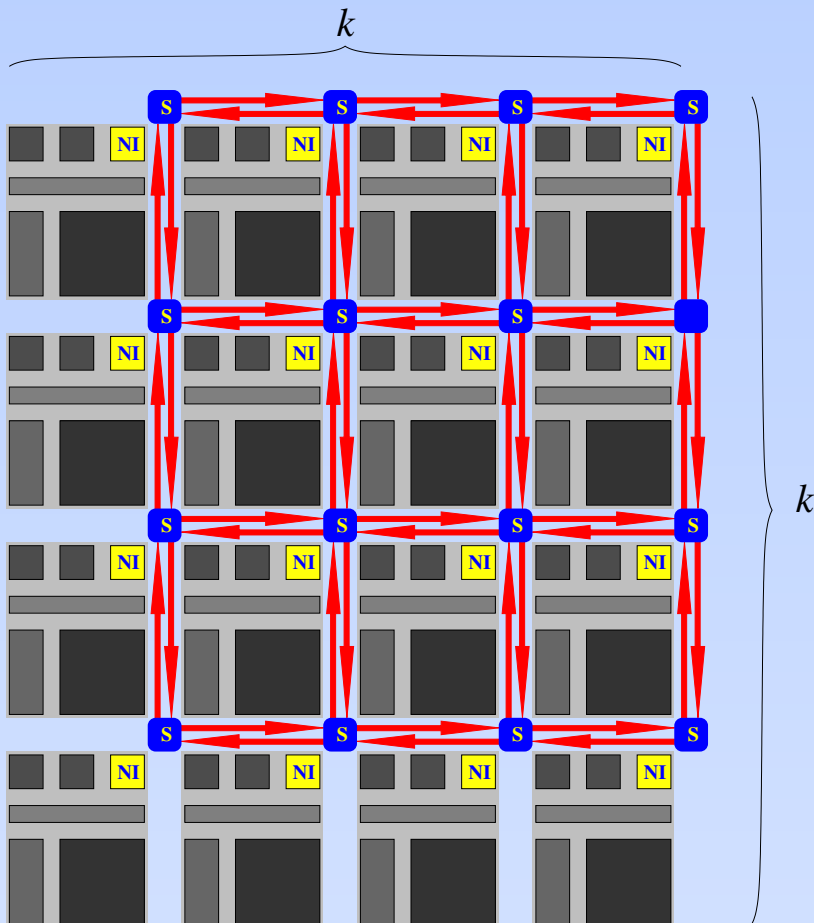
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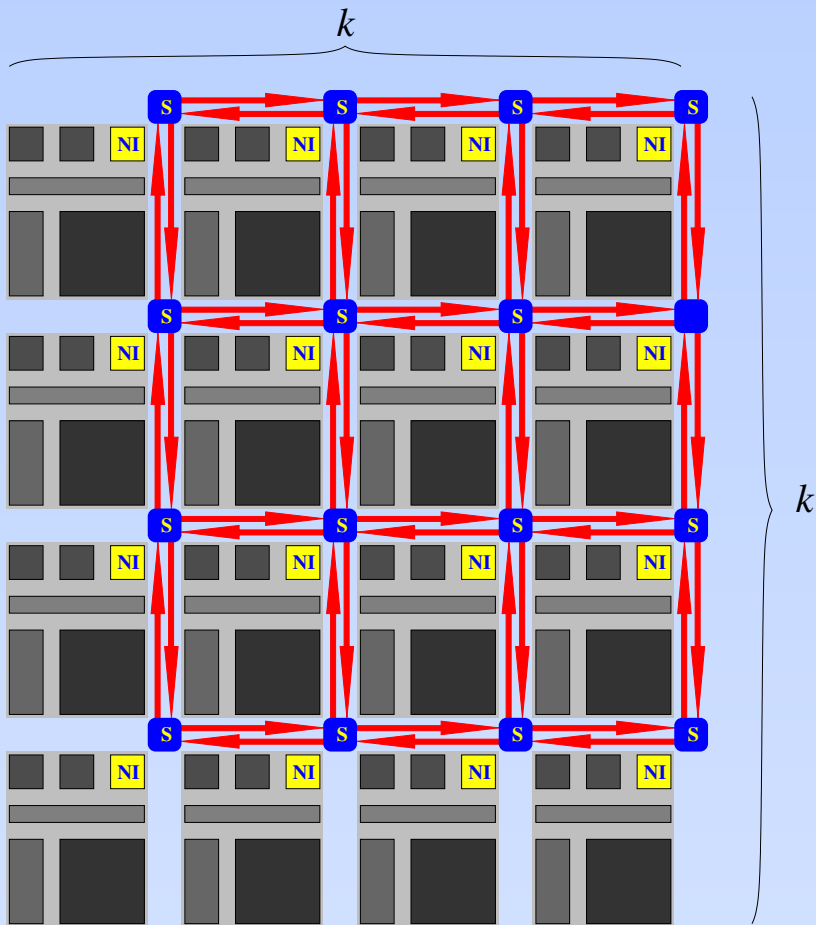
$$\frac{k^2 p}{2} = 2k$$

$$p = \frac{4}{k}$$

k	p
2	2
3	1.33
4	1
5	0.8
10	0.4

Scalability of k -ary n -cubes

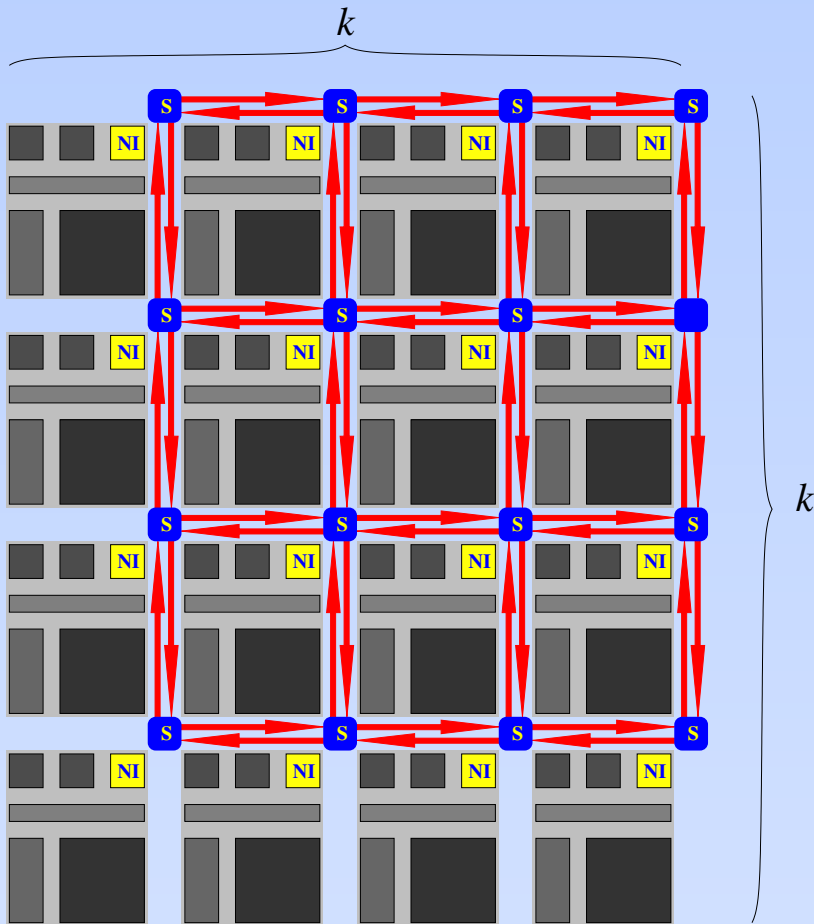
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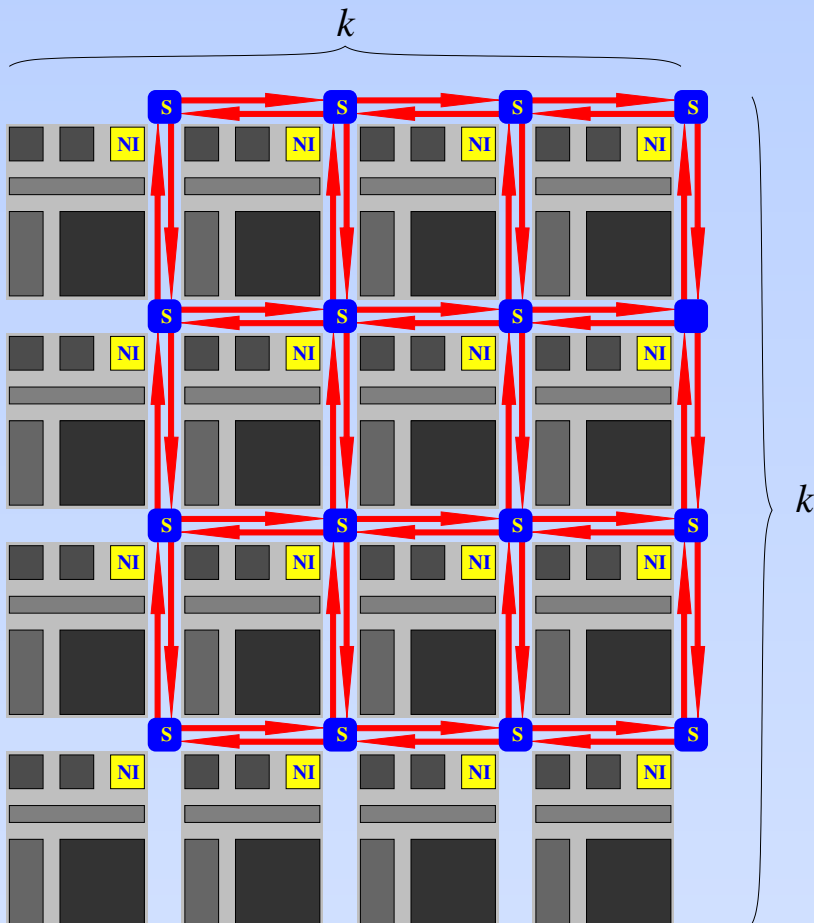


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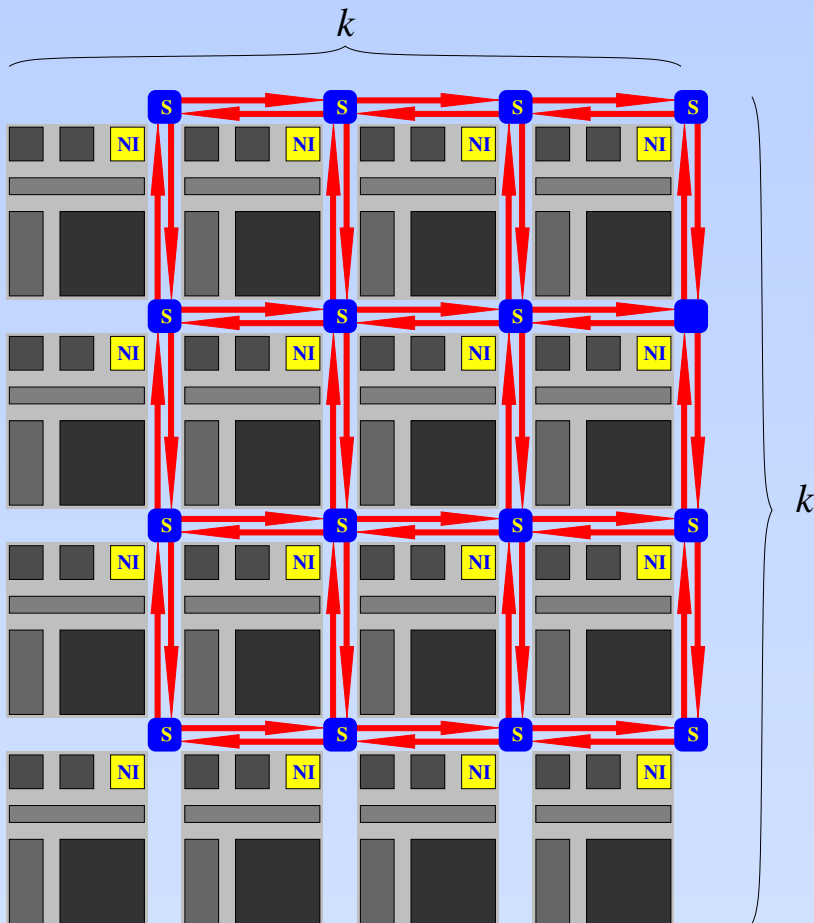
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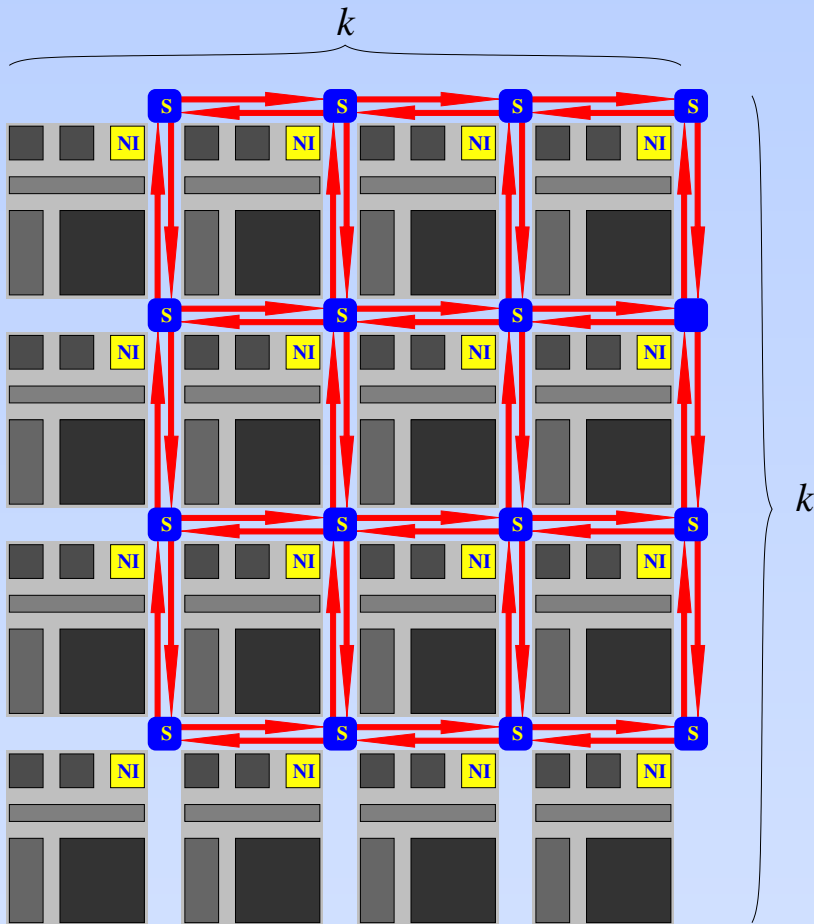
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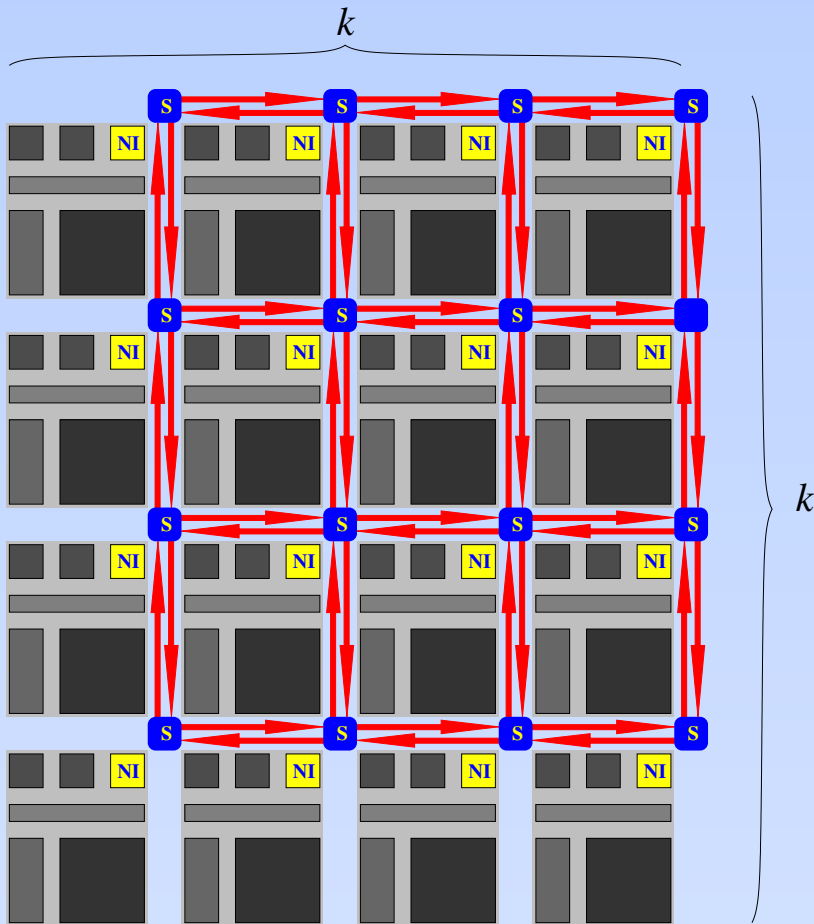
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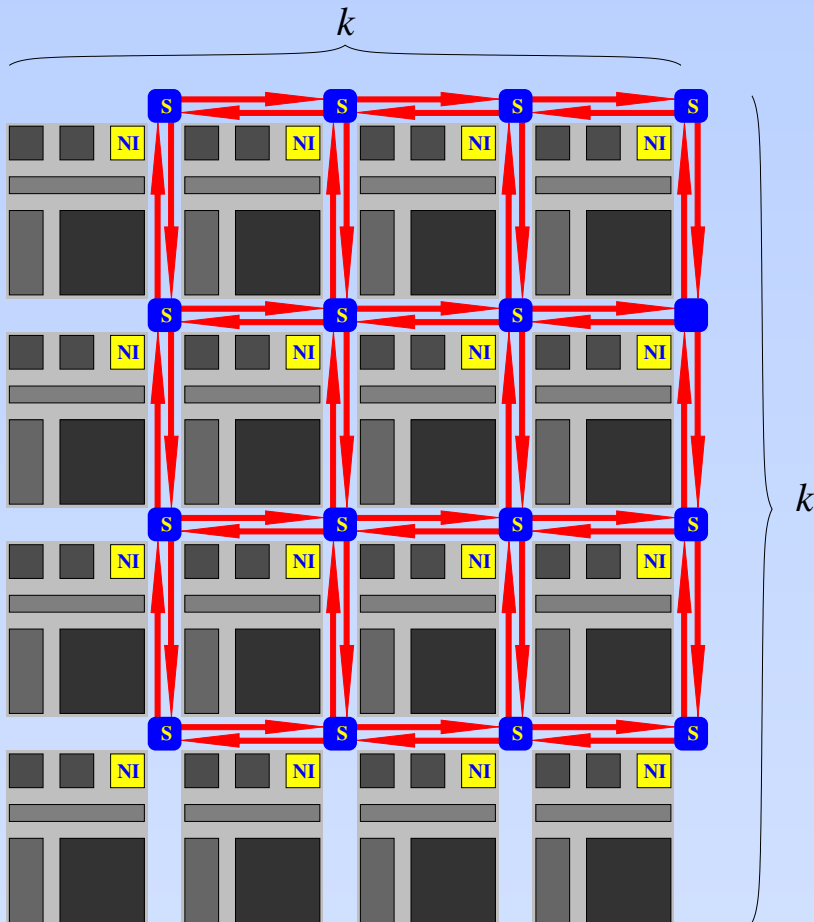
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$$p = \frac{4}{k}$$

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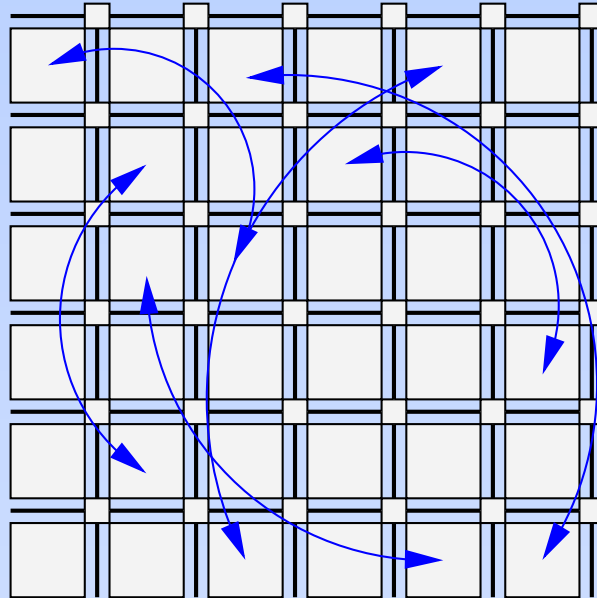
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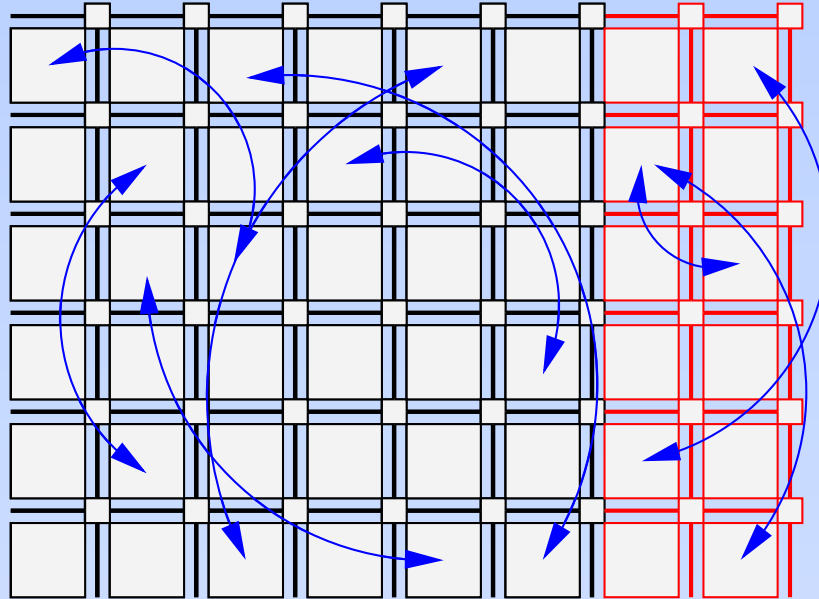
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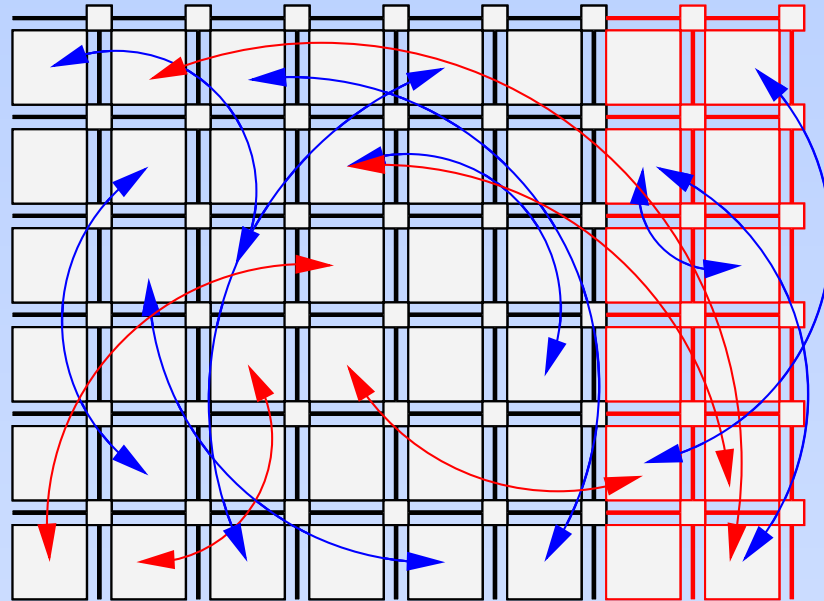
Efficient Composition Leads to Scalable Solutions



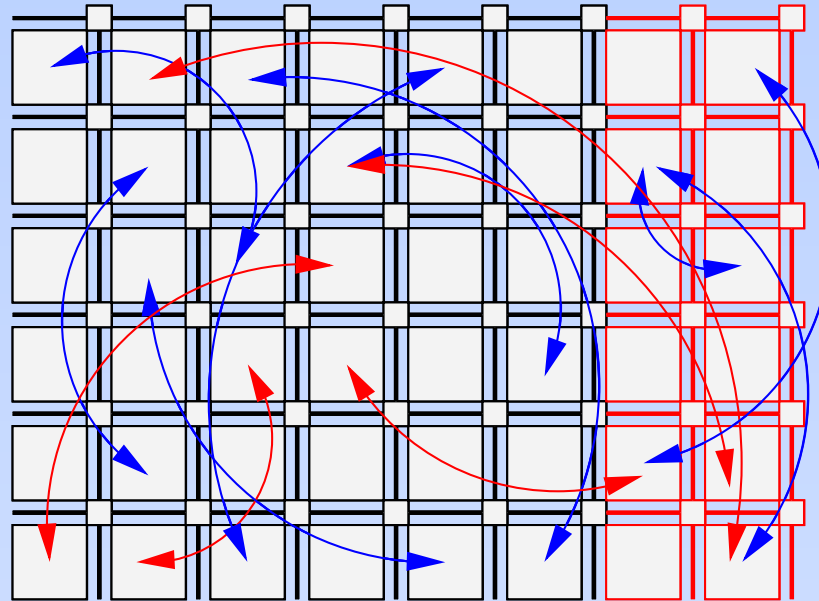
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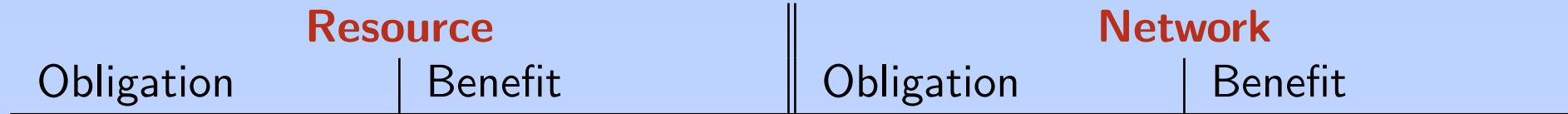
- Composition of Functionality with predictable performance
- Composition of Functions in network nodes
- Composition of Traffic

Traffic Contract between Resource and Network

Traffic Contract between Resource and Network



Traffic Contract between Resource and Network



- limit outgoing traffic
- consume incoming traffic with guaranteed delay bounds

Traffic Contract between Resource and Network

Resource		Network	
Obligation	Benefit	Obligation	Benefit
<ul style="list-style-type: none">• limit outgoing traffic• consume incoming traffic with guaranteed delay bounds	<ul style="list-style-type: none">• all emitted traffic is transported by the network• transportation delay has guaranteed bounds• known buffer requirements		

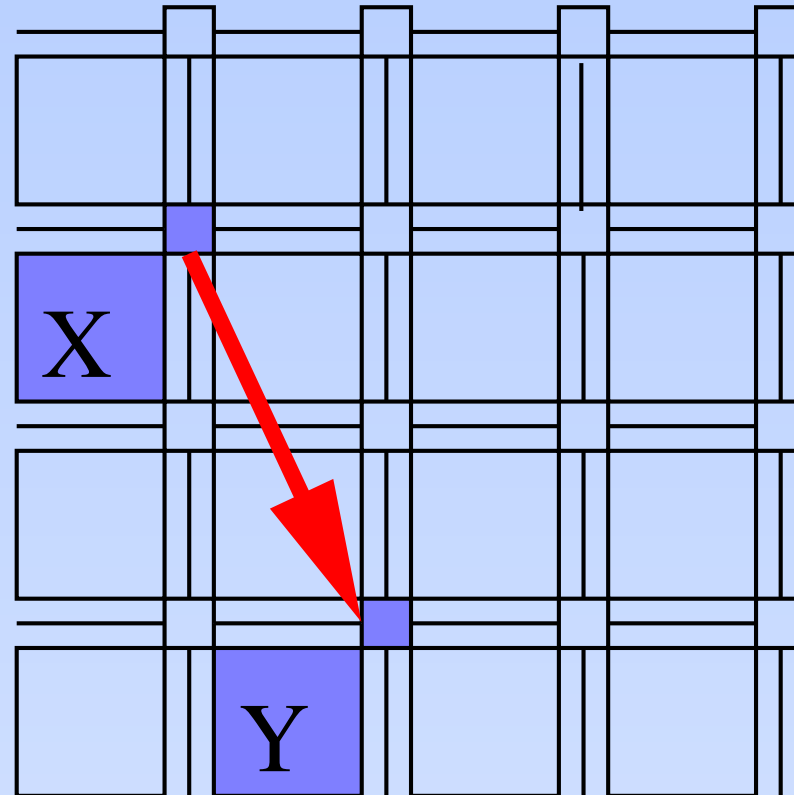
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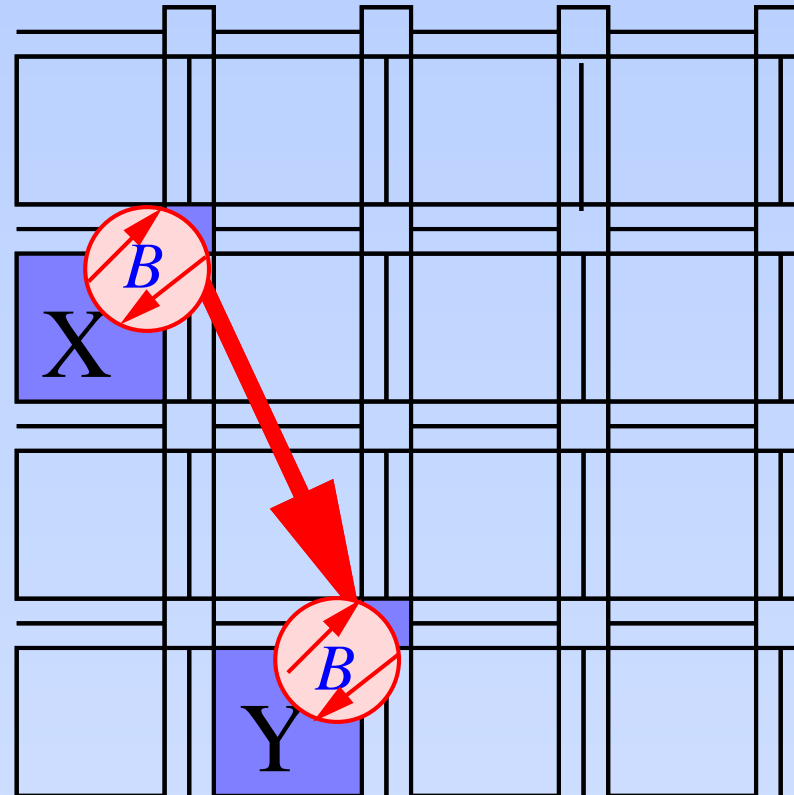
Traffic Contract between Resource and Network

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<ul style="list-style-type: none"> ● limit outgoing traffic ● consume incoming traffic with guaranteed delay bounds 	<ul style="list-style-type: none"> ● all emitted traffic is transported by the network ● transportation delay has guaranteed bounds ● known buffer requirements 	<ul style="list-style-type: none"> ● provide bandwidth ● guarantee transportation delay bounds 	<ul style="list-style-type: none"> ● limited and known incoming traffic ● recourses consume outgoing traffic within guaranteed delay bounds

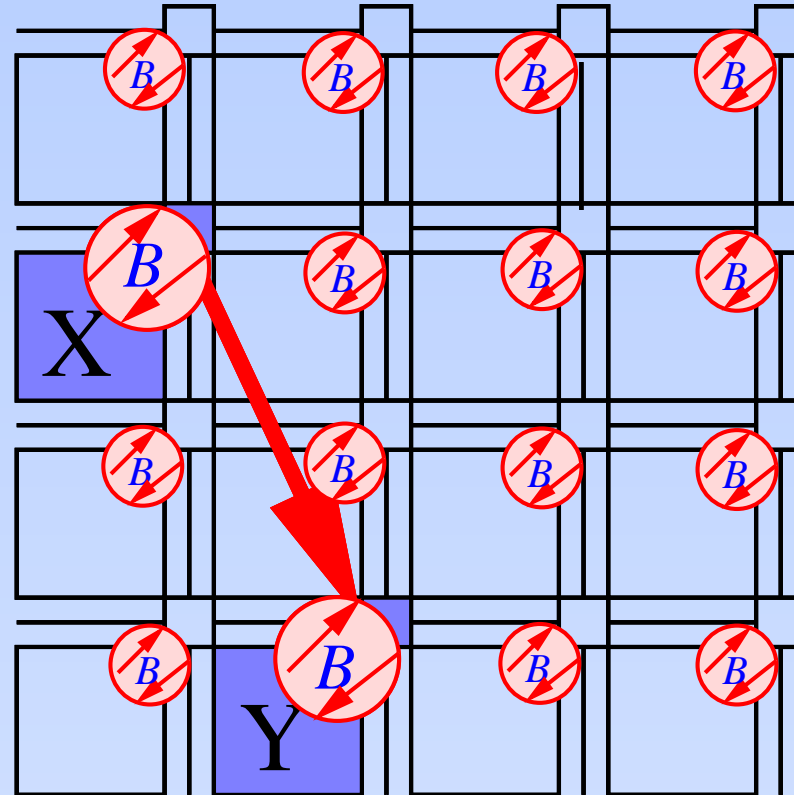
Traffic Budget Based Contract



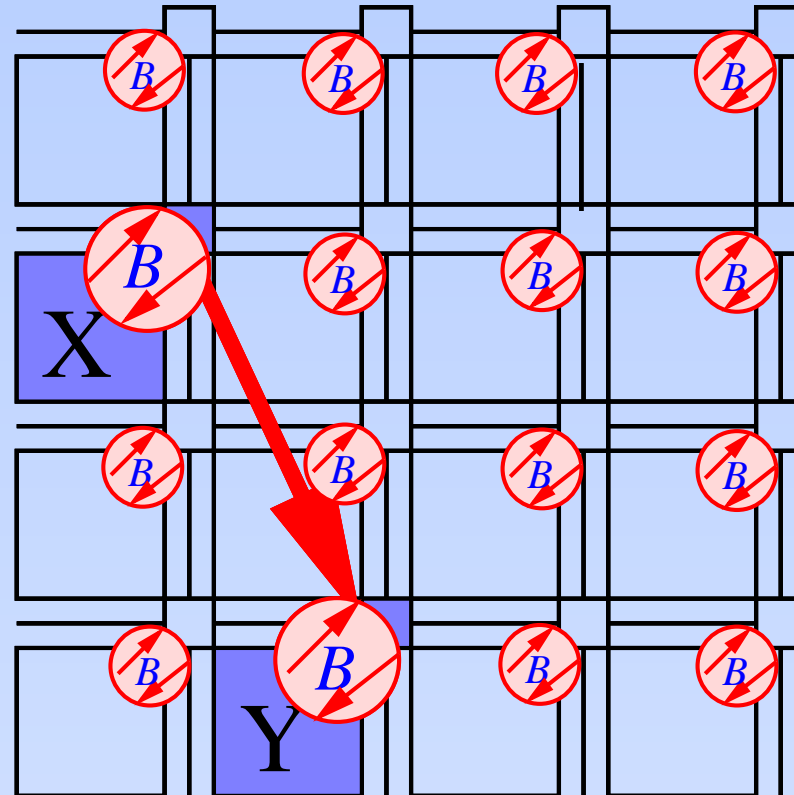
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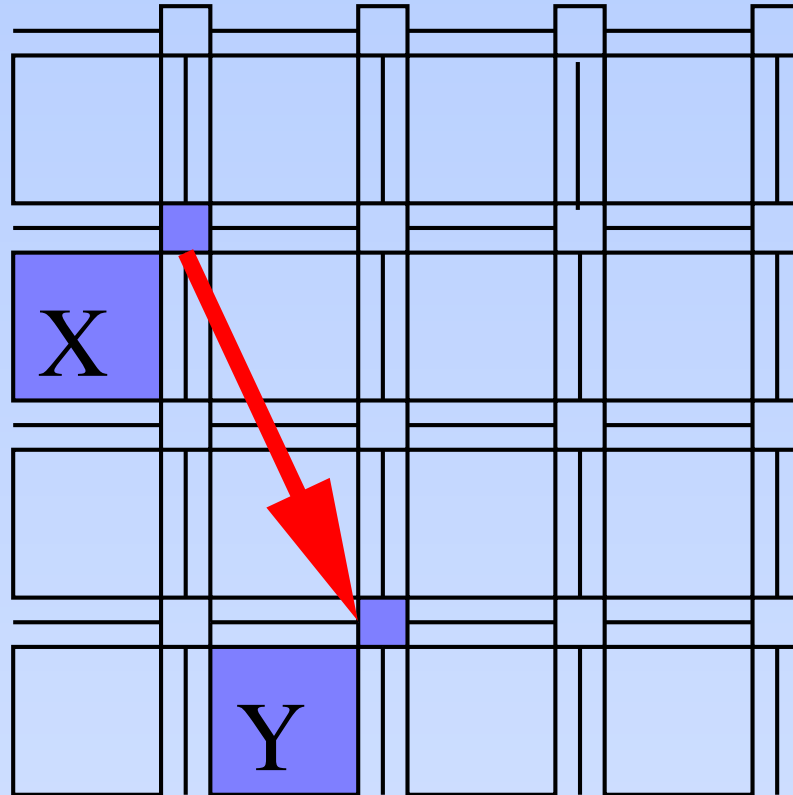


Traffic Budget Based Contract

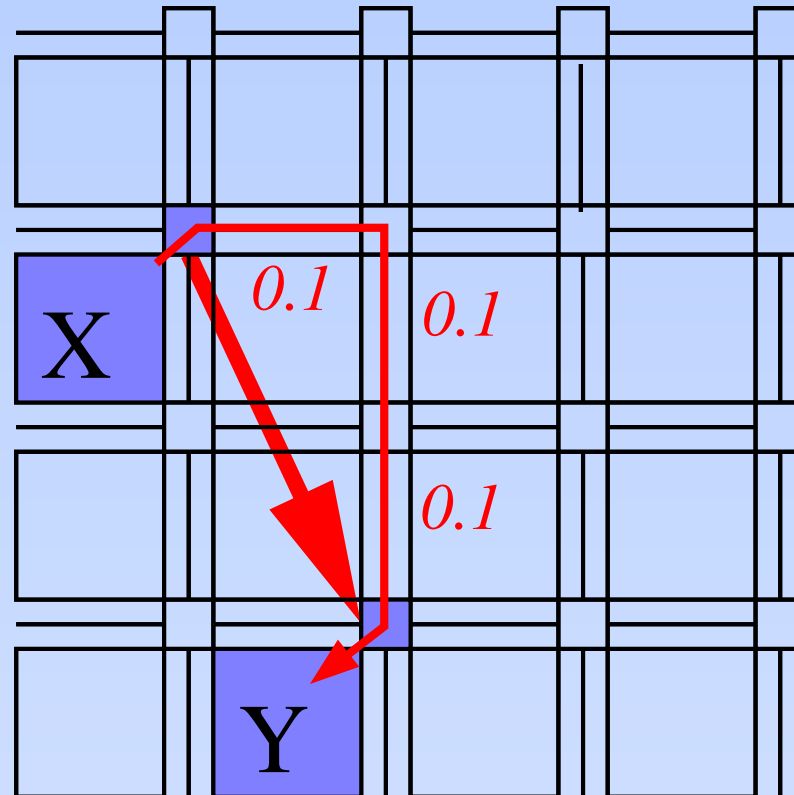


- Resource based budget allocation
- Assigning budgets is based on network global analysis
- Using budgets is a resource local decision
- Opening new end-to-end connections within budgets is local

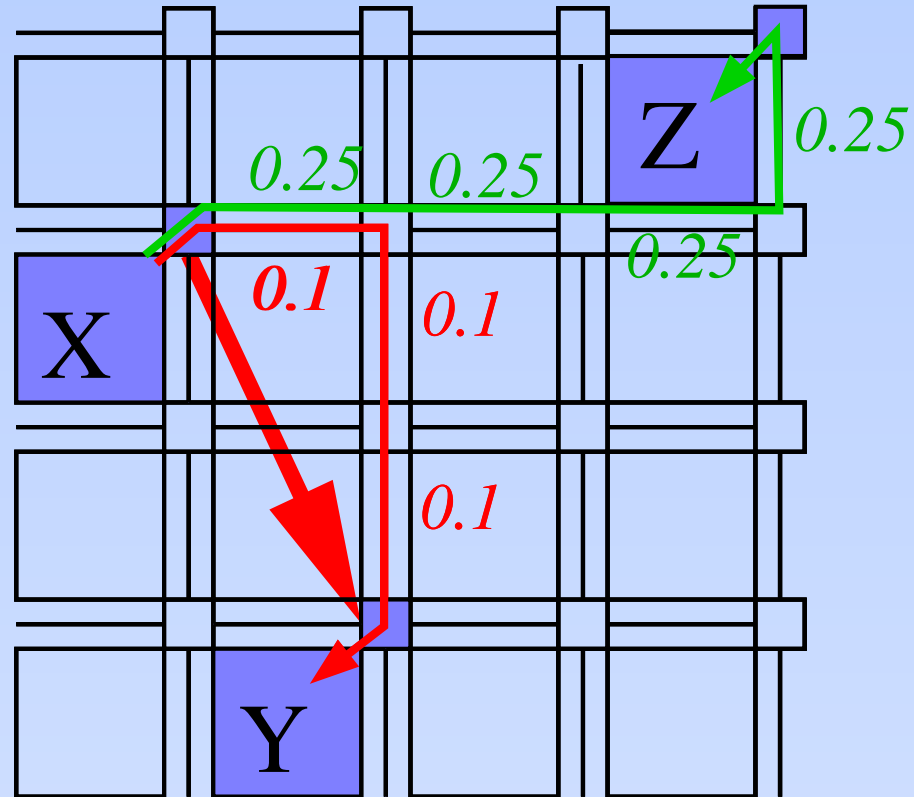
Link Allocation Based Contract



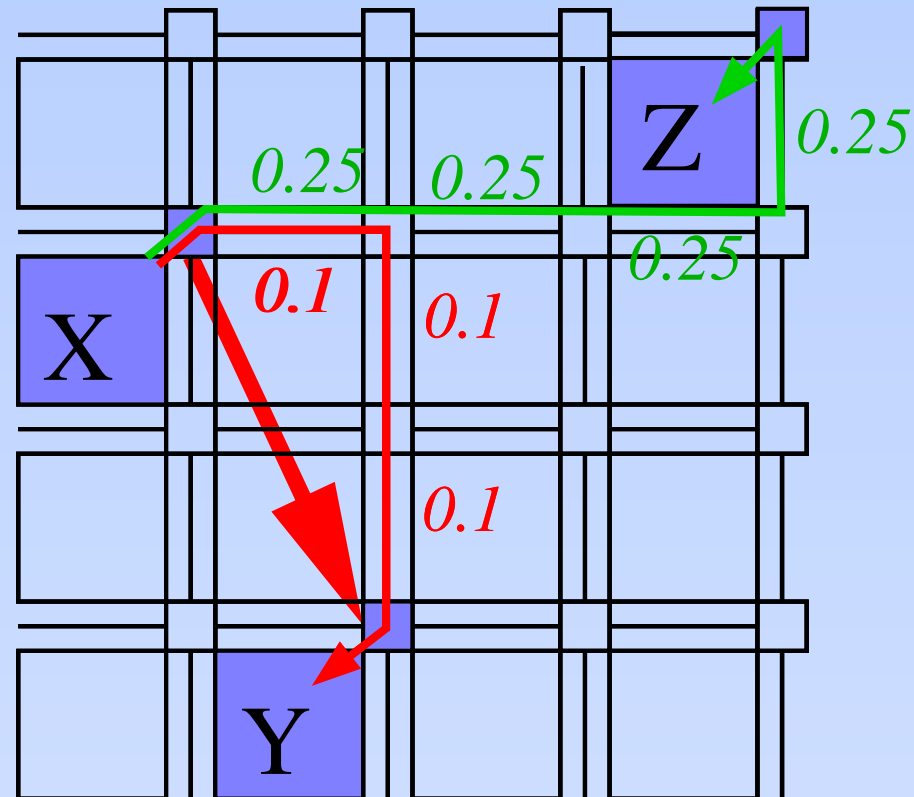
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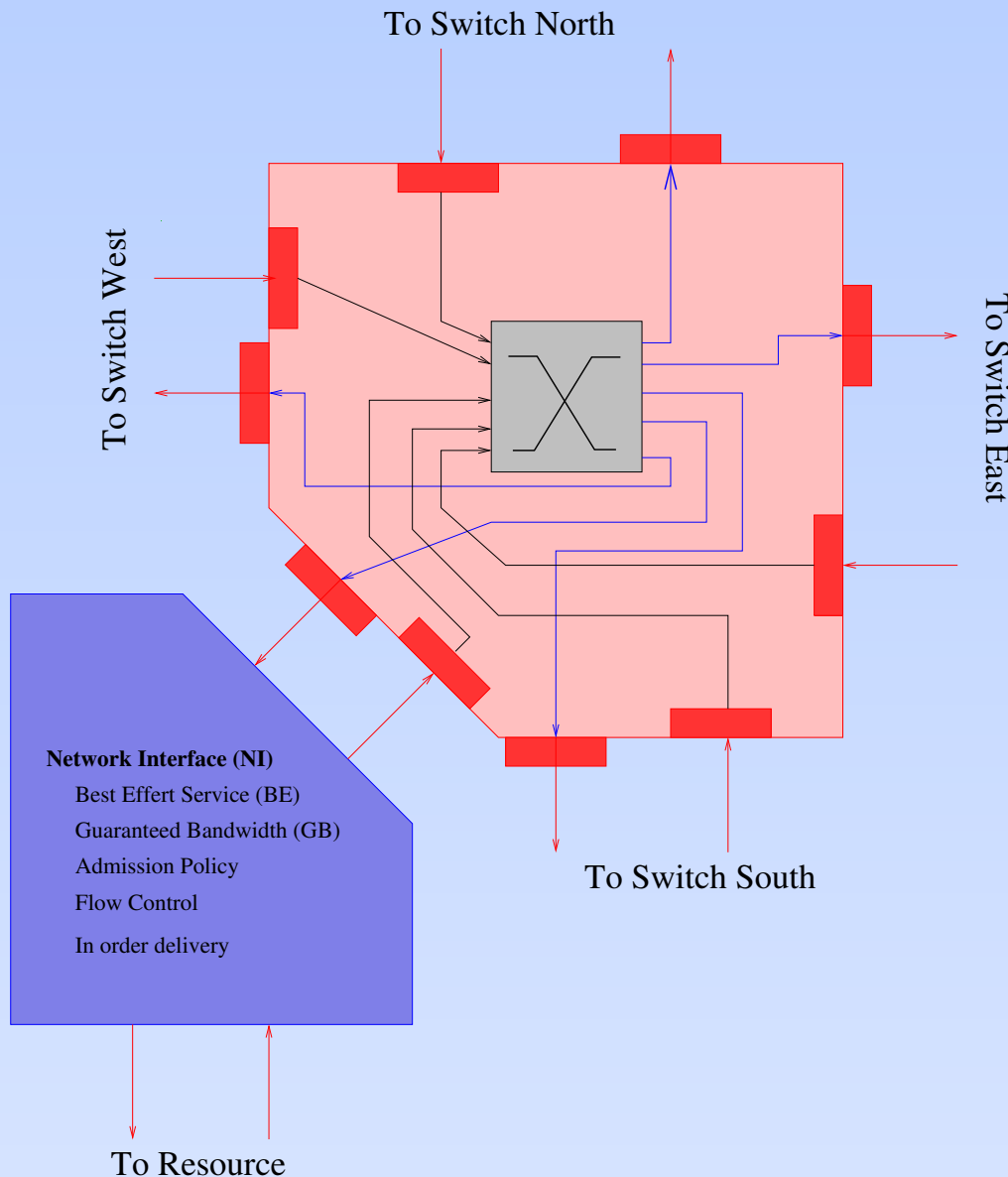


Link Allocation Based Contract



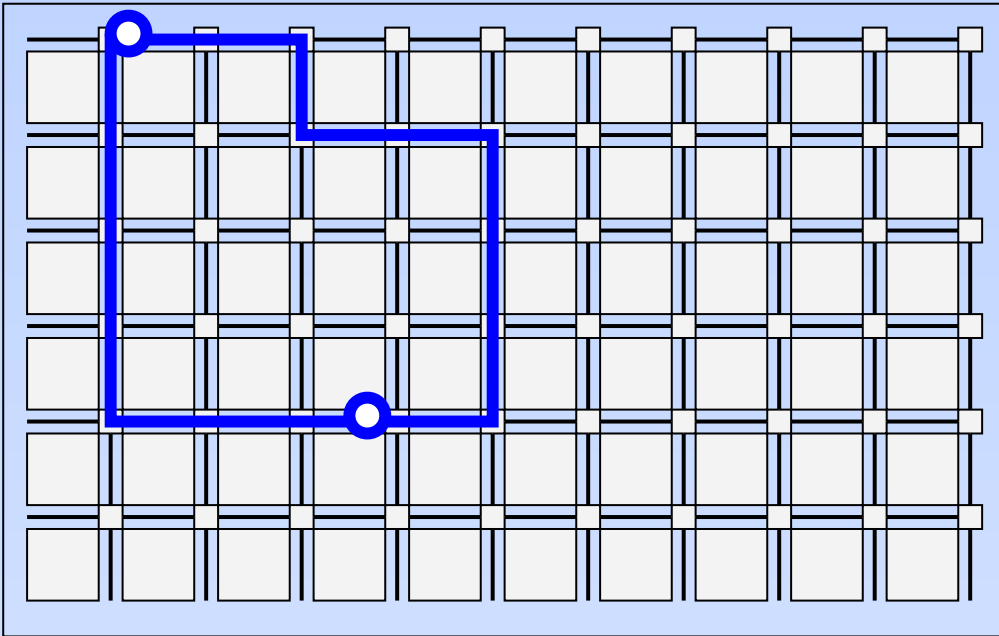
- Link based traffic allocation
- Allocating links is based on network global analysis
- Using allocated links is a resource local decision
- Opening new end-to-end connections requires global analysis

Nostrum Characteristics



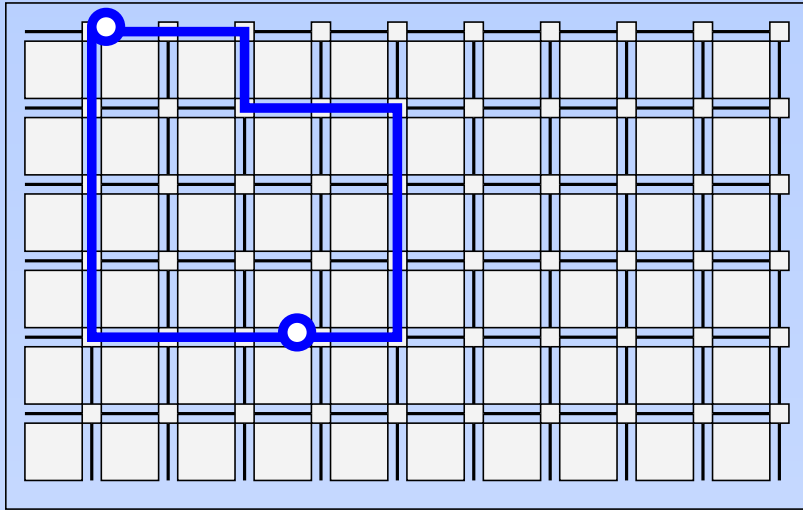
- Adaptive, hot potato routing
- No buffering in switches
- Access policy and buffering in the network interface
- Wide links
- Pseudo-synchronous network operation
- Best Effort service
- Guaranteed Bandwidth service based on virtual circuits

Nostrum Communication Services

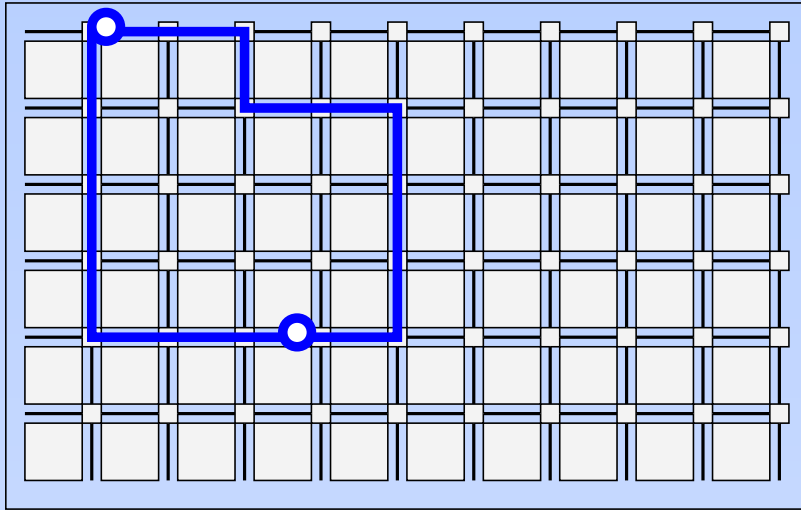


- Best Effort:
 - ★ On congestion packets are deflected
 - ★ Higher Priority:
 - * Older Packets
 - * Shorter distance to destination
- Guaranteed Bandwidth
 - ★ Virtual Circuits (VC)
 - ★ Looping containers reserve resources

GB Traffic Composition

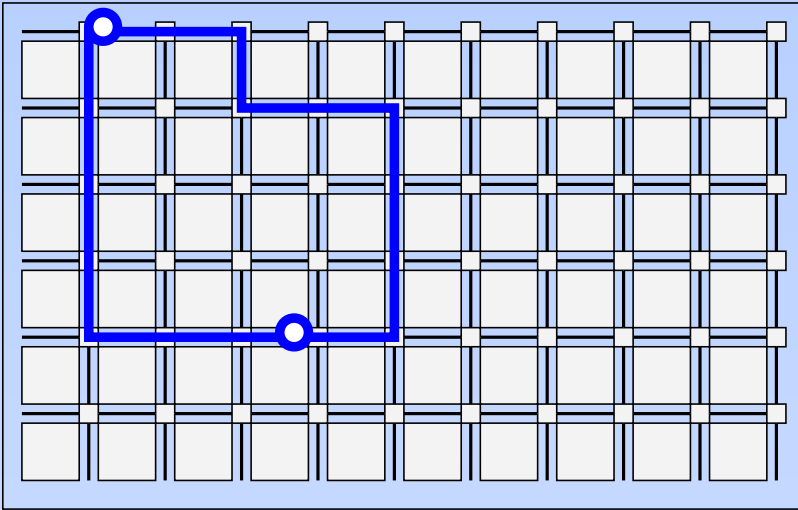


GB Traffic Composition



Load and performance is considered within a time window W cycles.

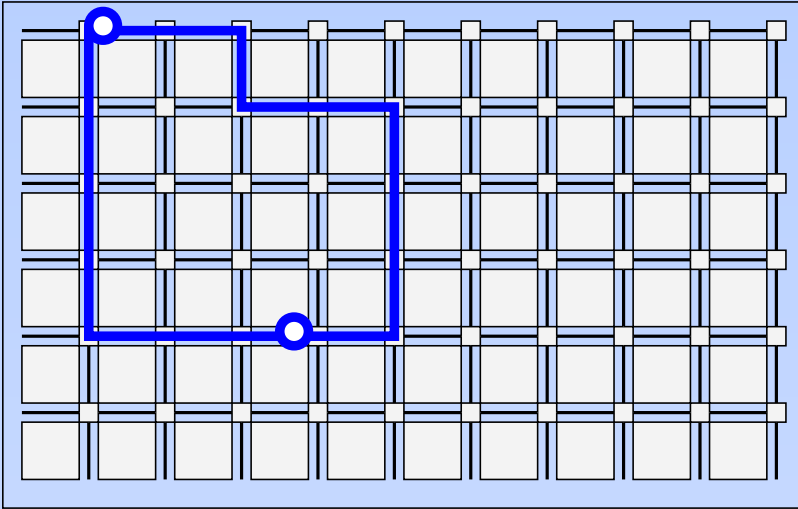
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$v_{i,k}$: the load on link i by VC k in window W ;

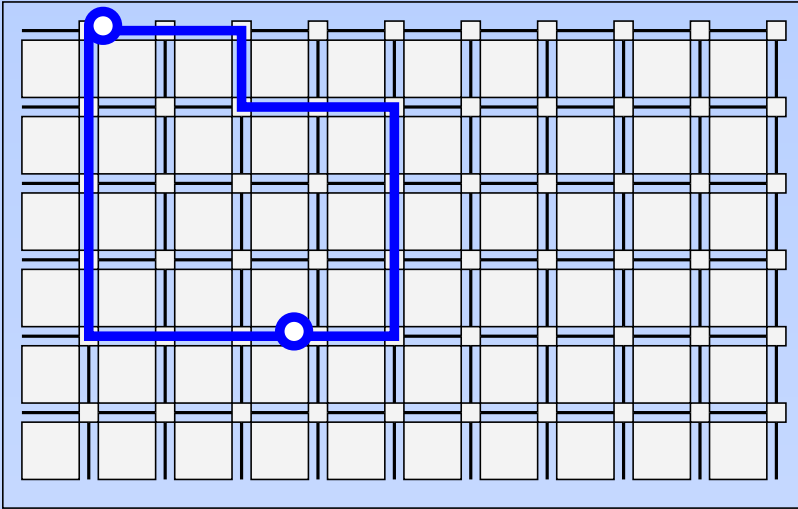
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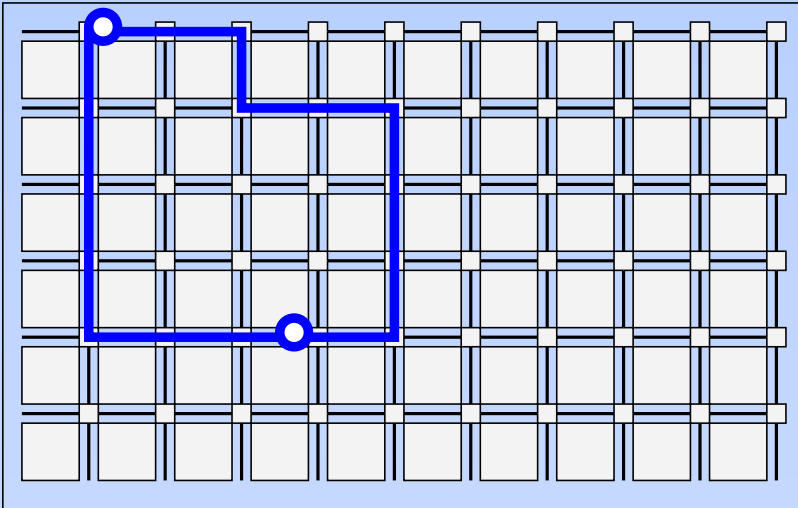
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If VC k uses a single container, $v_{i,k} = 1$ on all links of the VC path;

$v_{i,k} \leq W$ for all links i and all VCs k .

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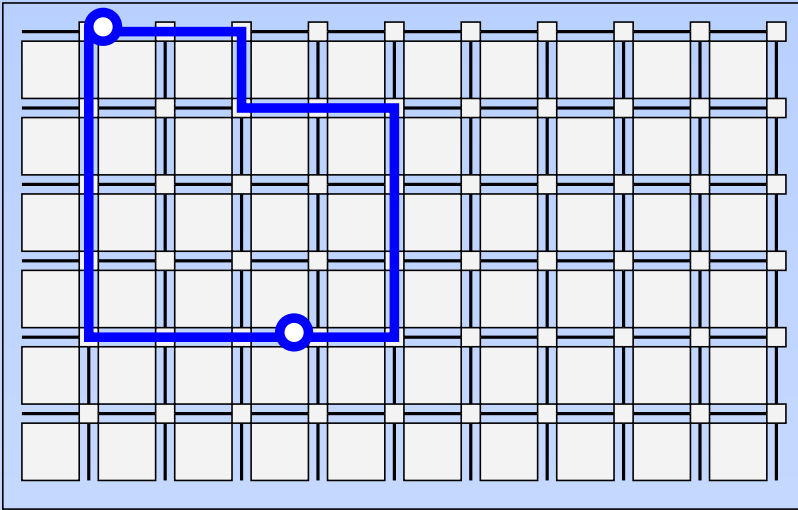
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$V_k = \sum_i v_{i,k}$ is the load of VC k on the network.

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Traffic Constraints:

$$\sum_k V_k \leq CG_{VC} \leq WL$$

$$\sum_k v_{i,k} \leq CL_{VC} \leq W \quad \text{for all links } i$$

Properties of GB Traffic

c_k : number of containers in the VC k ;

len_k : the length of the VC in cycles.

$maxInit_k$: maximum time between two containers.

Properties of GB Traffic

Bandwidth:

$$BW_k = \frac{c_k}{\text{len}_k} \frac{\text{packets}}{\text{cycle}}$$

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Properties of GB Traffic

Bandwidth:

$$BW_k = \frac{c_k}{\text{len}_k} \frac{\text{packets}}{\text{cycle}}$$

Maximum Latency:

$$\text{maxLat}_k = \text{maxInit}_k + \text{len}_k$$

c_k : number of containers in the VC k ;

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Properties of GB Traffic

Bandwidth:

$$BW_k = \frac{c_k}{\text{len}_k} \frac{\text{packets}}{\text{cycle}}$$

Maximum Latency:

$$\text{maxLat}_k = \text{maxInit}_k + \text{len}_k$$

Average latency:

$$\text{avgLat}_k = \frac{\text{len}_k}{2c_k} + \text{len}_k$$

c_k : number of containers in the VC k ;

len_k : the length of the VC in cycles.

maxInit_k : maximum time between two containers.

BE Traffic Composition - Network Load

BE traffic between source **A** and **B** is **channel based**.

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Channel h loads the network with

$$E_h = n_h d_h \delta$$

n_h : the number of packets **A** injects on channel h during the window W

d_h : the shortest distance between **A** and **B**

δ : the **average deflection factor**

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n_h : the number of packets **A** injects on channel h during the window W

d_h : the shortest distance between **A** and **B**

δ : the **average deflection factor**

$$\delta = \frac{\text{sum of traveling time of all packets}}{\text{sum of shortest path of all packets}}$$

Constraints for BE Traffic - Resources

$$\sum_{h \in H_r^o} E_h \leq B_r^o$$

$$\sum_{h \in H_r^i} E_h \leq B_r^i$$

$$\sum_r B_r^o = \sum_r B_r^i \leq CG_{BE}$$

E_h : Network load due to channel h

H_r^o : Set of outgoing channels in resource r

H_r^i : Set of ingoing channels in resource r

B_r^o : Outgoing traffic budget for resource r

B_r^i : Incoming traffic budget for resource r

CG_{BE} : Global constraint on BE traffic

Properties of BE Traffic

Under incoming and outgoing resource budget constraints;
 n_h : number of emitted packets in each window on channel h ;
 d_h : shortest distance on channel h ;
 D : diameter of the network;
 N : number of nodes in the network;

Properties of BE Traffic

Bandwidth:

$$BW_r = \sum_{h \in H_r^o} \frac{n_h}{W}$$

Under incoming and outgoing resource budget constraints;
 n_h : number of emitted packets in each window on channel h ;
 d_h : shortest distance on channel h ;
 D : diameter of the network;
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Nostrum Traffic Contract Summary

Traffic Constraints:

$$\sum_k V_k \leq CG_{VC} \leq WL$$

$$\sum_k v_{i,k} \leq CL_{VC} \leq W$$

$$\sum_{h \in H_r^o} E_h \leq B_r^o$$

$$\sum_{h \in H_r^i} E_h \leq B_r^i$$

$$\sum_r B_r^o = \sum_r B_r^i \leq CG_{BE}$$

Traffic Properties:

$$BW_k = \frac{c_k}{\text{len}_k} \frac{\text{packets}}{\text{cycle}}$$

$$BW_r = \sum_{h \in H_r^o} \frac{n_h}{W}$$

$$\text{maxLat}_k = \text{maxInit}_k + \text{len}_k$$

$$\text{maxLat}_k = 5DN$$

$$\text{avgLat}_k = \frac{\text{len}_k}{2c_k} + \text{len}_k$$

$$\text{avgLat}_k = d_h \delta$$

Traffic Contract Design Options and Parameters

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- imply requirements for service users (nodes, applications) and service providers (communication network, component implementations)