On-Chip Networks II: Router Microarchitecture & Routing

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Based on slides from Daniel Sanchez

Reminder: Wormhole Flow Control

- Each router manages buffers in flits
- Each packet is sent through output link as soon as possible (without waiting for all its flits to arrive)
- Router buffers are not large enough to hold full packet → on congestion, *packet's flits often buffered across routers*
- Problem: On congestion, links assigned to a blocked packet cannot be used by other packets

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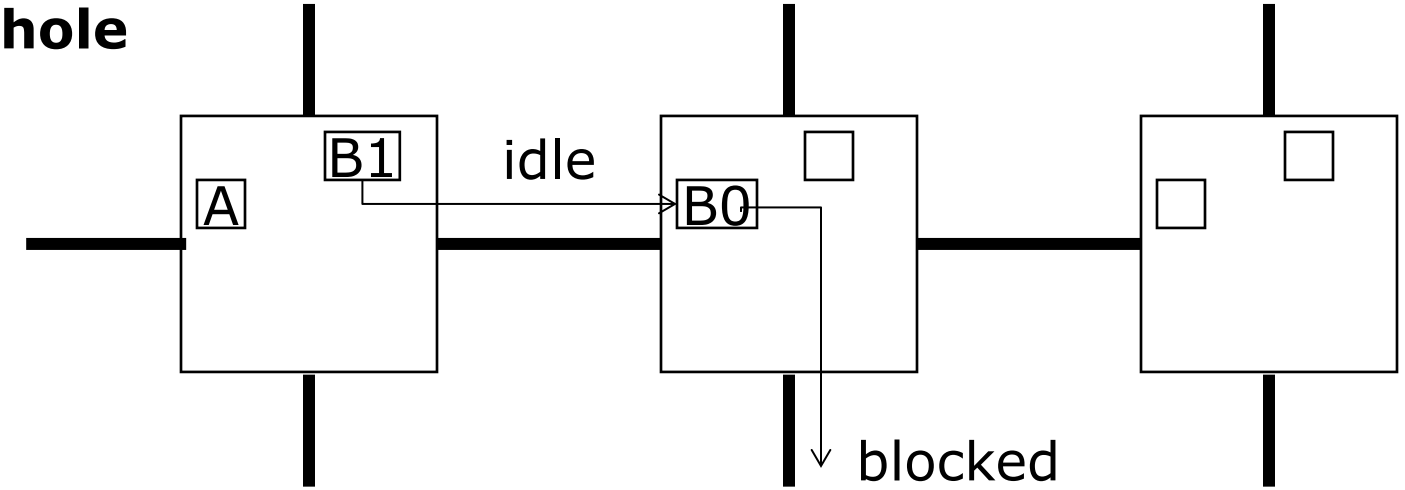
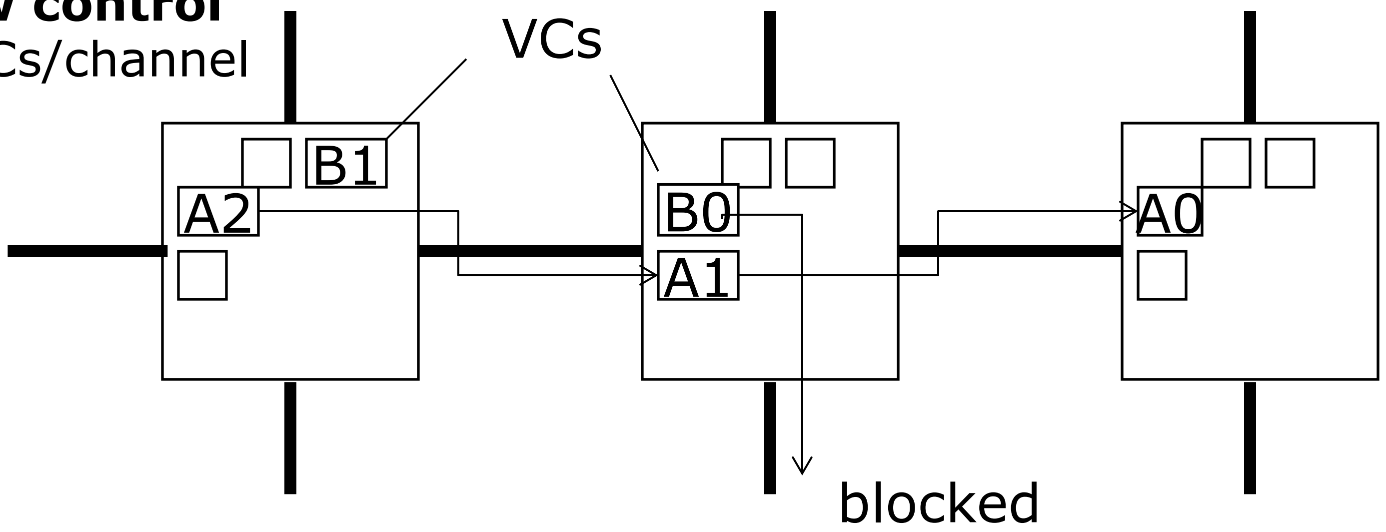
Wormhole



Virtual-Channel (VC) Flow Control

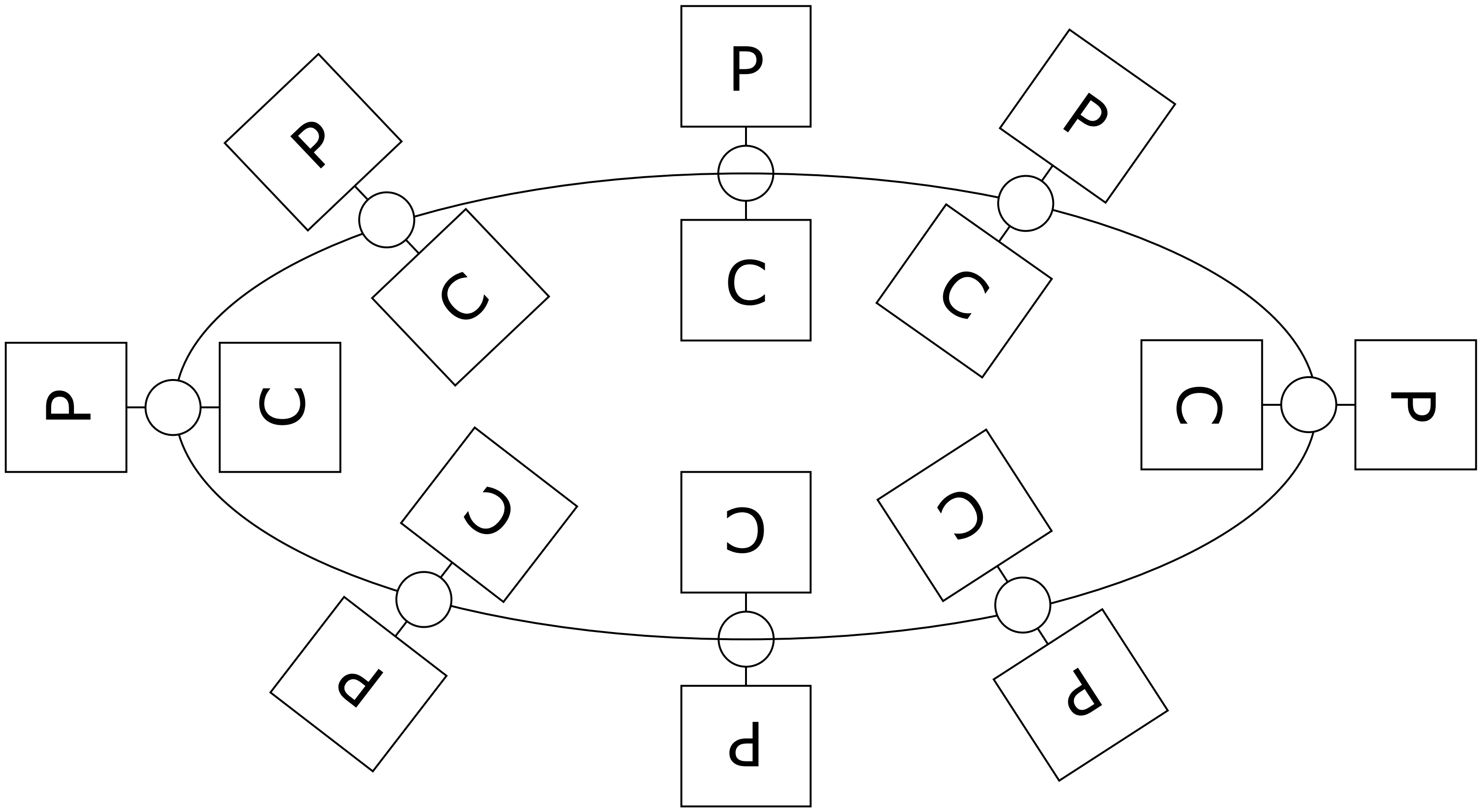
- When a packet blocks, instead of holding on to channel, hold on to virtual channel
- Virtual channel = channel state + flit buffers
- Multiple virtual channels reduce blocking
- Ex: Wormhole (=1 VC/channel) vs 2 VCs/channel

VC flow control
with 2 VCs/channel

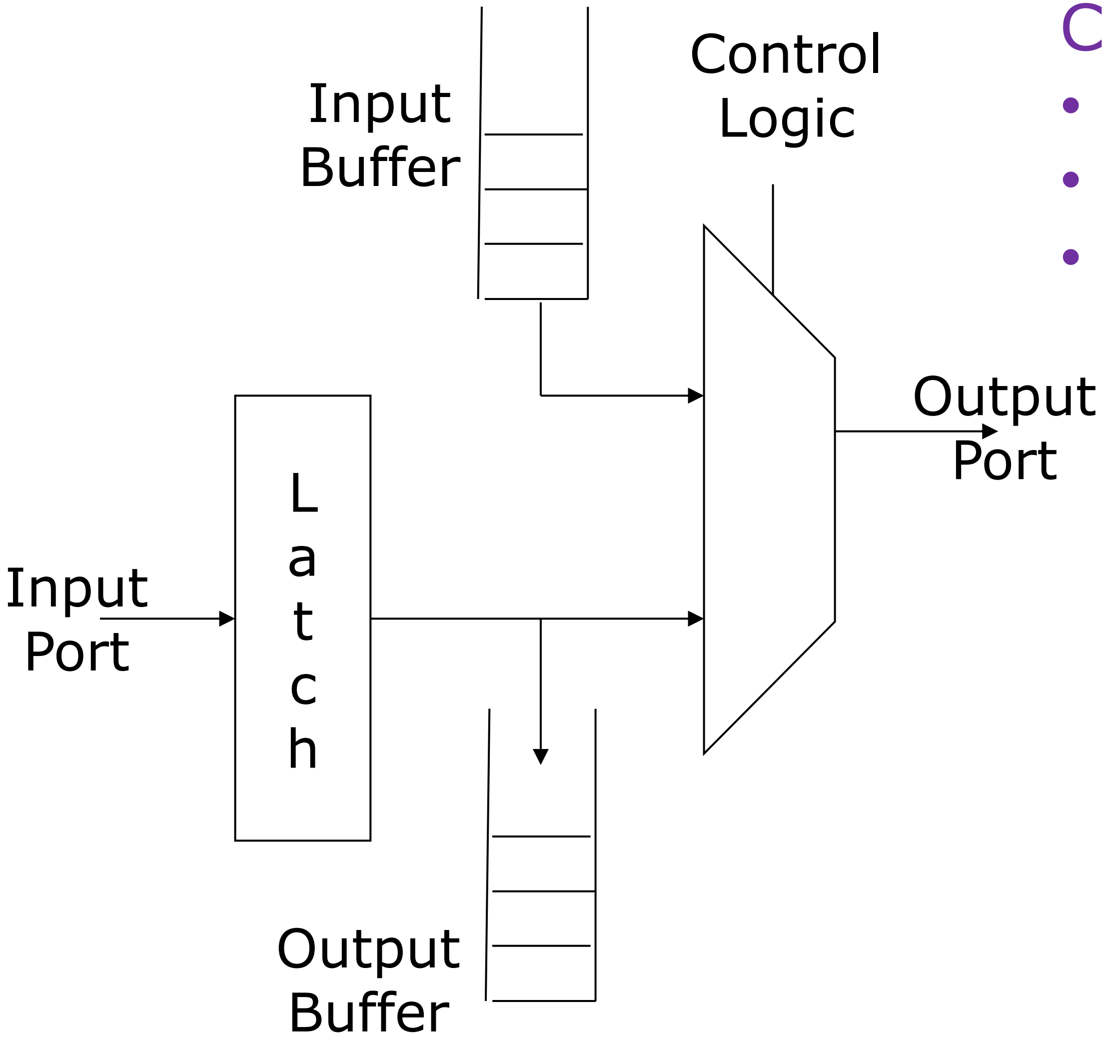


Router Microarchitecture

Ring-based Interconnect

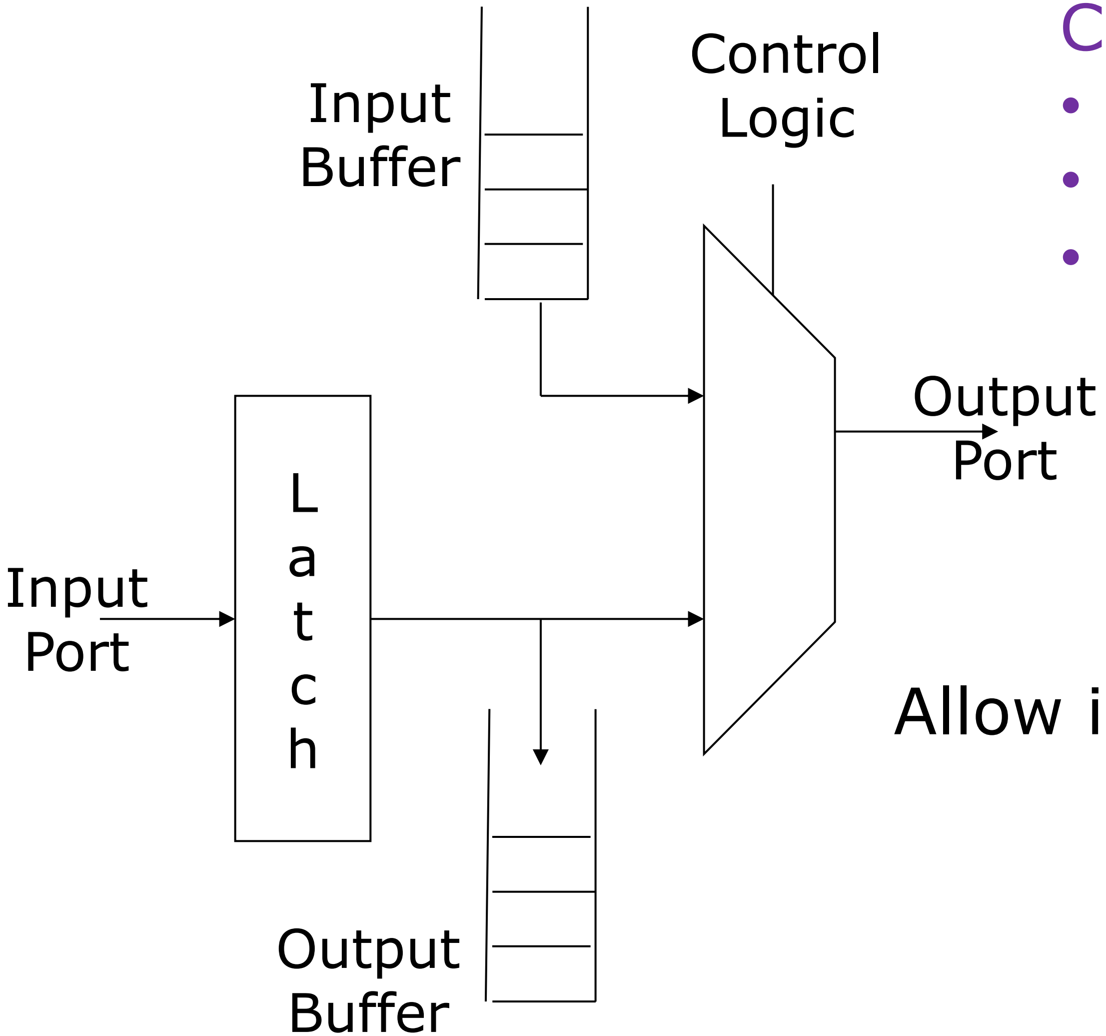


Ring Stop



Components in a router
- Buffer
- Switch
- logic

Ring Stop



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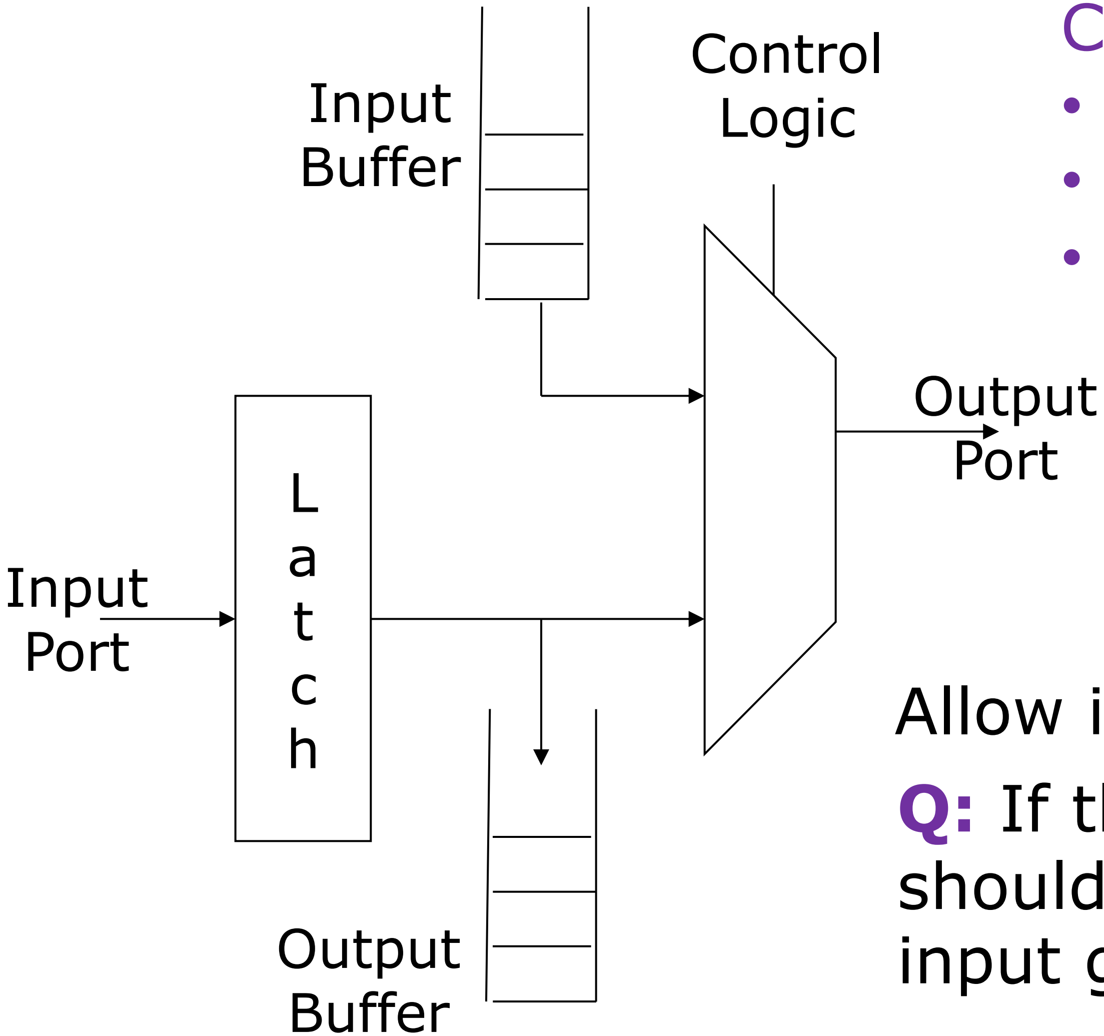
Allow input if no traffic on ring

Ring Stop



Components in a router
- Buffer
- Switch
- logic

Allow input if no traffic on ring

Q: If there is traffic on ring, should traffic on ring or new input get priority?

Ring Flow Control: Priorities

Rotary Rule – traffic in ring has priority

Ring Flow Control: Bounces

- What if traffic on the ring cannot get delivered, e.g., if output FIFO is full?

Ring Flow Control: Bounces

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- One alternative: Continue on ring (bounce)

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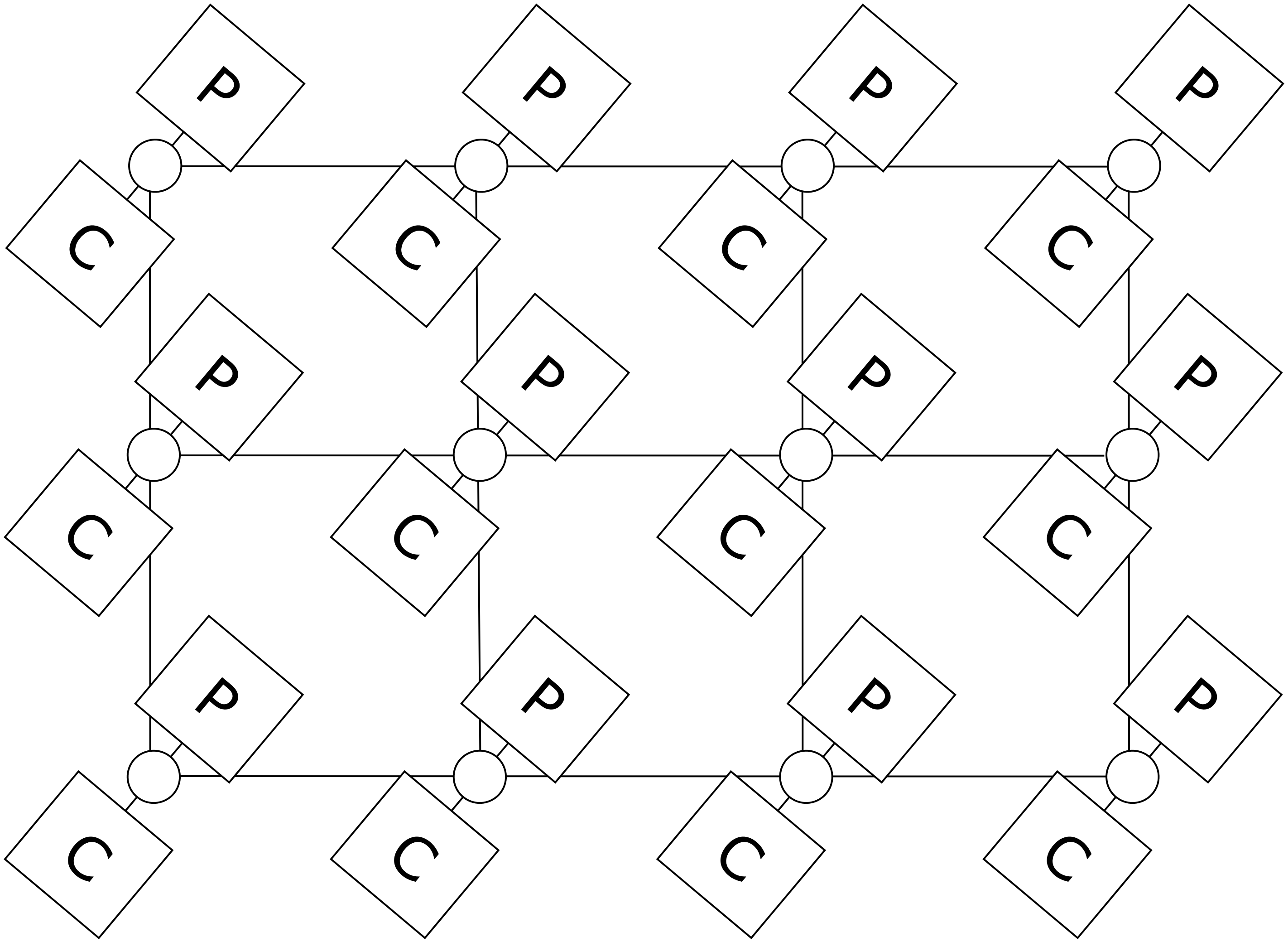
- *What are the consequences of such bounces?*

Ring Flow Control: Bounces

- What if traffic on the ring cannot get delivered, e.g., if output FIFO is full?
- One alternative: Continue on ring (bounce)
- *What are the consequences of such bounces?*

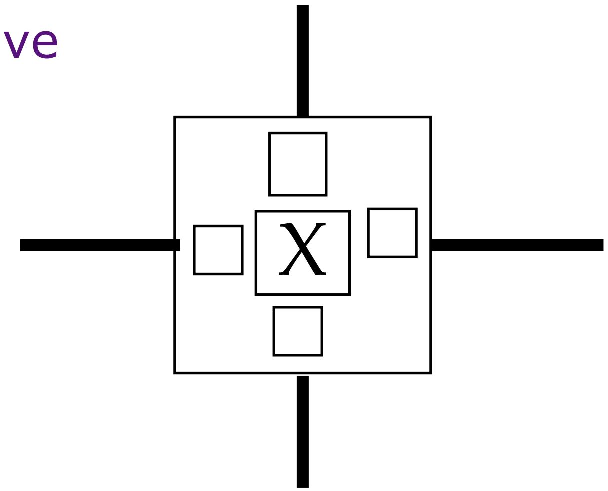
Traffic on ring no longer FIFO

General Interconnect
Tilera, Knights Landing…

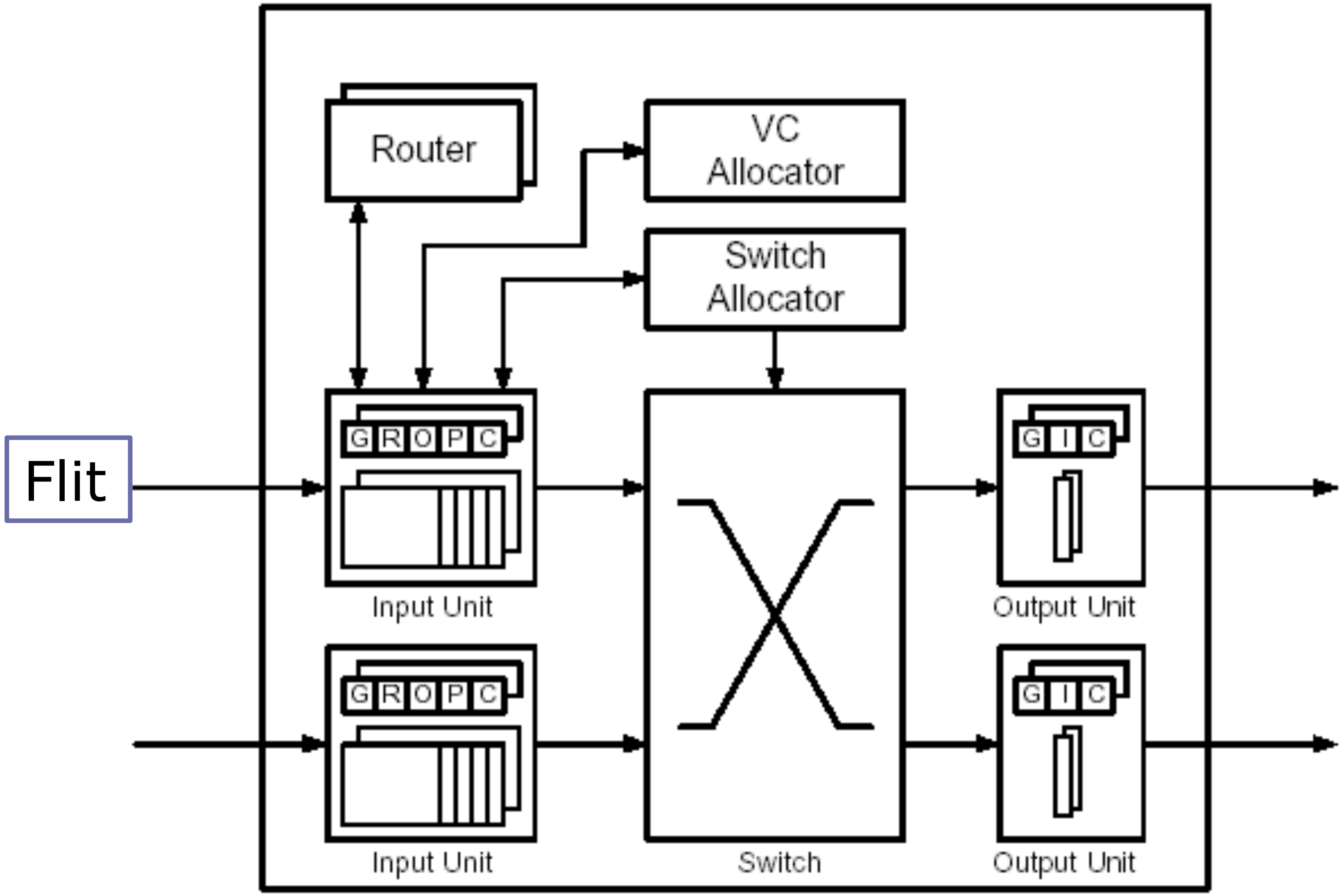


What's In A Router?

- It's a system as well
  - Logic – State machines, Arbiters, Allocators
    - Control data movement through router
    - Idle, Routing, Waiting for resources, Active
  - Memory – Buffers
    - Store flits before forwarding them
    - SRAMs, registers, processor memory
  - Communication – Switches
    - Transfer flits from input to output ports
    - Crossbars, multiple crossbars, fully-connected, bus



Virtual-channel Router

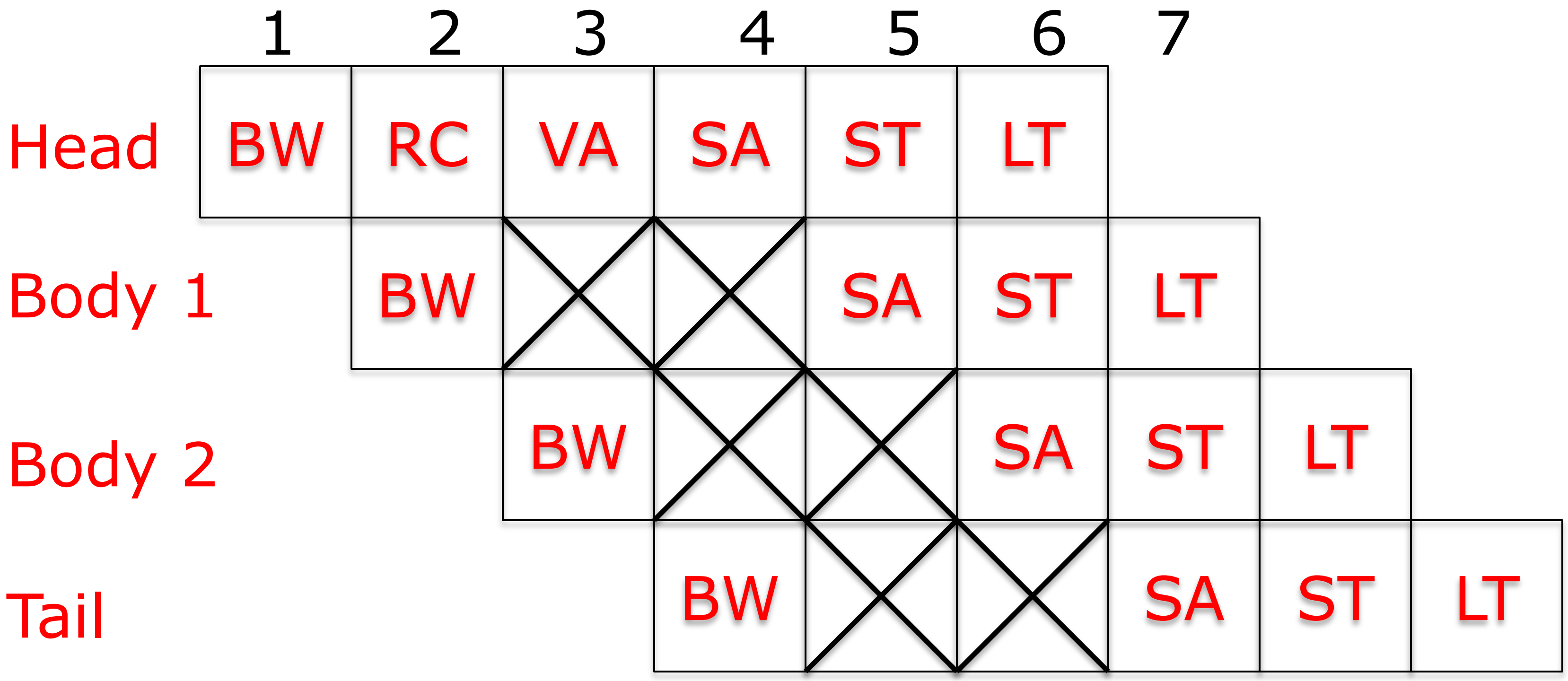


Router Pipeline vs. Processor Pipeline

- Logical stages:
  - BW
  - RC
  - VA
  - SA
  - BR
  - ST
  - LT
- Different flits go through different stages
- Different routers have different variants
  - E.g. speculation, lookaheads, bypassing
- Different implementations of each pipeline stage

- Logical stages:
  - IF
  - ID
  - EX
  - MEM
  - WB
- Different instructions go through different stages
- Different processors have different variants
  - E.g. speculation, ISA
- Different implementations of each pipeline stage

Baseline Router Pipeline



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

Allocators In Routers

- VC Allocator
  - Input VCs requesting for a range of output VCs
  - Example: A packet of VC0 arrives at East input port. It's destined for west output port, and would like to get any of the VCs of that output port.

- Switch Allocator
  - Input VCs of an input port request for different output ports (e.g., One's going North, another's going West)

- "Greedy" algorithms used for efficiency

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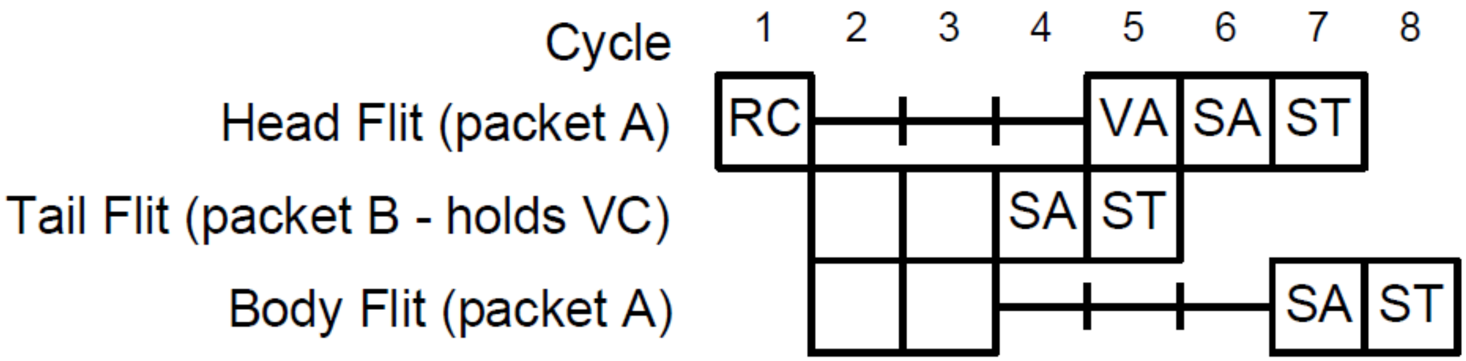
- "Greedy" algorithms used for efficiency
- What happens if allocation fails on a given cycle?

VC & Switch Allocation Stalls



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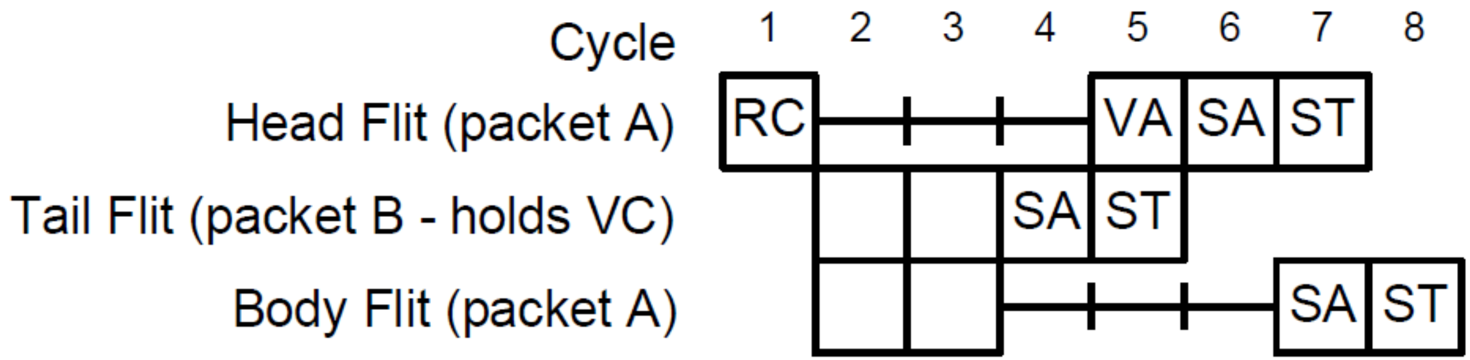

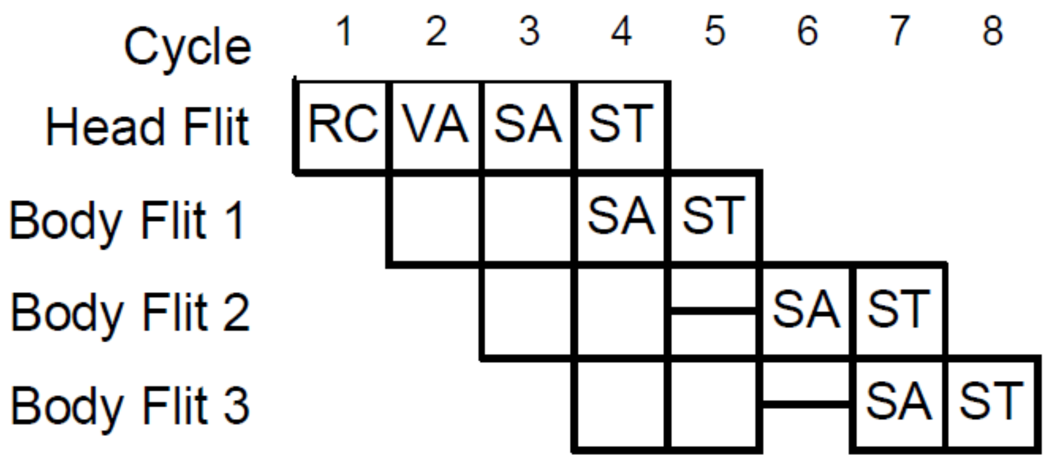

Pipeline Optimizations: Lookahead Routing [Galles, SGI Spider Chip]

- At current router, perform route computation for next router

BW RC	VA NRC	SA	ST	LT

  - Head flit already carries output port for next router
  - RC just has to read output → fast, can be overlapped with BW
  - Precomputing route allows flits to compete for VCs immediately after BW
  - Routing computation for the next hop (NRC) can be computed in parallel with VA

- Or simplify RC (e.g., X-Y routing is very fast)

Pipeline Optimizations: Speculative Switch Allocation [Peh&Dally, 2001]

- Assume that Virtual Channel Allocation stage will be successful
  - Valid under low to moderate loads
- If both successful, VA and SA are done in parallel

BW RC	VA SA	ST	LT

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

Routing

Properties of Routing Algorithms

- Deterministic/Oblivious
  - route determined by (source, dest),
  - not affected by network state (i.e. traffic)
- Adaptive
  - route influenced by traffic along the way
- Minimal
  - only selects shortest paths
- Deadlock-free
  - no traffic pattern can lead to a situation where no packets move forward

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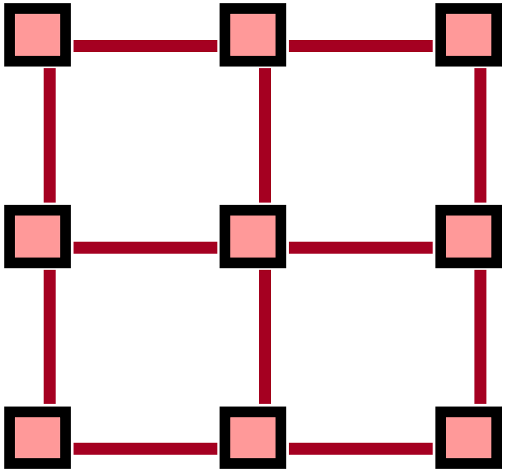

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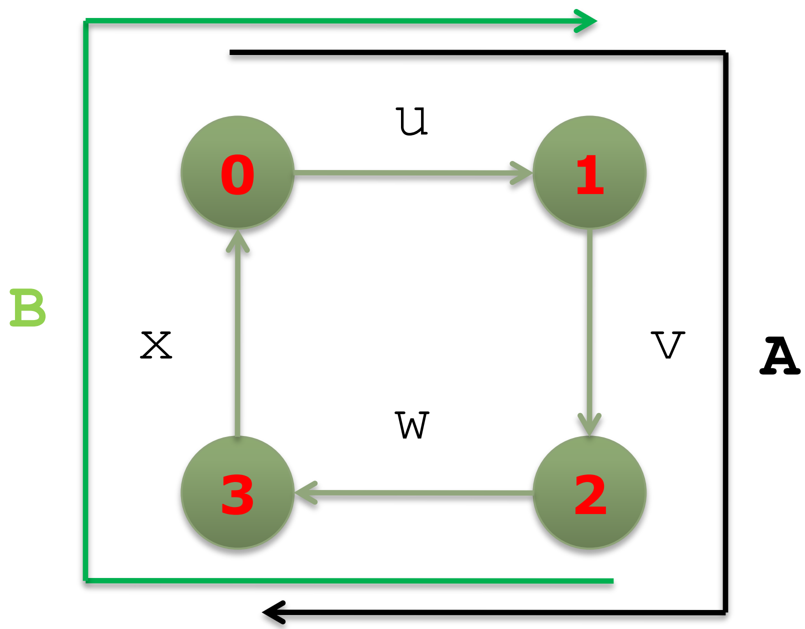
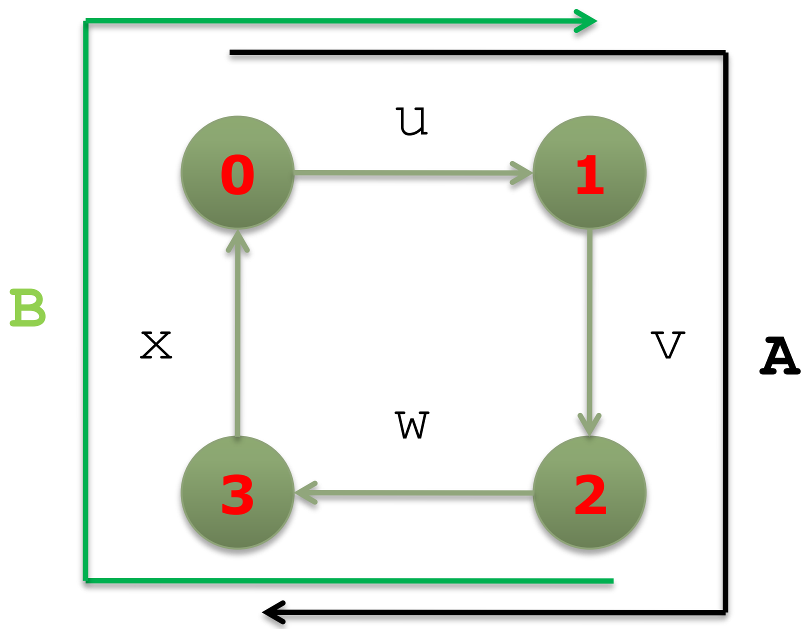
Network Deadlock



- Flow A holds u and v but cannot make progress until it acquires channel w
- Flow B holds channels w and x but cannot make progress until it acquires channel u

Network Deadlock



Circular dependences of resources

- Flow A holds u and v but cannot make progress until it acquires channel w
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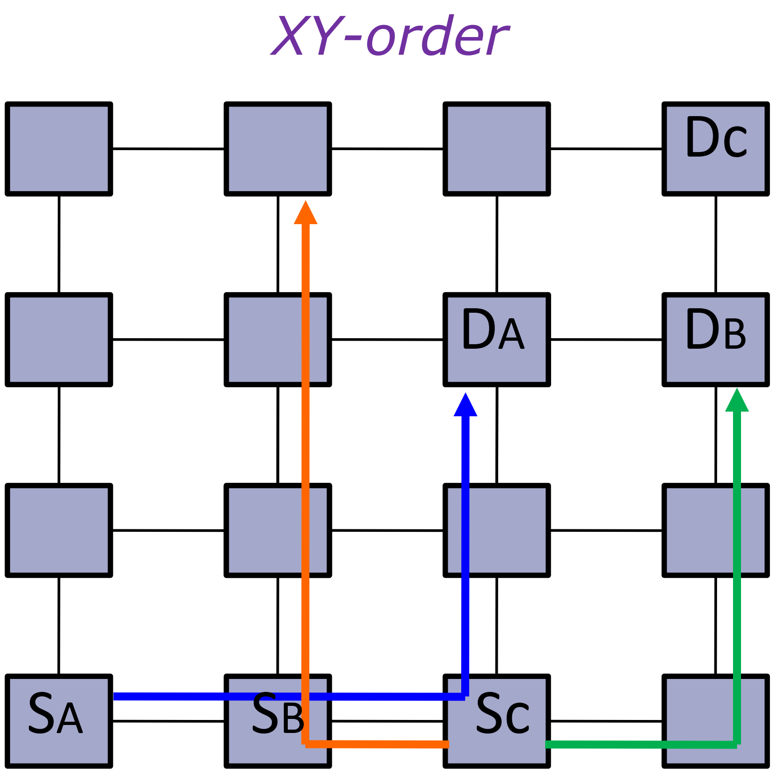
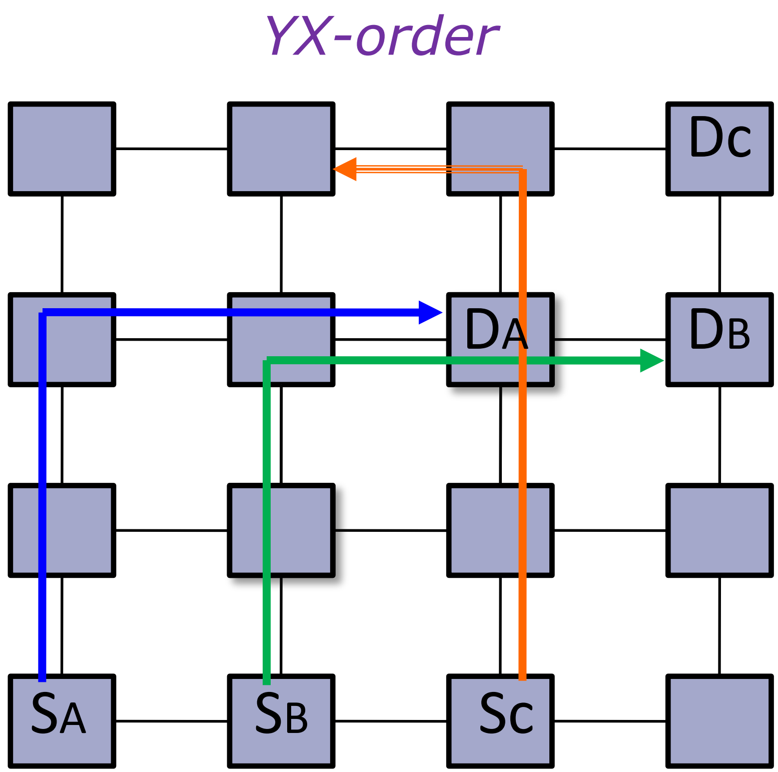
Dimension-Order Routing



Uses 2 out of 4 turns



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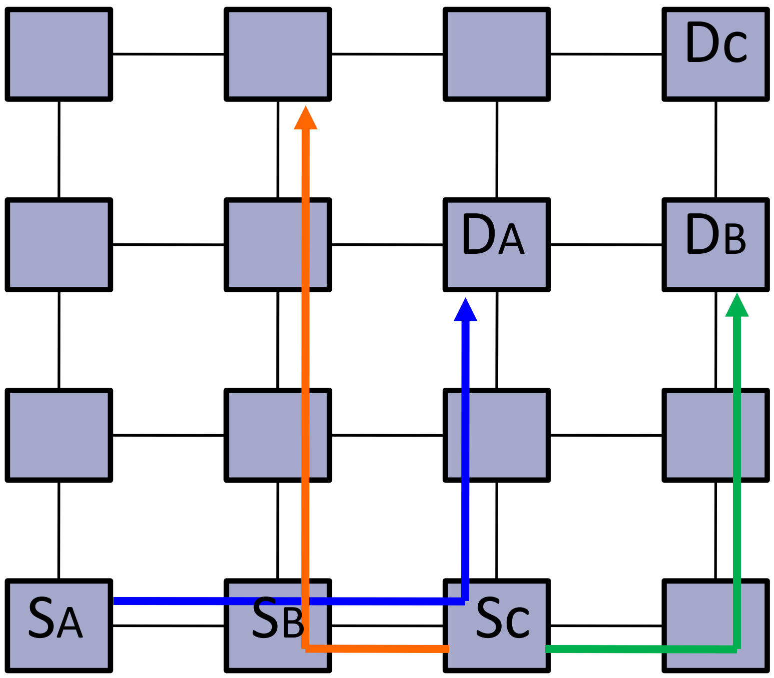
XY is deadlock free, YX is deadlock free, what about XY+YX?

Dimension-Order Routing

XY-order



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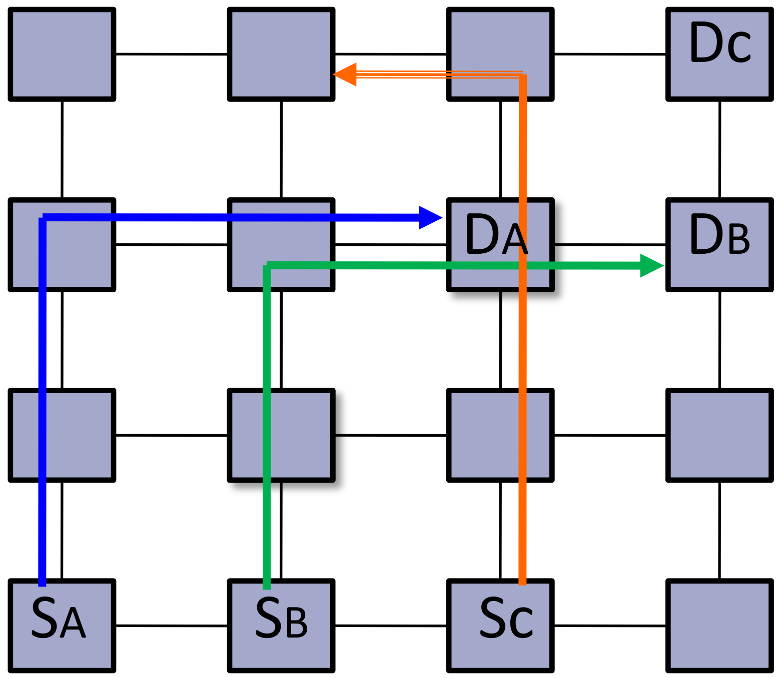
YX-order



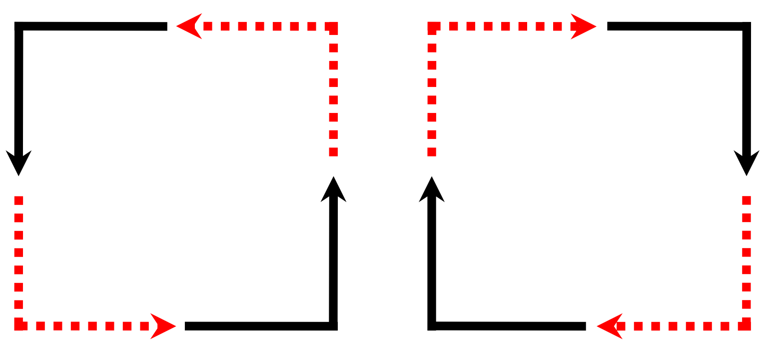
Uses 2 out of 4 turns

XY is deadlock free, YX is deadlock free, what about XY+YX?

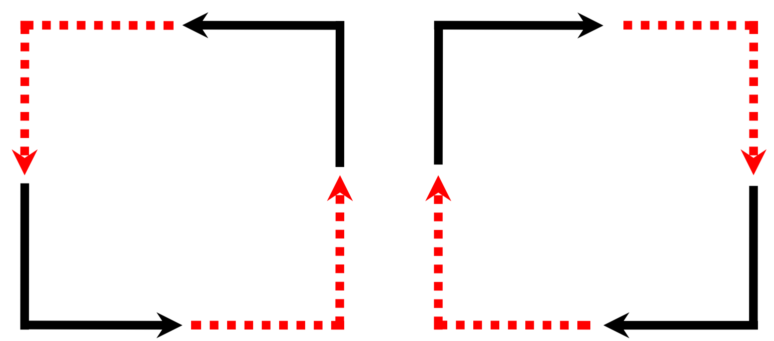
No!

DOR – Turns allowed

- One way of looking at whether a routing algorithm is deadlock free is to look at the turns allowed.
- Deadlocks may occur if turns can form a cycle



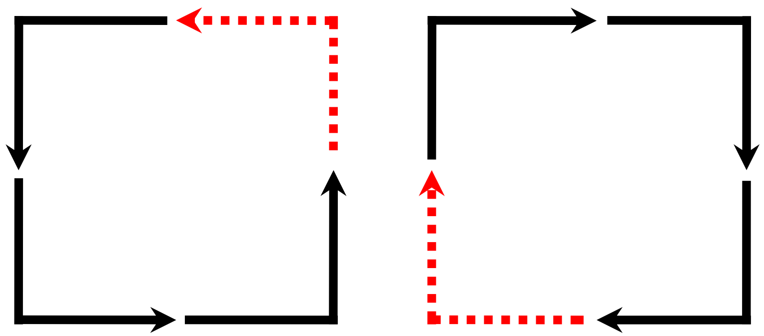
XY Model



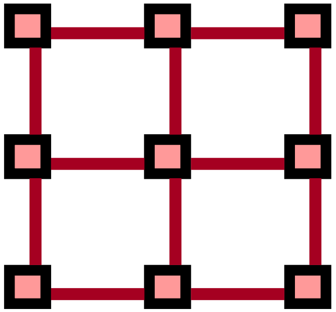
YX Model

Allowing more turns

- Allowing more turns may allow adaptive routing, but also deadlock



Six turn model



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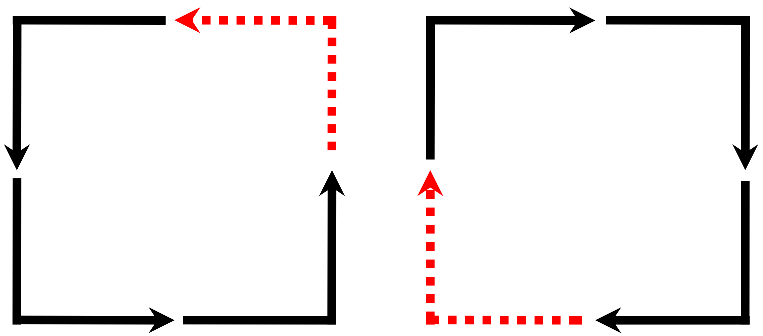
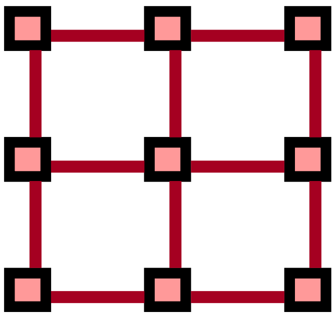
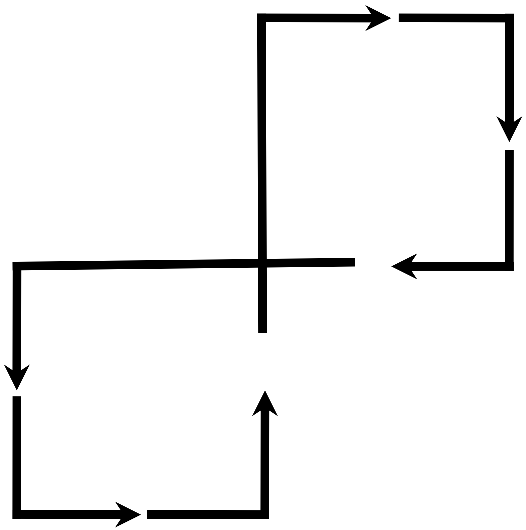


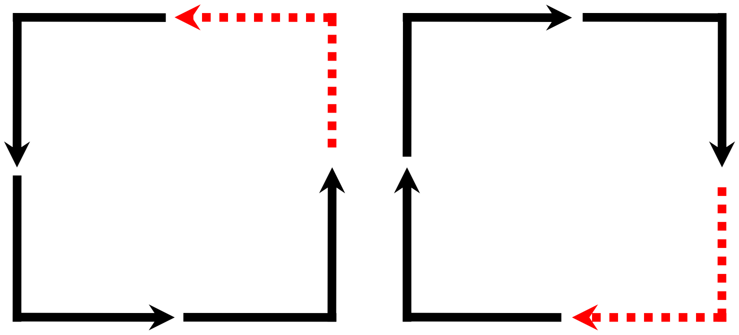
Six turn model



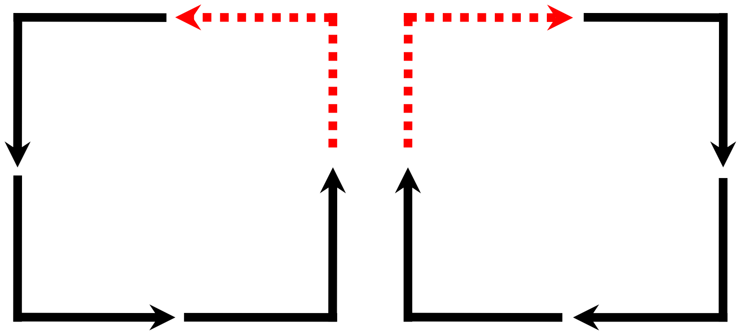


Turn Model [Glass and Ni, 1994]

- A systematic way of generating deadlock-free routes with small number of prohibited turns
- Deadlock-free if routes conform to at least ONE of the turn models (acyclic channel dependence graph)



West-First Turn Model



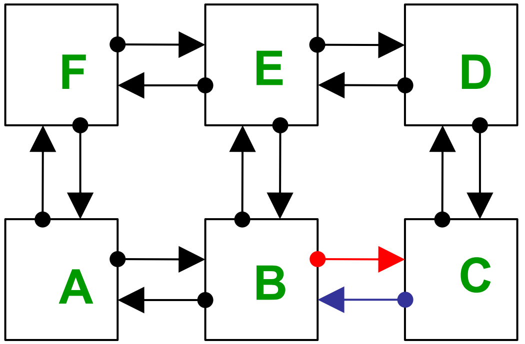
North-Last Turn Model

2-D Mesh and CDG

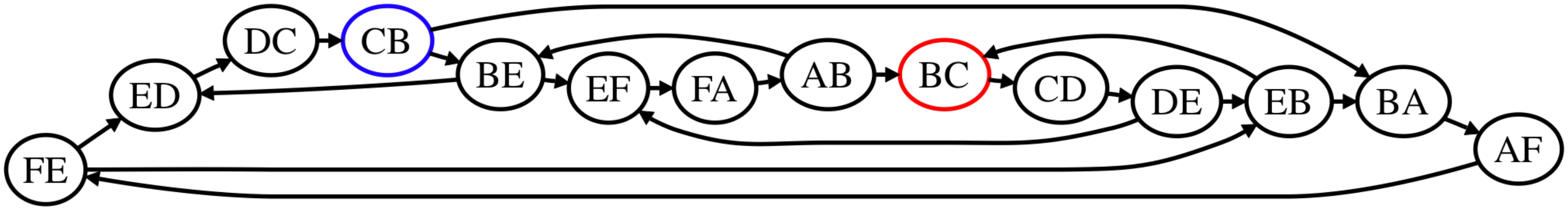
Can create a channel dependency graph (CDG) of the network.

Vertices in the CDG represent network *links*

Edges in CDG represent allowed route

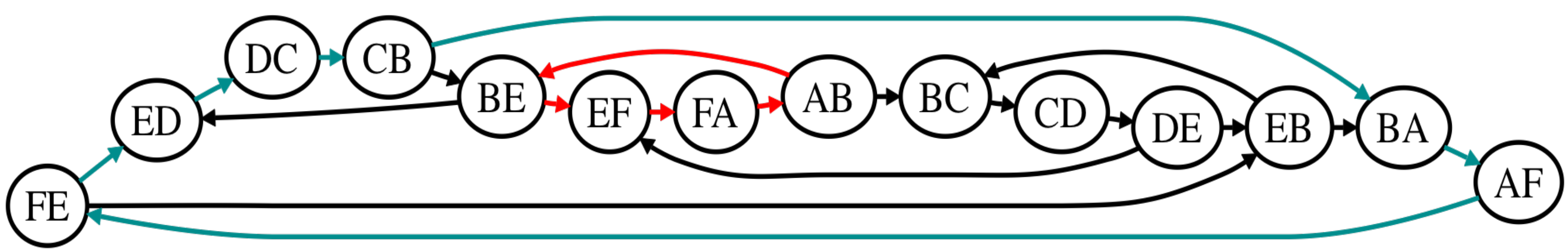


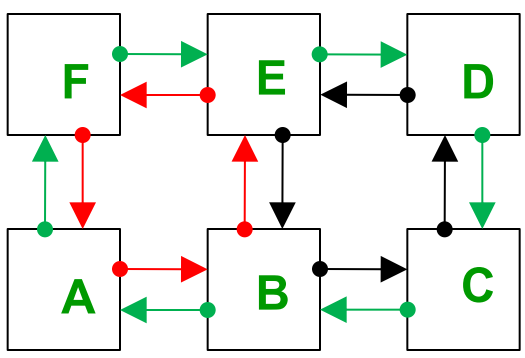
Disallowing 180° turns,
e.g., AB → BA



Cycles in CDG

The channel dependency graph D derived from the network topology may contain many cycles

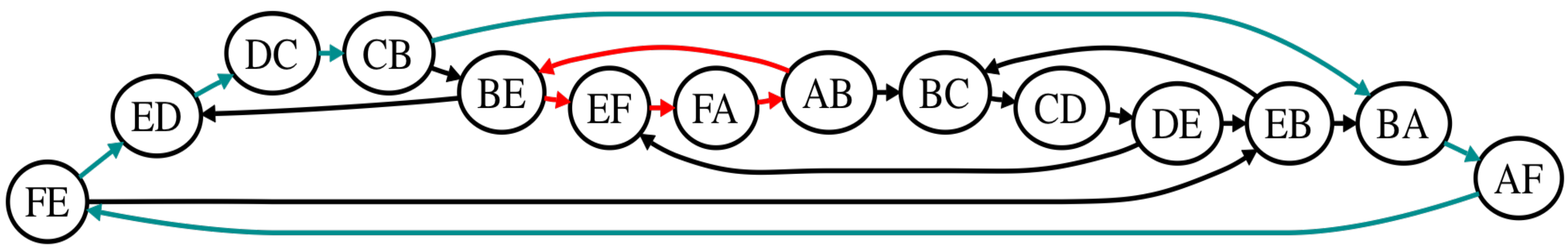


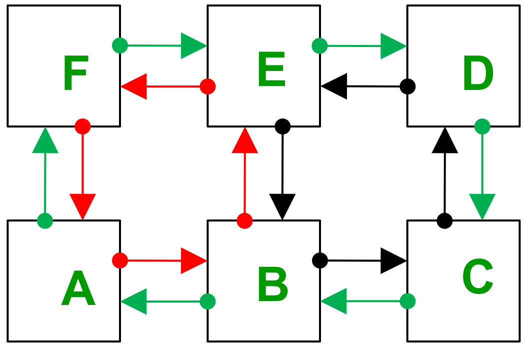


Flow routed through links AB, BE, EF
Flow routed through links EF, FA, AB
➔ Deadlock!

Key Insight

If routes of flows conform to **acyclic** CDG, then ther will be no possibility of deadlock!



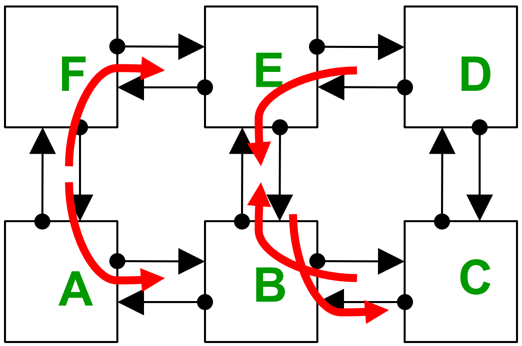


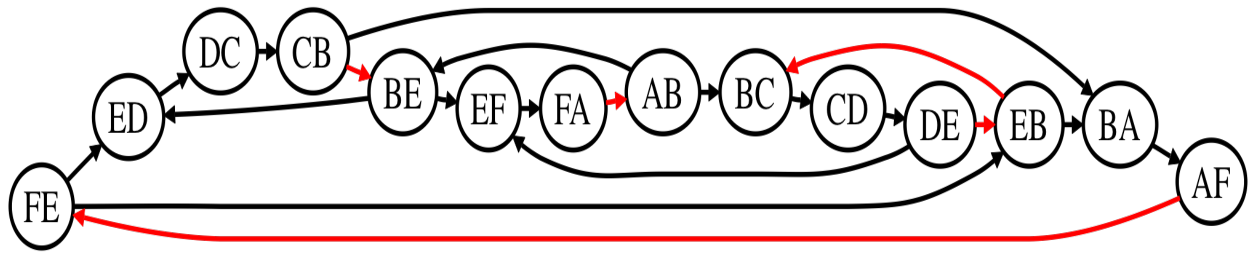
Disallow/Delete certain edges in CDG

Edges in CDG correspond to turns in network!

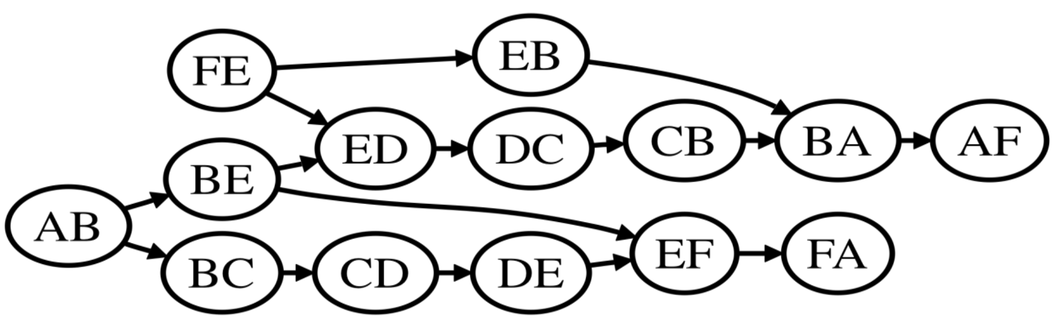
Acyclic CDG → Deadlock-free routes

Turns could be
prohibited ad-hoc, all the
edges in red are deleted



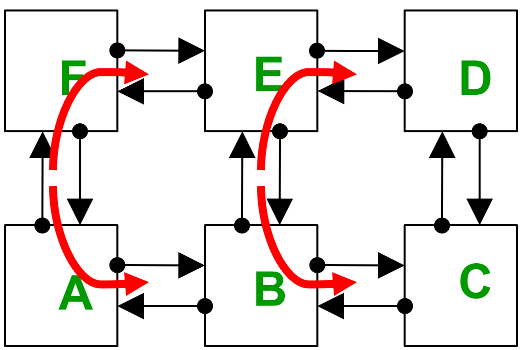


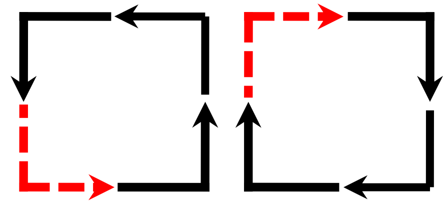
Ad-hoc Acyclic CDG



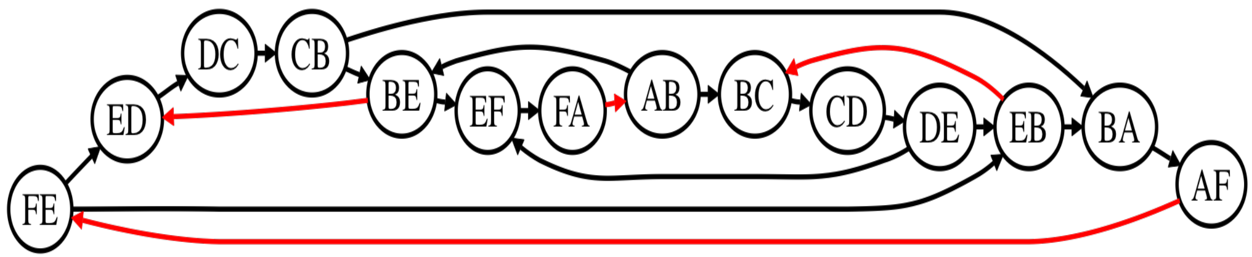
East-first → Deadlock-free routes

Per the East-First prohibited turns, all the edges in red are deleted

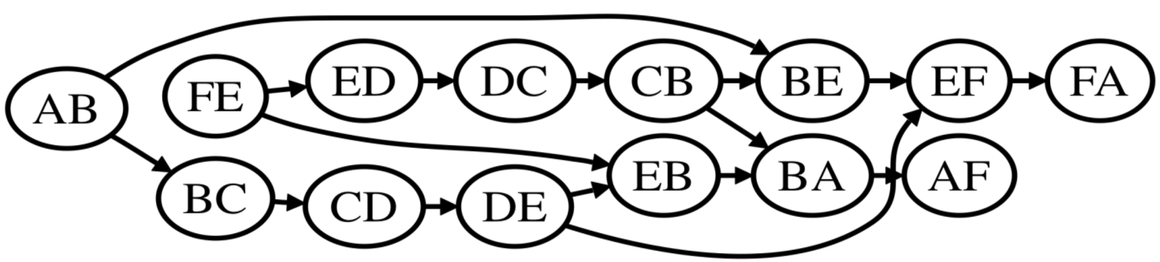




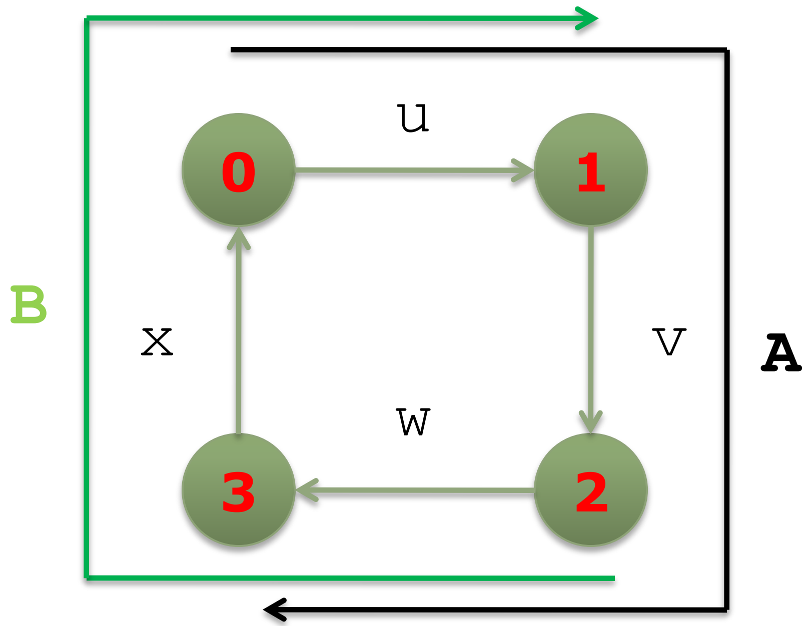
East-First Turn Model



East-First
Acyclic
CDG



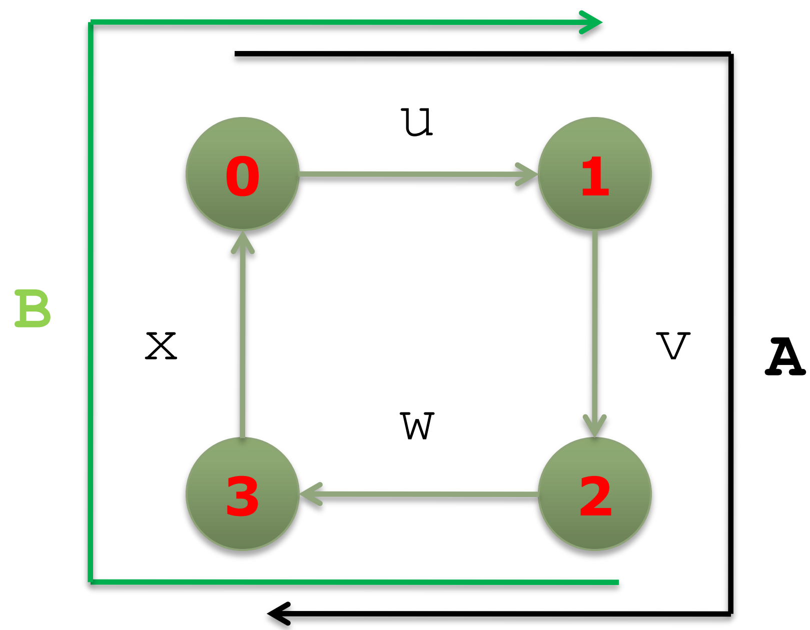
Resource Conflicts → Deadlock



Routing deadlocks in wormhole routing result from Structural hazard at router resources, e.g., buffers.

How can structural hazards be avoided?

Resource Conflicts → Deadlock



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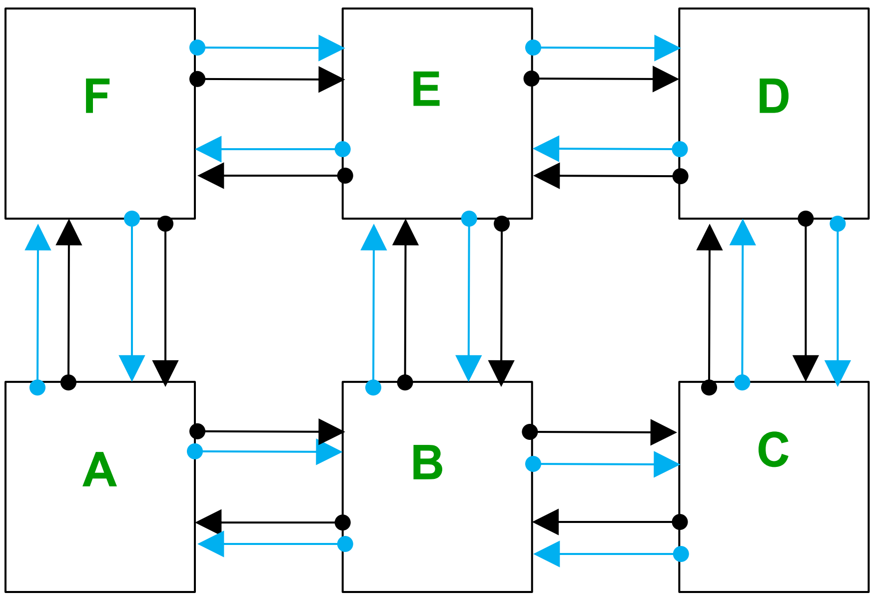
How can structural hazards be avoided?

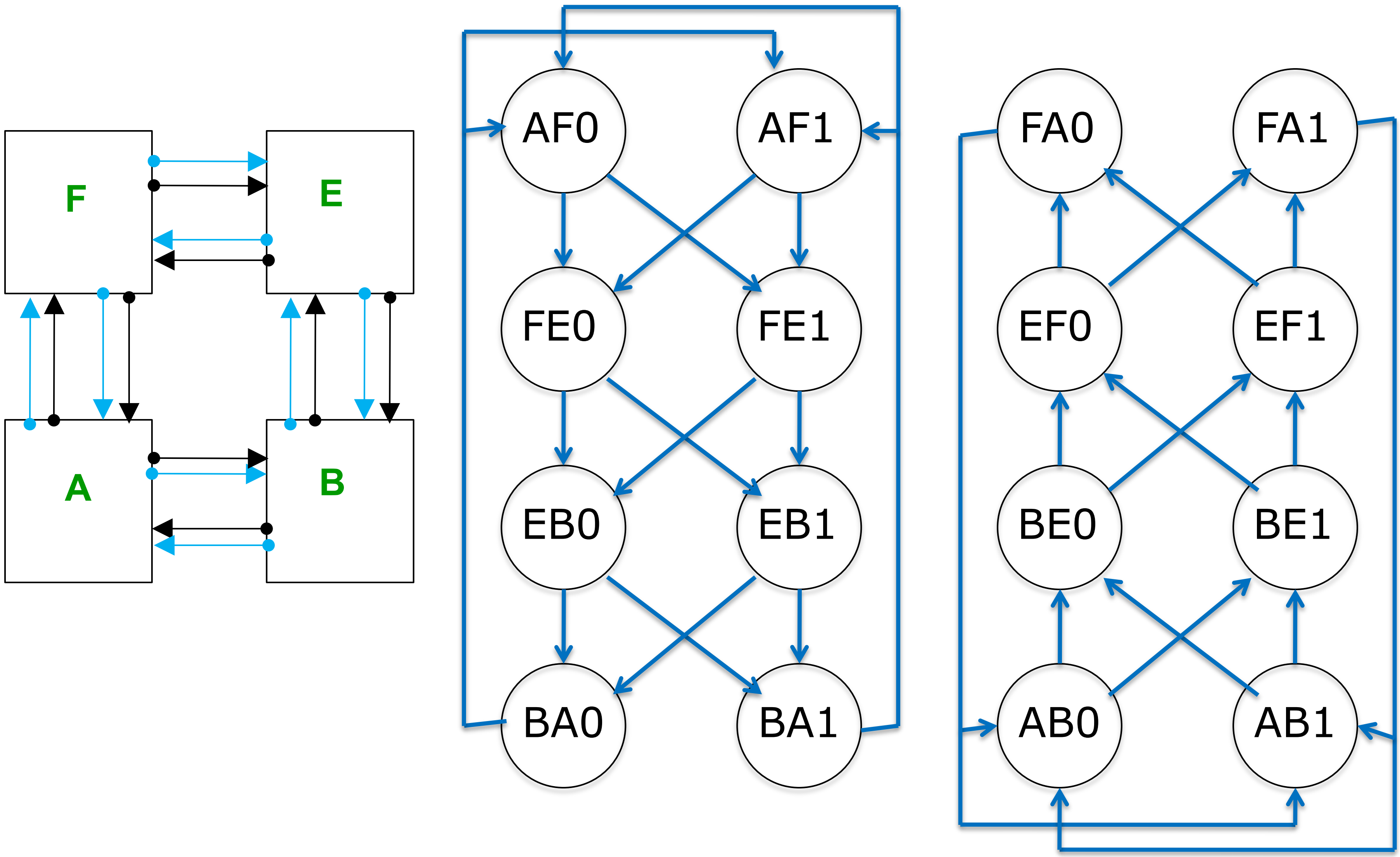
Adding more resources

Virtual Channels

- Virtual channels can be used to avoid deadlock by restricting VC allocation

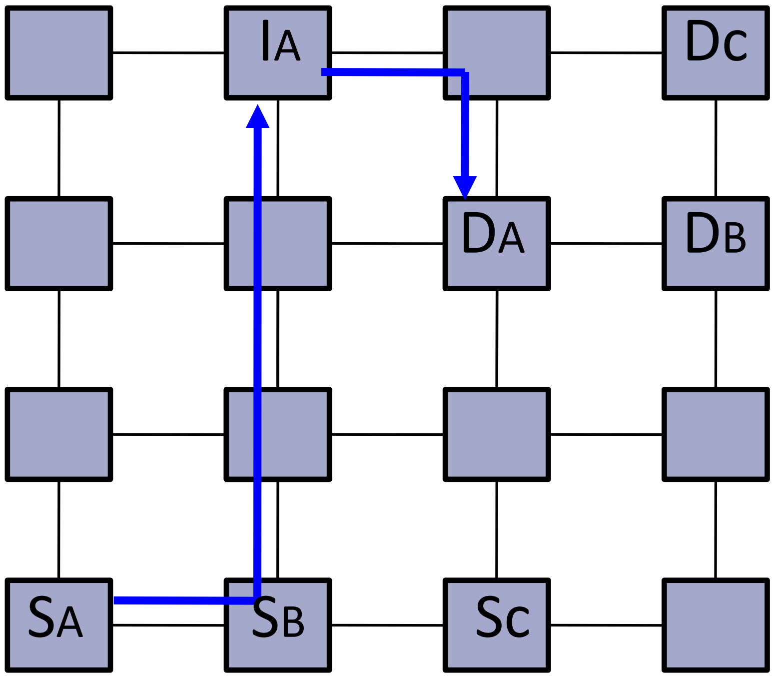


CDG and Virtual Channels



Randomized Routing: Valiant

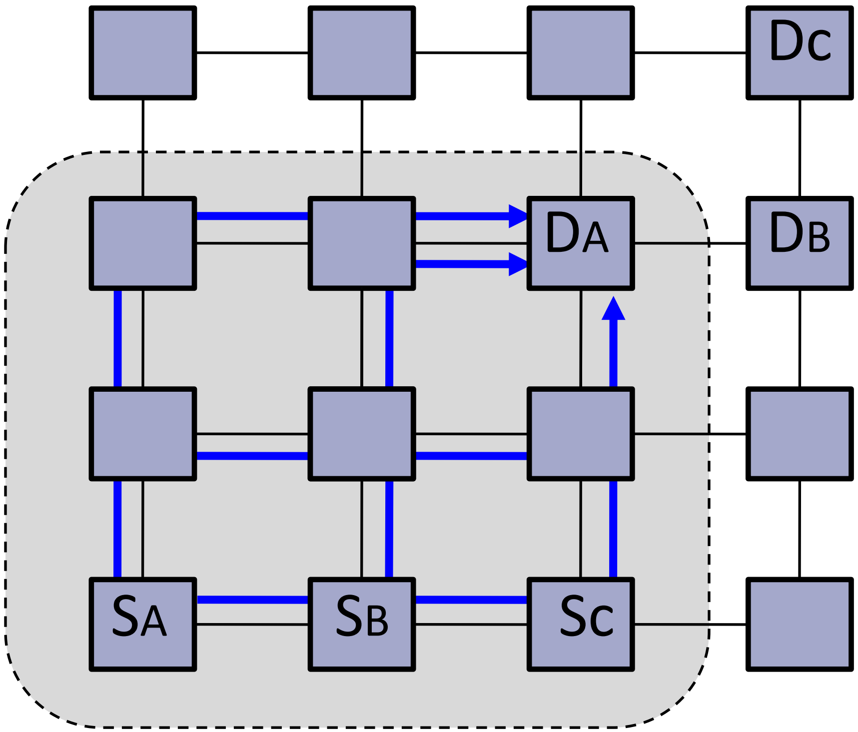
- Route each packet through a randomly chosen intermediate node



A packet, going from node SA to node DA, is first routed from SA to a randomly chosen intermediate node IA, before going from IA to final destination DA.

It helps load-balance the network and has a good worst-case performance at the expense of locality.

ROMM: Randomized, Oblivious Multi-phase Minimal Routing



To retain locality, choose intermediate node in the minimal quadrant

Equivalent to randomly selecting among the various minimal paths from source to destination

Thank you!

Next Lecture: Memory Consistency Models