

On-Chip Networks II: Router Microarchitecture & Routing

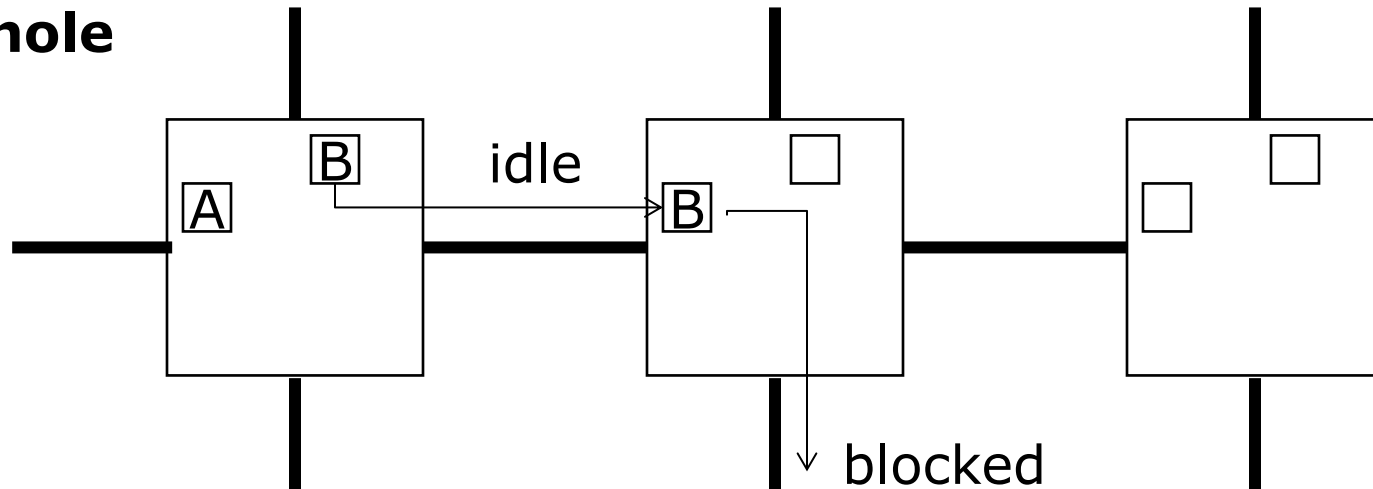
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Recap: Wormhole Flow Control

- 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

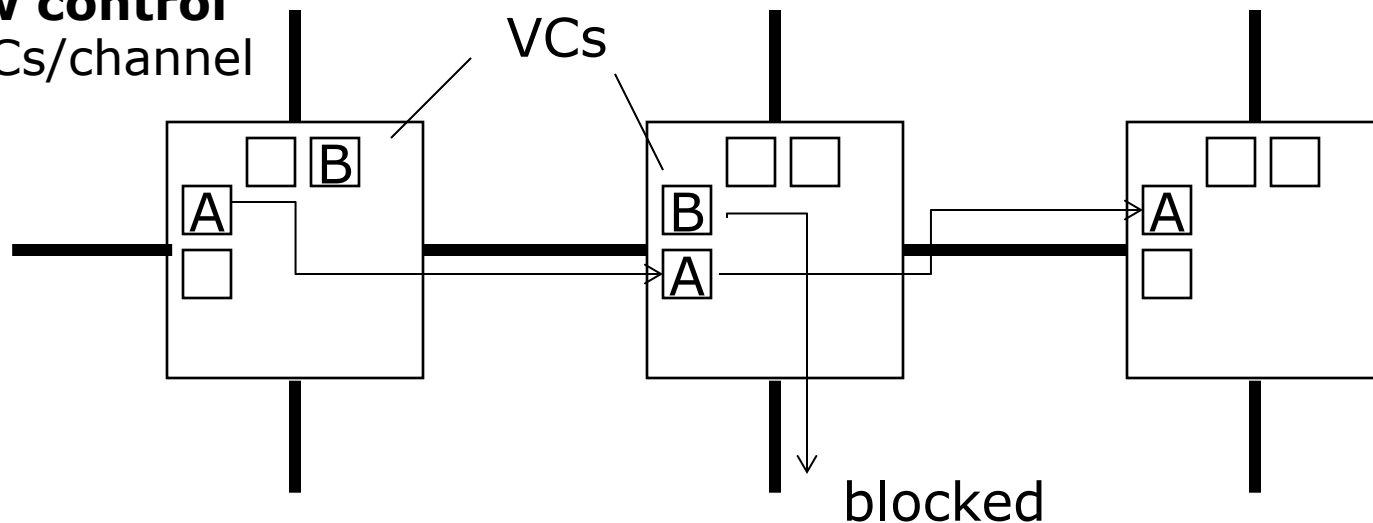
Wormhole



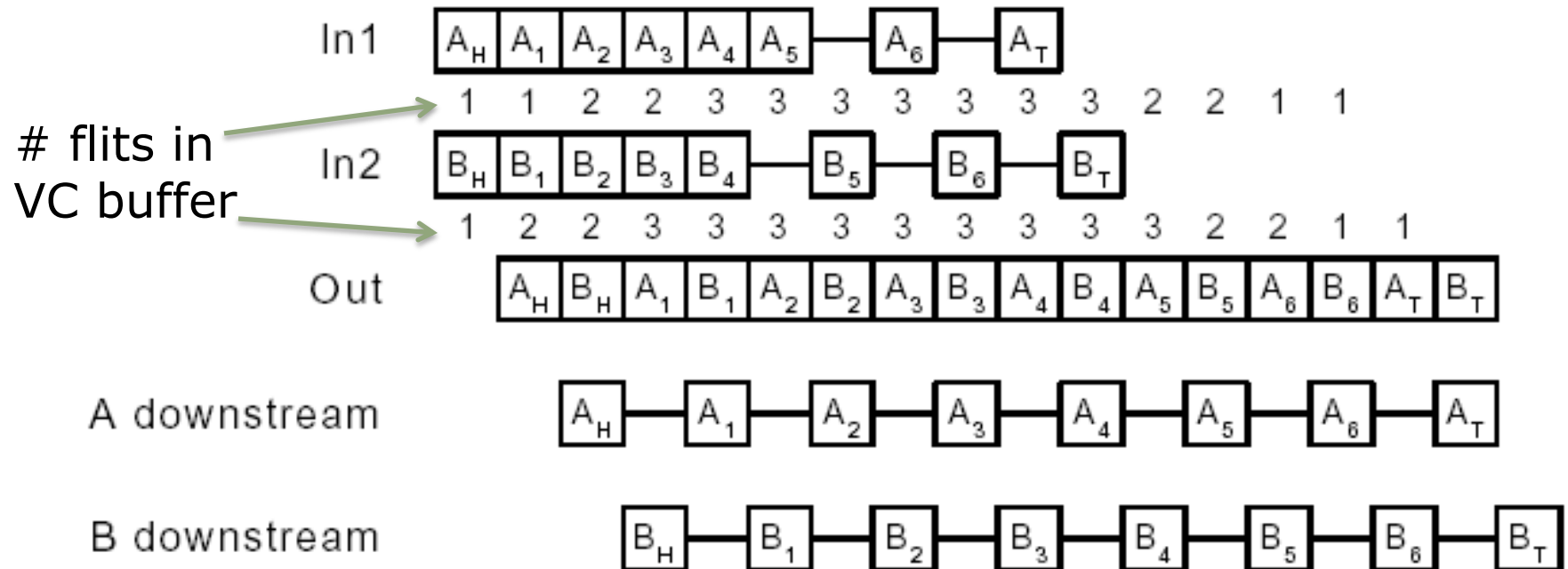
Recap: Virtual-Channel Flow Control

- When a packet blocks, instead of holding on to channel, hold on to **virtual channel**
- Virtual channel (VC) = 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



Time-Space View: Virtual-Channel

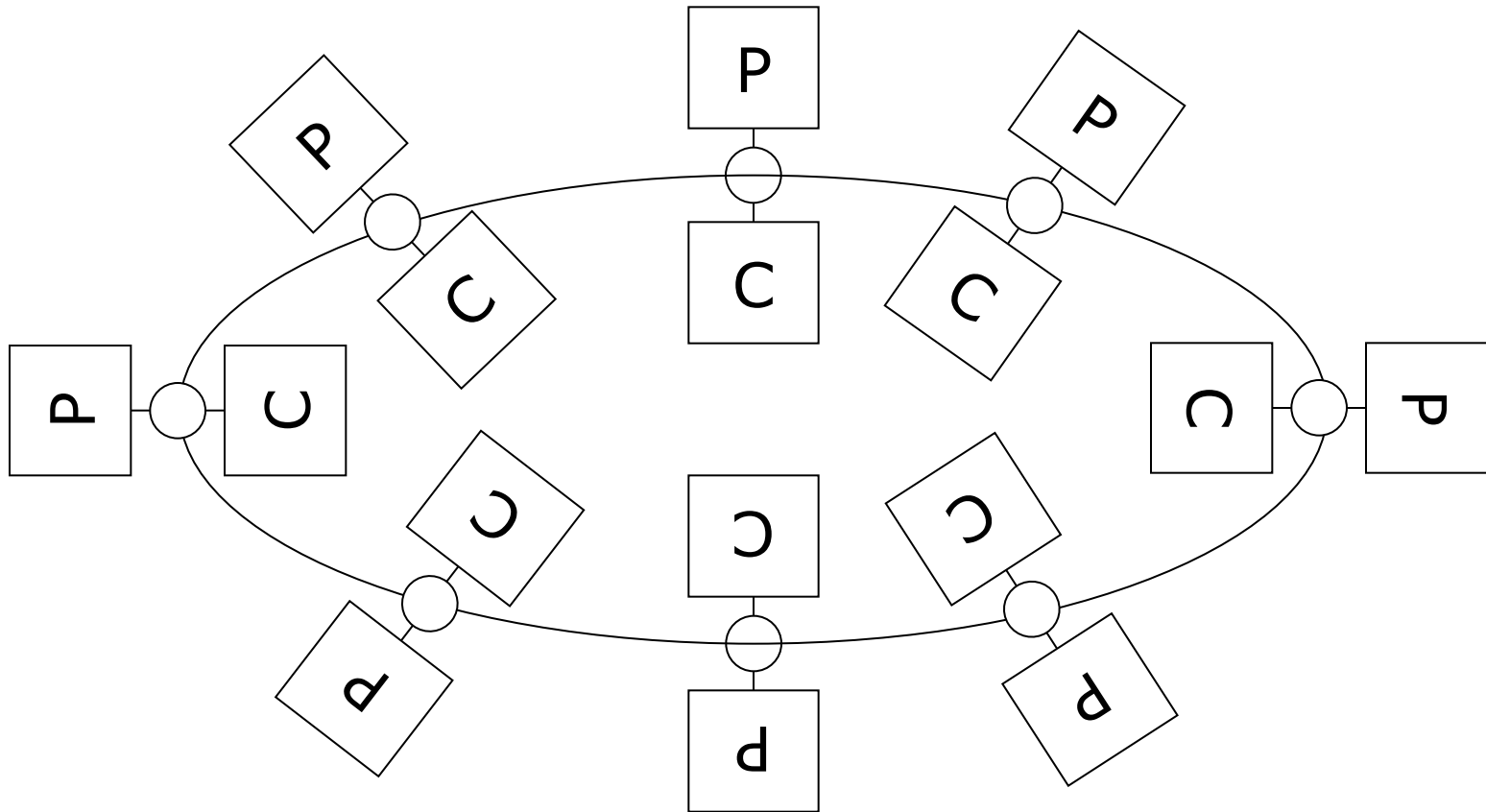


Interconnection Network Architecture

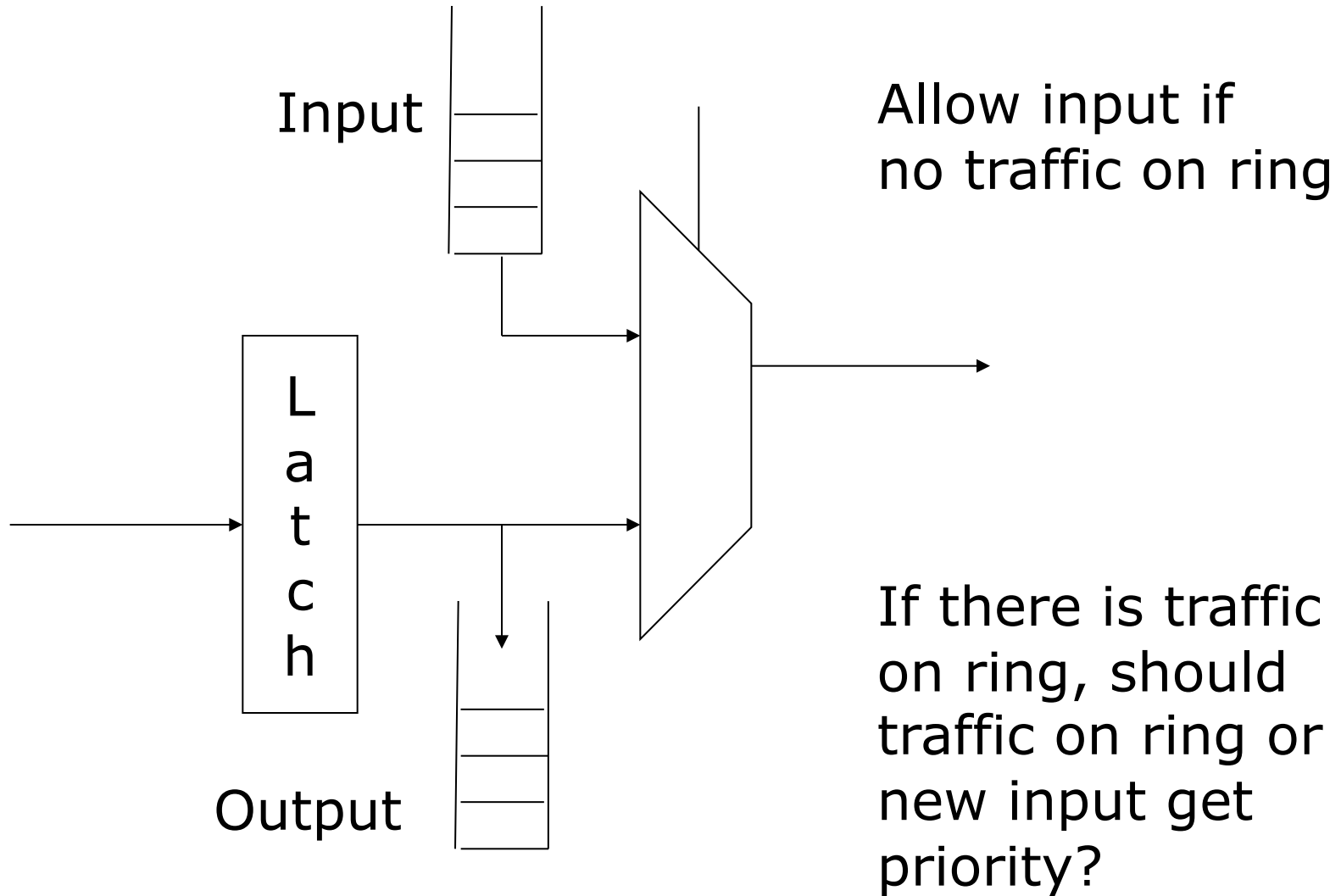
- *Topology*: How to connect the nodes up? (processors, memories, router line cards, ...)
- *Routing*: Which path should a message take?
- *Flow control*: How is the message actually forwarded from source to destination?
- *Router microarchitecture*: How to build the routers?
- *Link microarchitecture*: How to build the links?

Router Microarchitecture

Ring-based Interconnect



Ring Stop



Ring Flow Control: Priorities



Rotary Rule – traffic in ring has priority

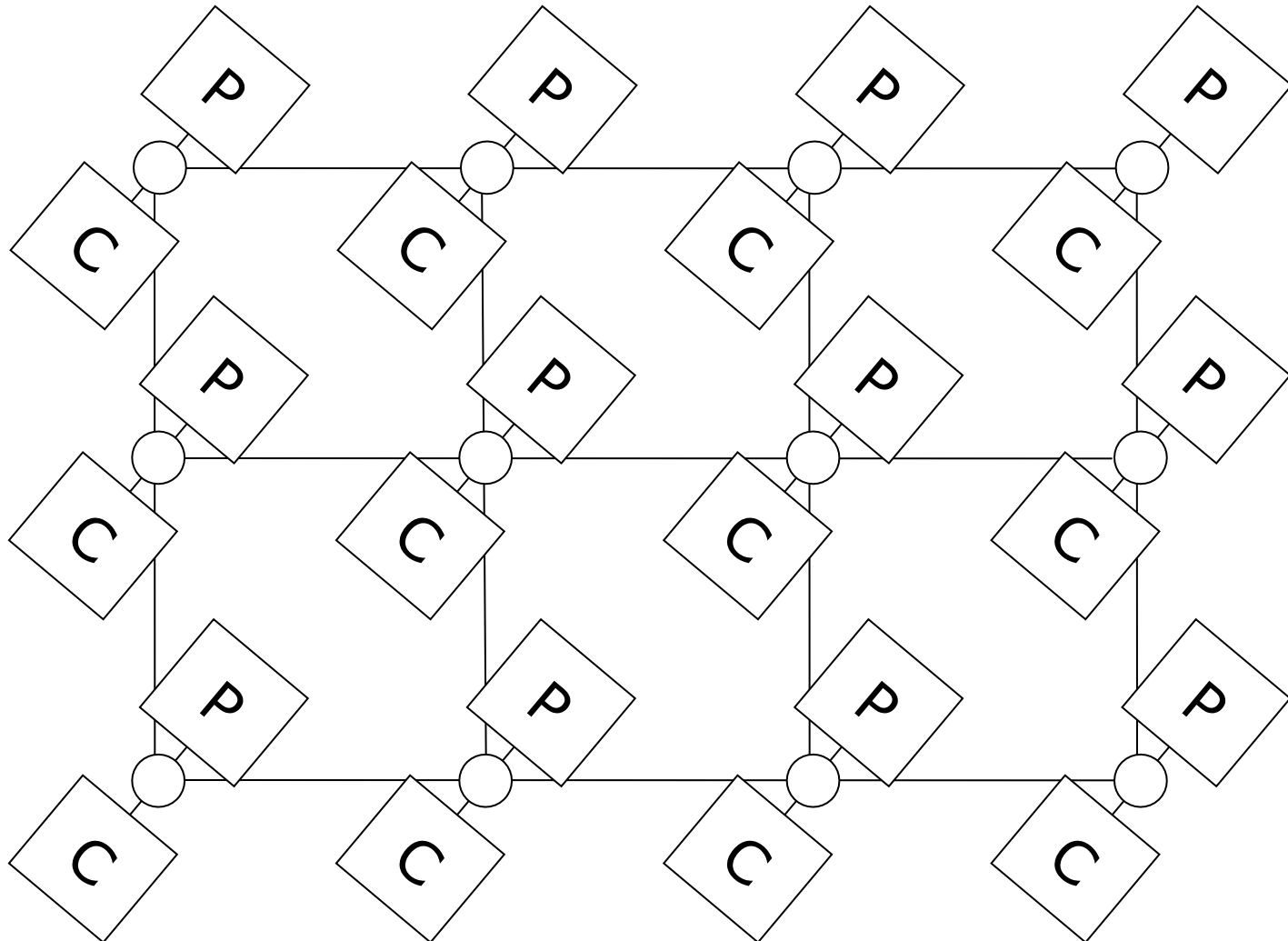
Ring Flow Control: Bounces

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

Traffic on ring no longer FIFO

General Interconnect

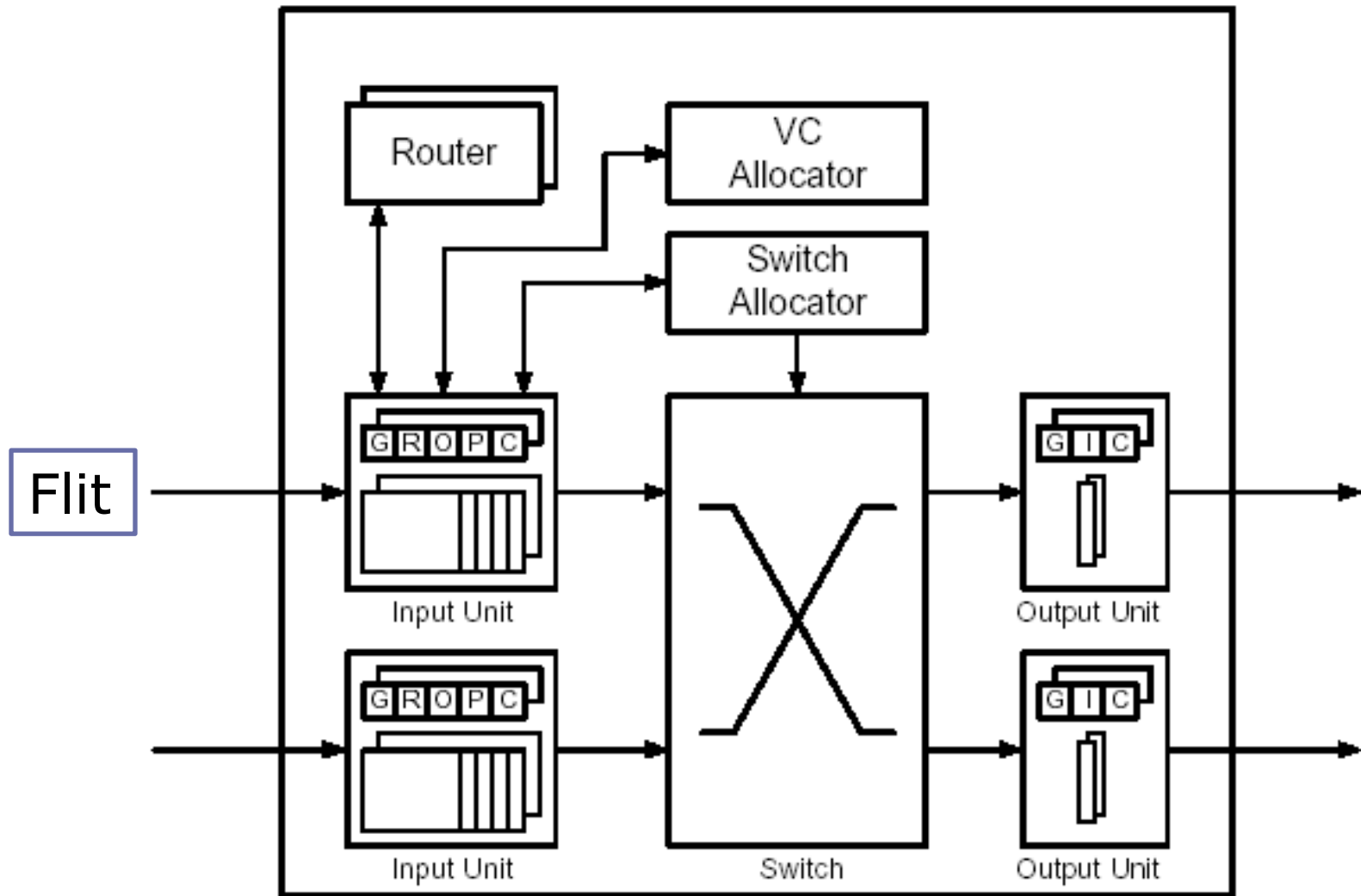
Tilera, Knights Landing...



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

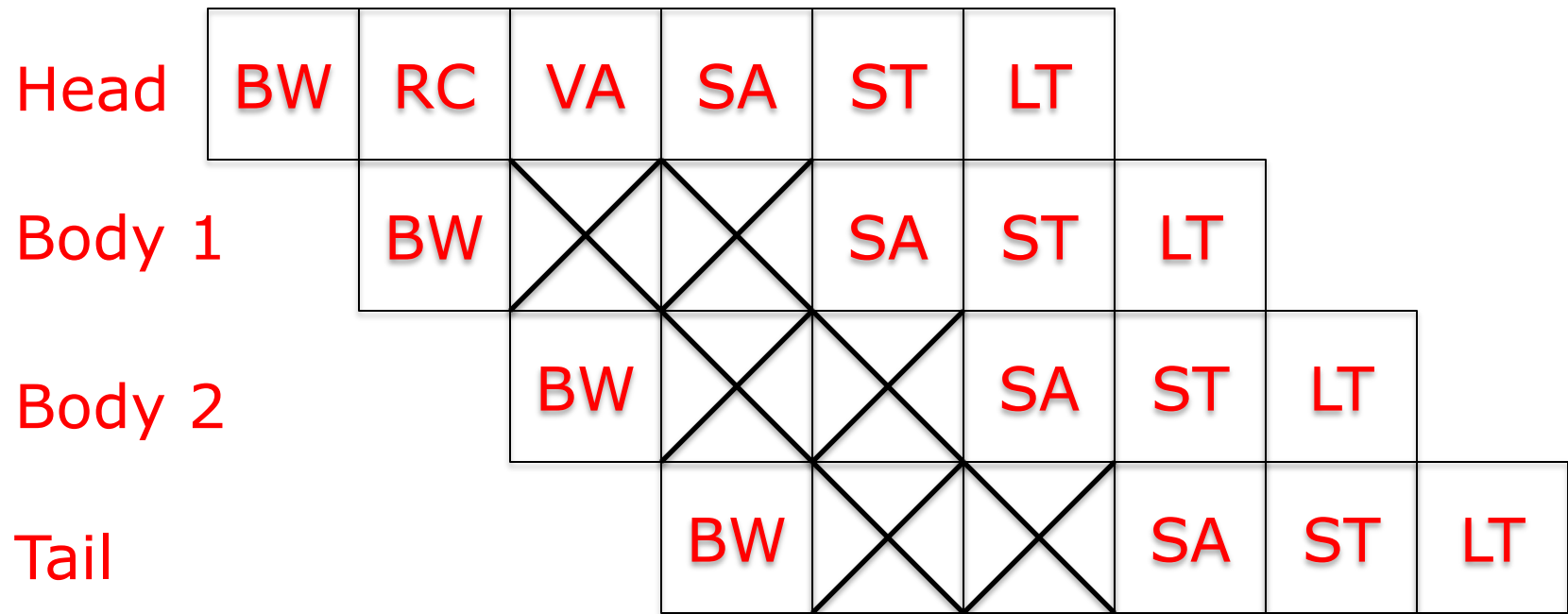
Virtual-channel Router



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

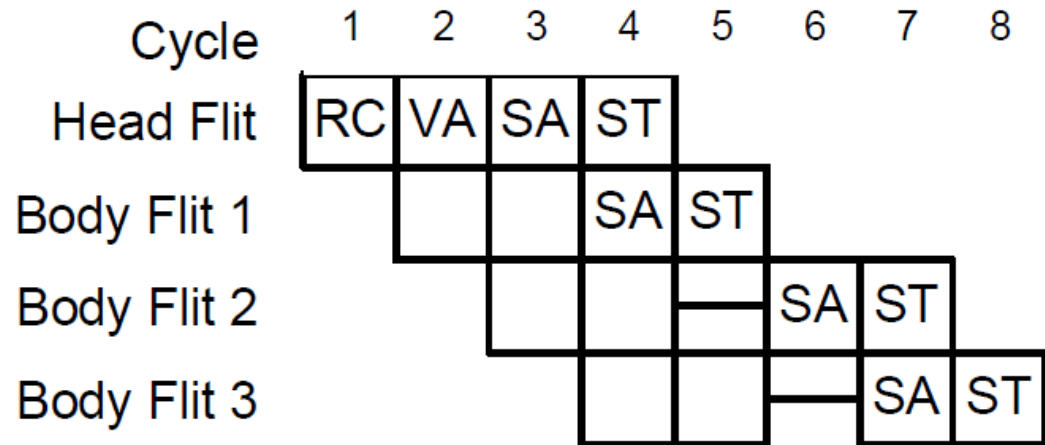
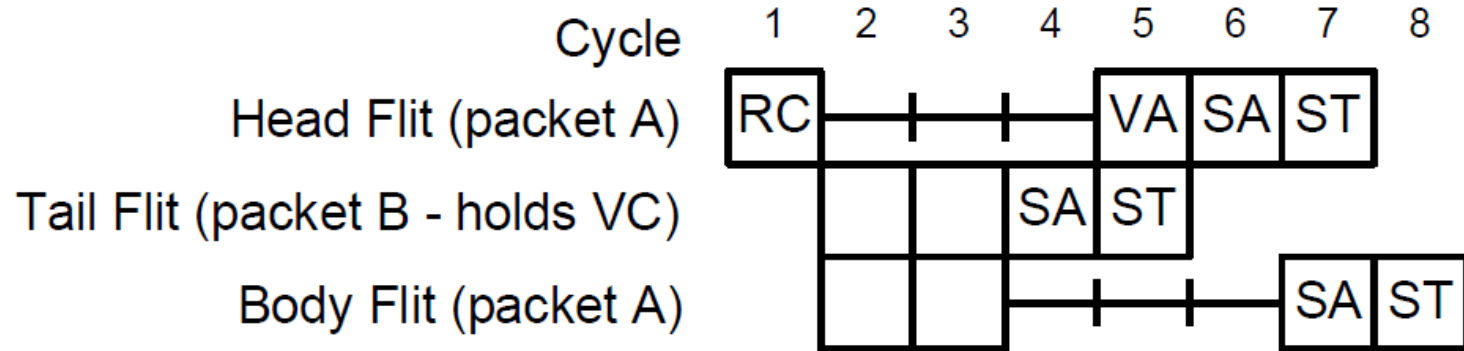


- Route computation performed once per packet
- Virtual channel allocated once per packet
- Body and tail flits inherit this info from head flit

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
- What happens if allocation fails on a given cycle?

VC & Switch Allocation Stalls



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

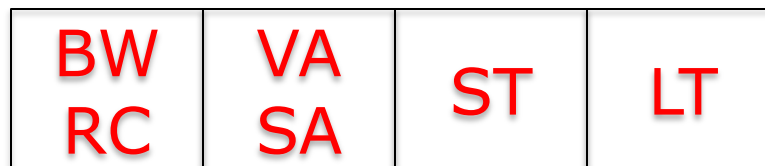
- At current router, perform route computation for next router



- 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



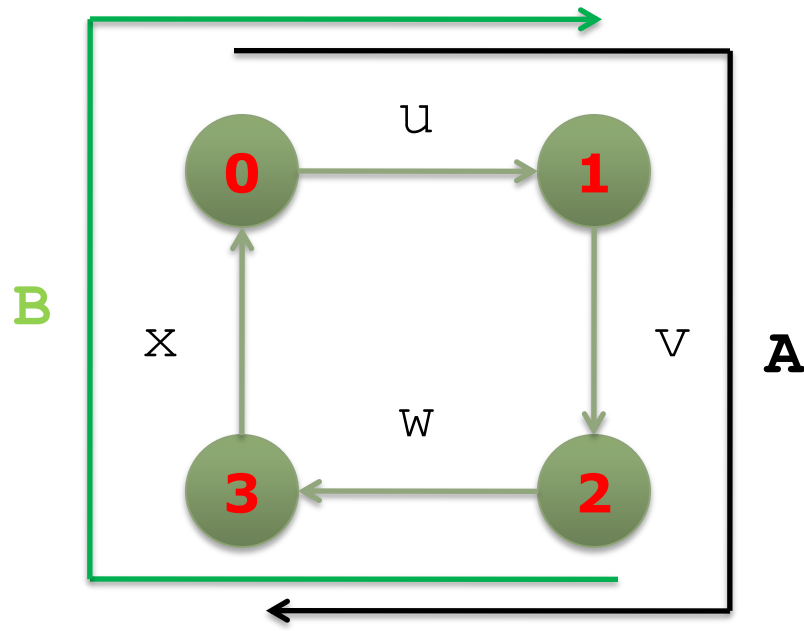
- If VA unsuccessful (no virtual channel returned)
 - Must repeat VA/SA in next cycle
- Prioritize non-speculative SA requests

Routing

Properties of Routing Algorithms

- Deterministic/Oblivious
 - route determined by (source, dest),
 - not intermediate 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

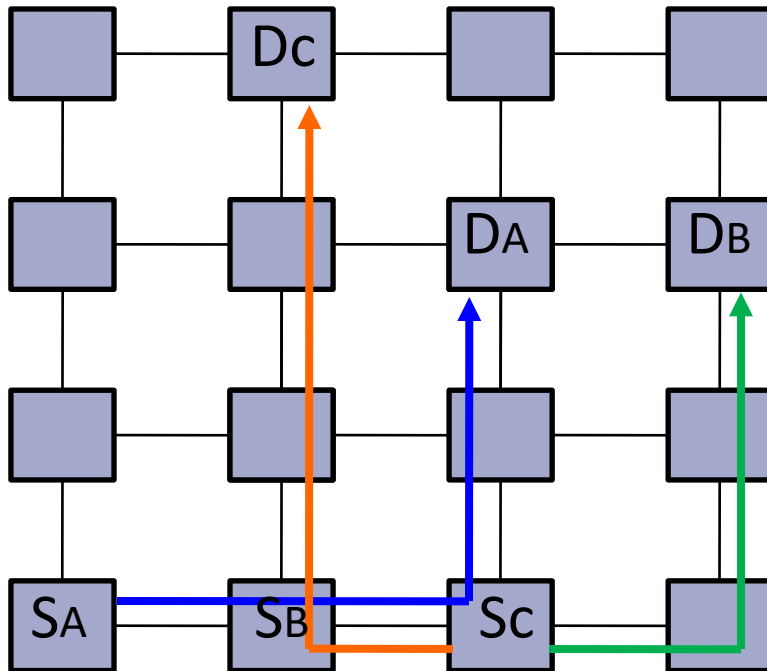
Network Deadlock



- Flow A holds $\underline{u}$ and $\underline{v}$ but cannot make progress until it acquires channel $\underline{w}$
- Flow B holds channels $\underline{w}$ and $\underline{x}$ but cannot make progress until it acquires channel $\underline{u}$

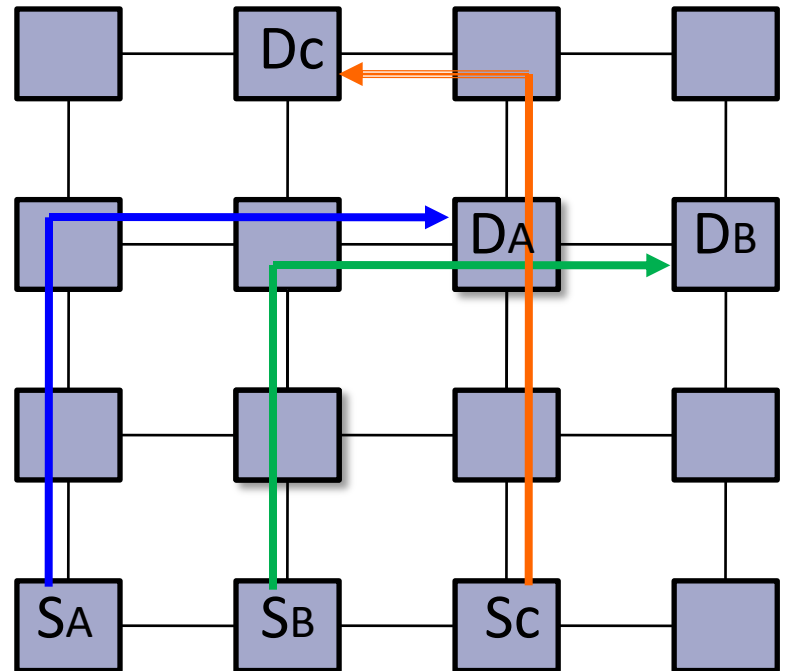
Dimension-Order Routing

XY-order



Uses 2 out of 4 turns

YX-order



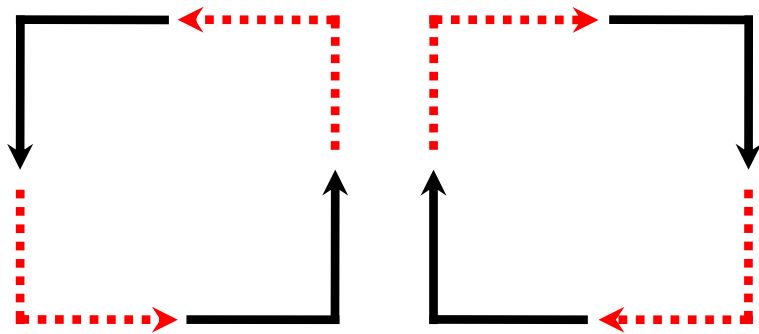
Uses 2 out of 4 turns

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

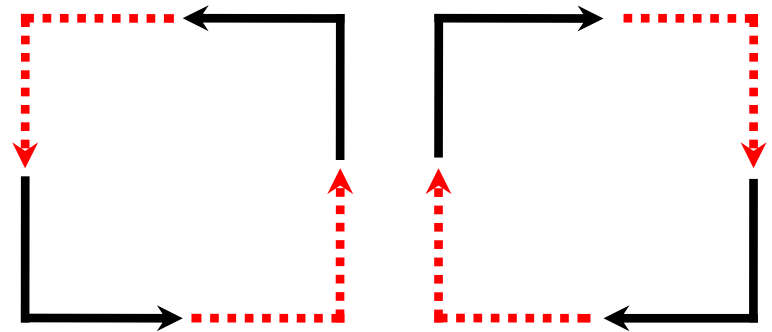
No!

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



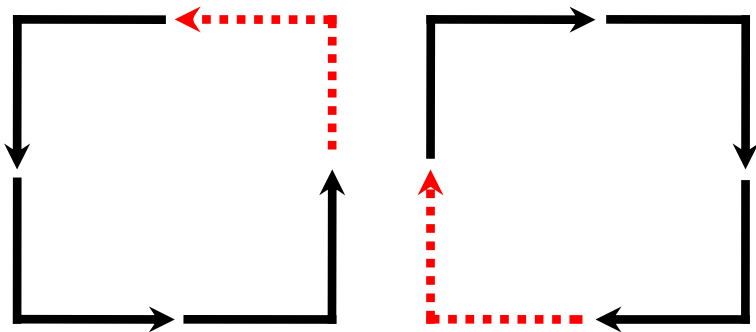
XY Model



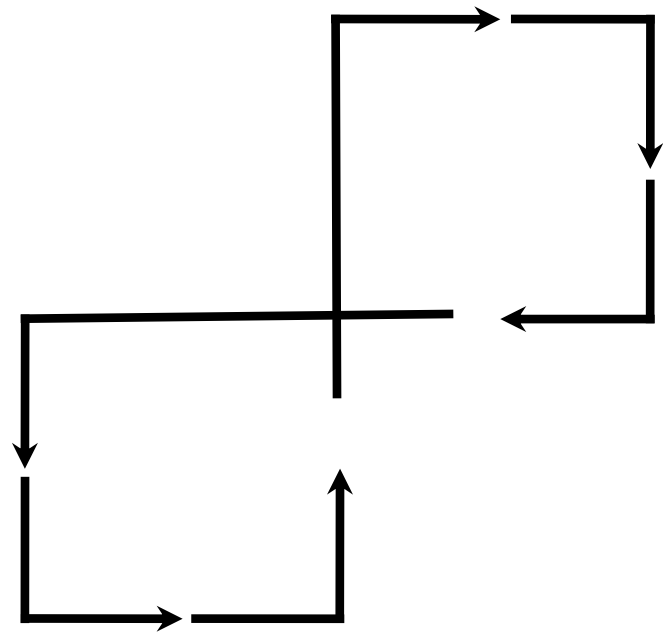
YX Model

Allowing more turns

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

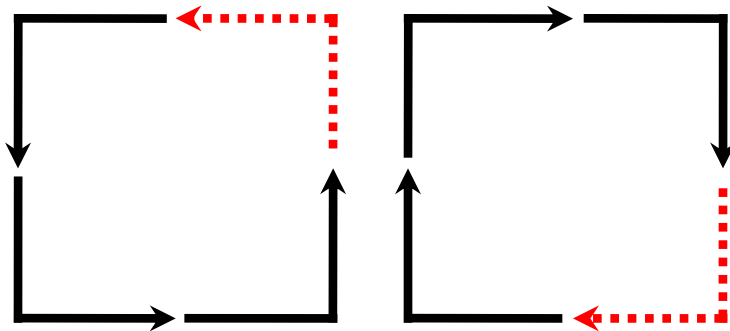


Six turn model

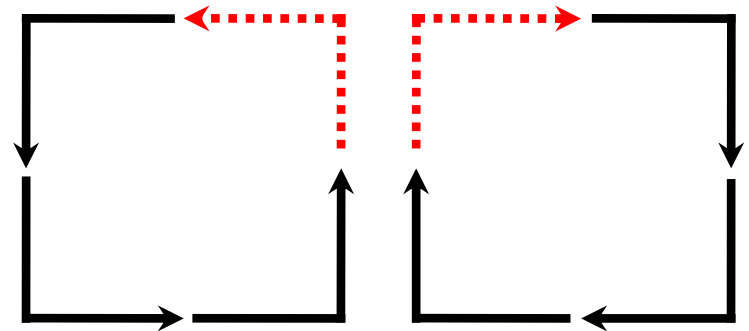


Turn Model [Glass and Ni, 1994]

- 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

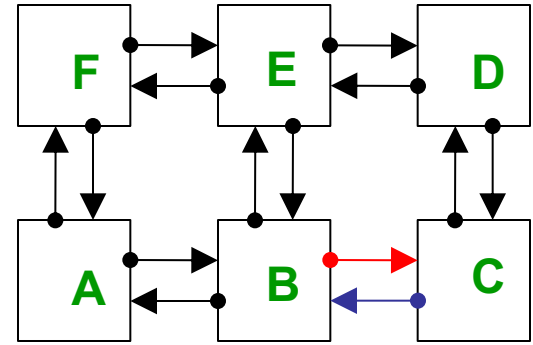


North-Last Turn Model

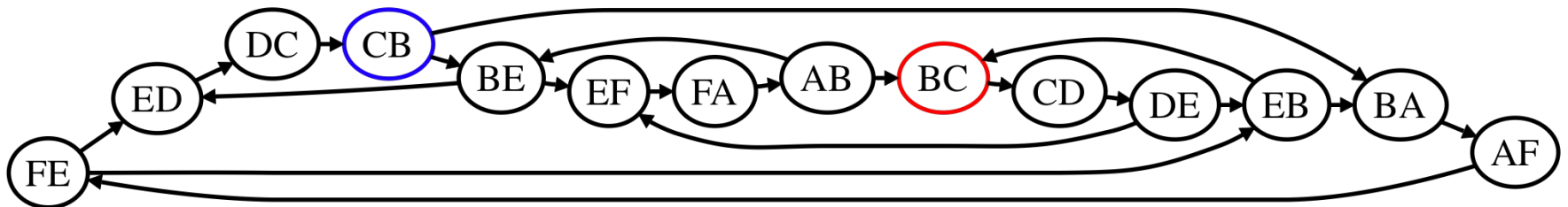
2-D Mesh and CDG

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

Vertices in the CDG represent network *links*

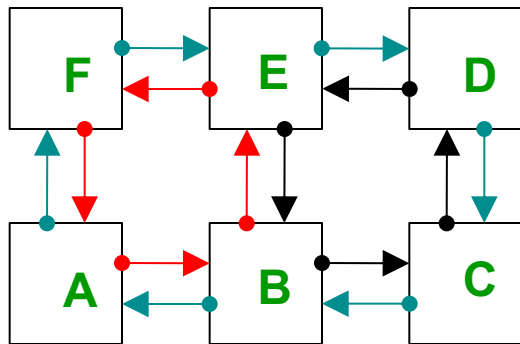
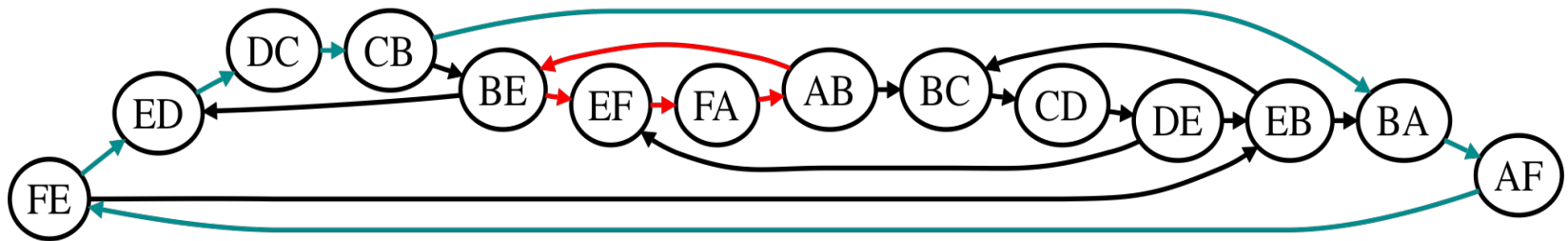


Disallowing
180° turns, e.g.,
 $AB \rightarrow BA$



Cycles in CDG

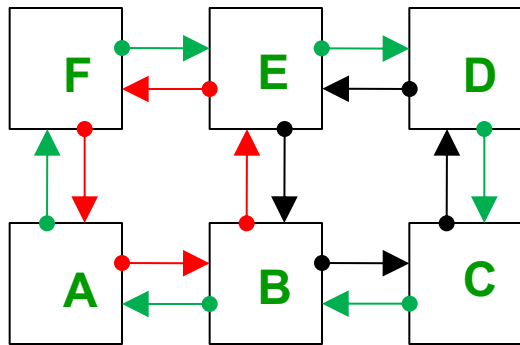
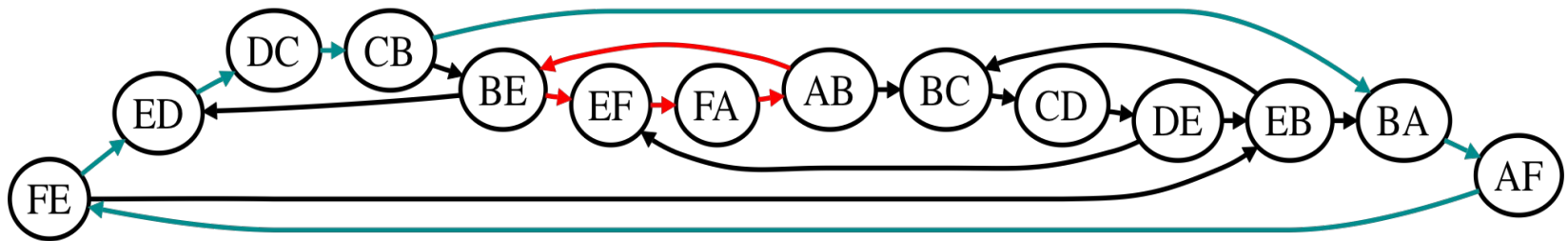
The channel dependency graph D derived from the network topology may contain many [cycles](#)



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 there will be no possibility of deadlock!

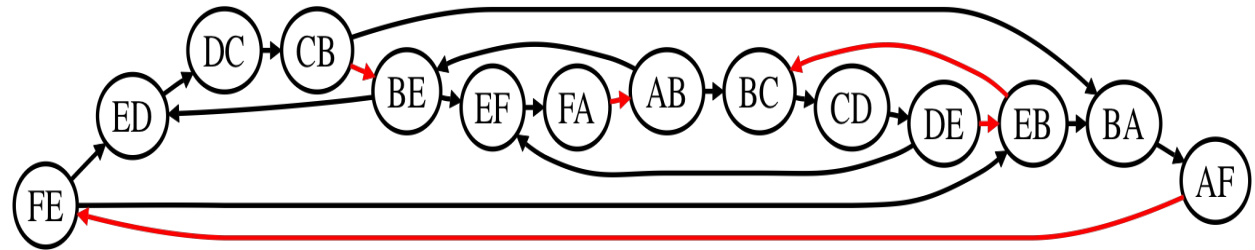
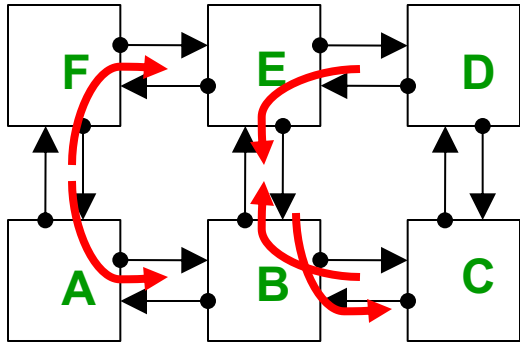


Disallow/Delete certain edges in CDG

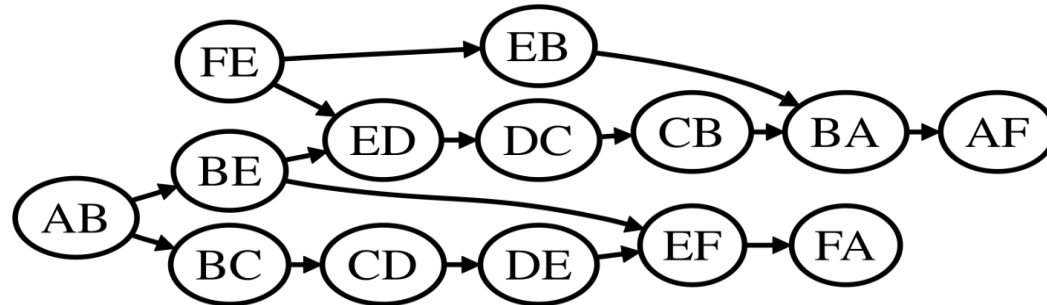
Edges in CDG correspond to turns in network!

Acyclic CDG $\rightarrow$ Deadlock-free routes

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

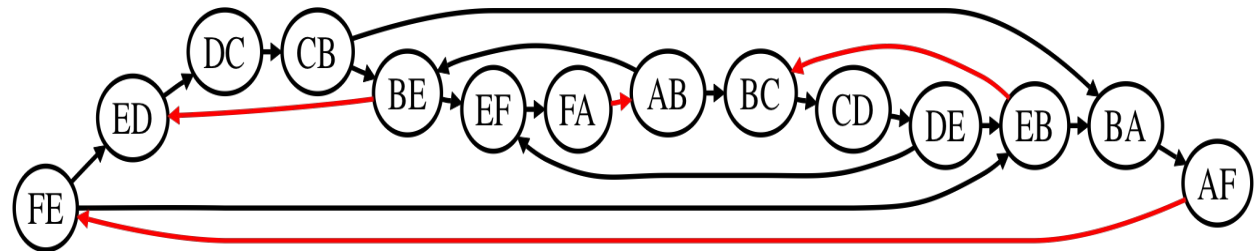
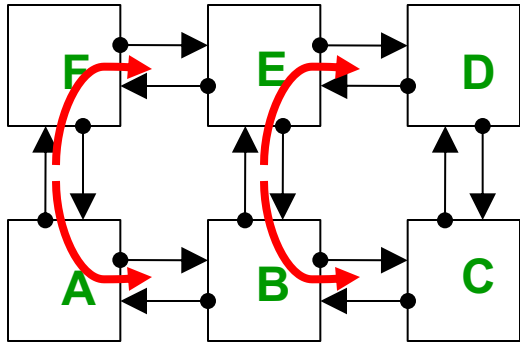


**Ad-hoc Acyclic
CDG**

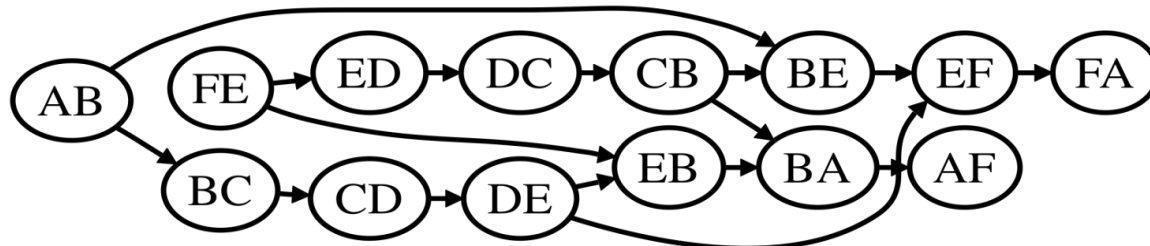


West-first → Deadlock-free routes

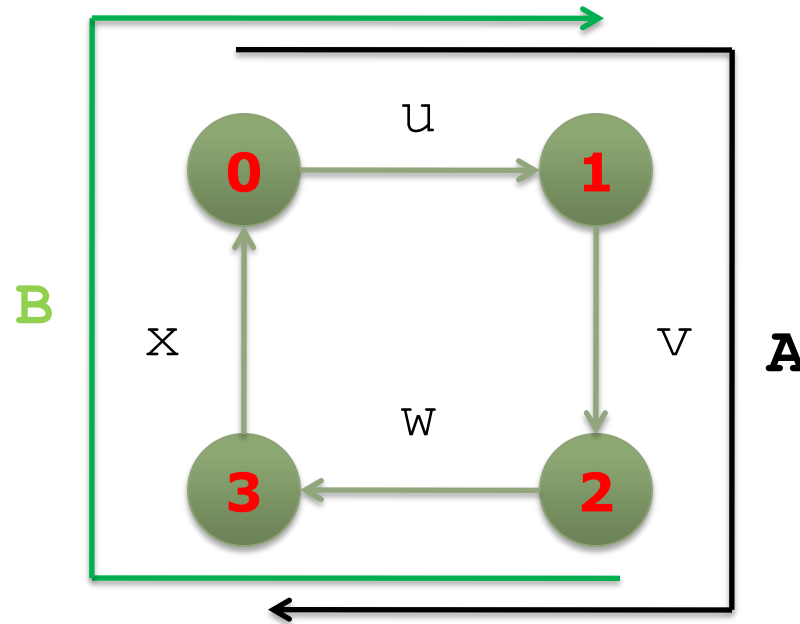
Per the West-First
prohibited turns, all the
edges in red are deleted



**West-First
Acyclic
CDG**



Resource Conflicts $\rightarrow$ Deadlock



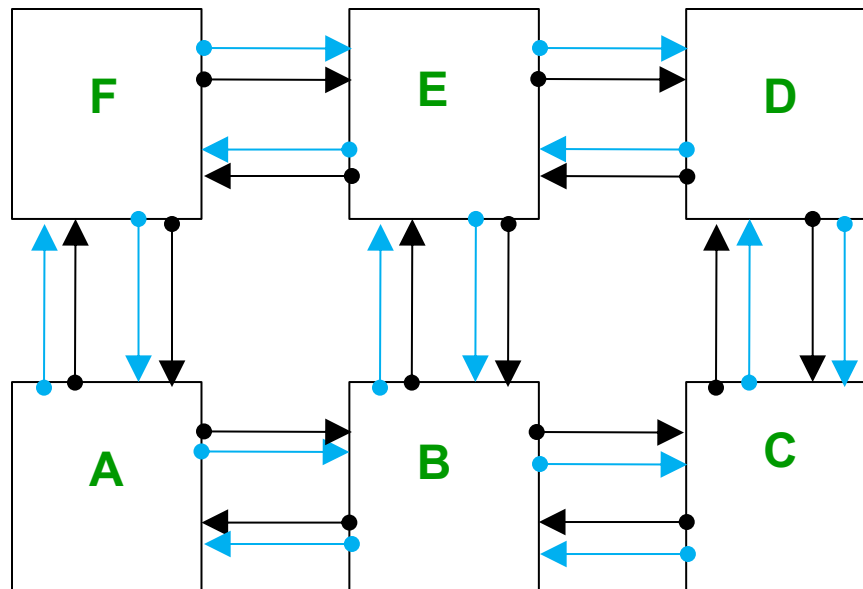
Routing deadlocks in wormhole routing result from Structural hazard at router resources, e.g., buffers.

How can structural hazards be avoided?

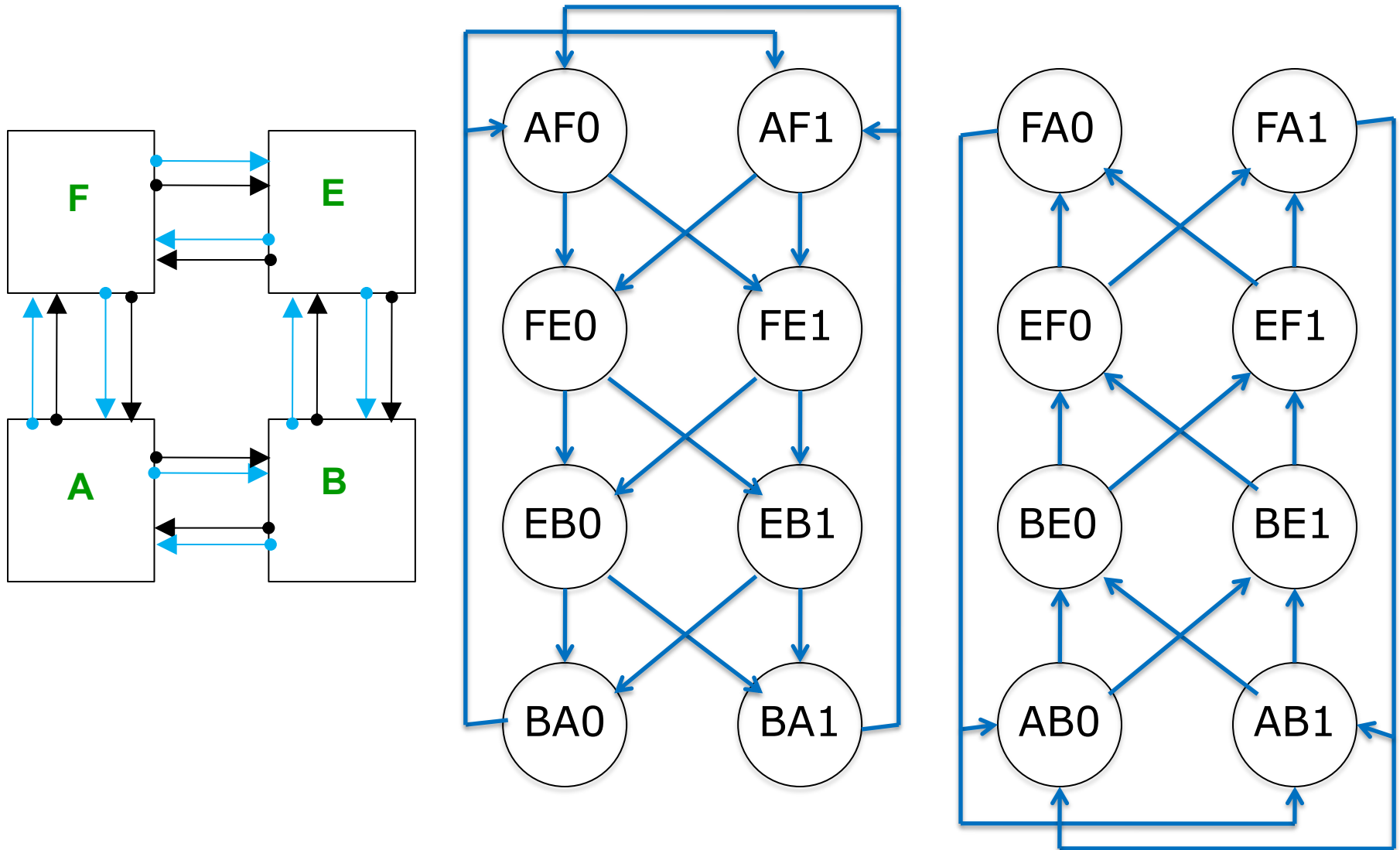
Adding more resources

Virtual Channels

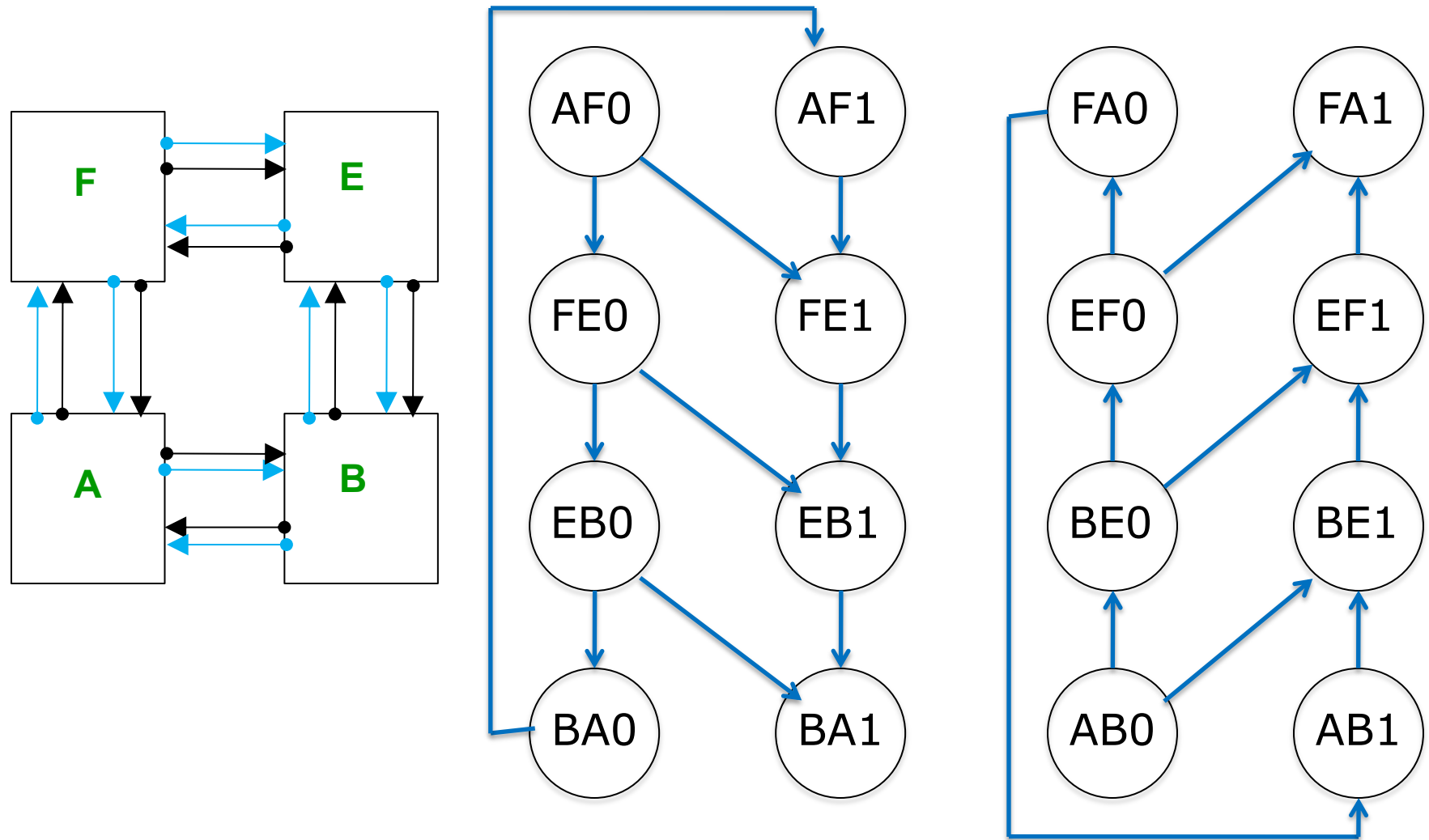
- Virtual channels can be used to avoid deadlock by restricting VC allocation



CDG and Virtual Channels

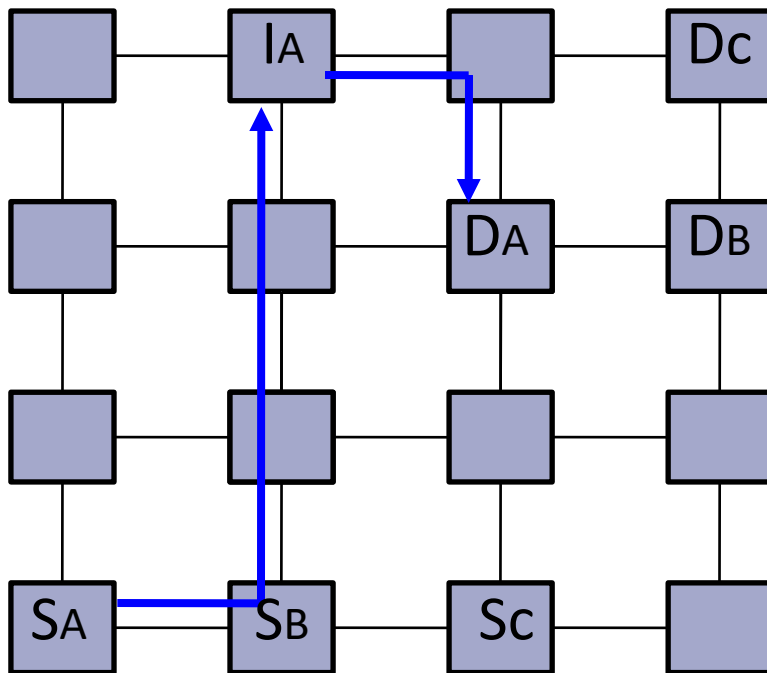


CDG and Virtual Channels



Randomized Routing: Valiant

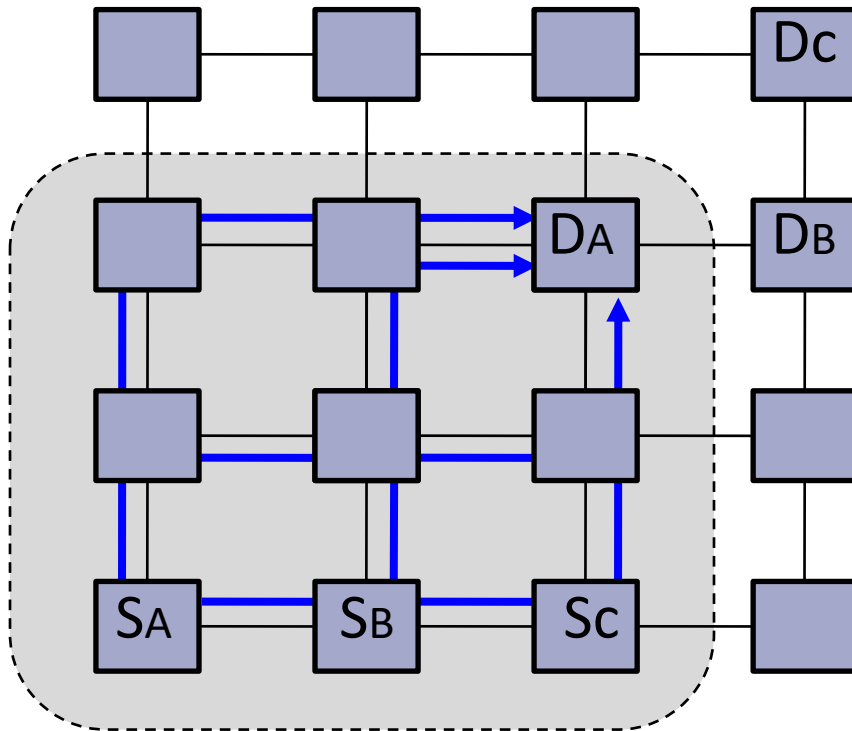
- Route each packet through a randomly chosen intermediate node



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: VLIW