Computing Routes and Delay Bounds for the Network-on-Chip of the Kalray MPPA2 Processor

4th Workshop on Network Calculus (WoNeCa-4)

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etour sur innovation

The MMPA processor and its NoC

From NoC to network calculus Network calculus modelling Network calculus computation

Experiments



Introduction

- application of Deterministic Network Calculus to a real NoC
- results presented in [2]
- slides have been presented at ERTSS 2018
- new slides done for WoNeCa
- augmented with on-going works (no peer review, done at airport during connection...)

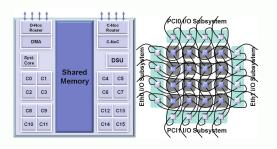
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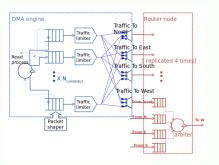
Kalray architecture



- A 256-cores chip [4]
- torus topology
- 16 tiles
- 16 "simple" cores per tile



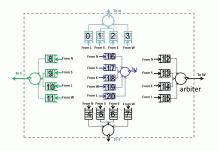
Kalray Network Adapter



- 8 channels [4]
- explicit communications
- per channel traffic limiter (token-bucket)
- ⇒ HW support for latency computation



Kalray Network router



- virtual cut-through forwarding
- round-robin arbitration
- buffers large enough to store several messages
- wormhole switching ⇒ back pressure in case of buffer overflow
- link throughput: one flit per cycle



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Why the NoC fits NC

- assume static routing
- static number of flows
- traffic limiter ⇒ token-bucket arrival curve
- round-robin arbiter ⇒ RR residual service
- avoid buffer overflow ⇒ no wormhole back-pressure
 - how to avoid buffer overflow ?



Why the NoC fits NC

- assume static routing
- static number of flows
- traffic limiter ⇒ token-bucket arrival curve
- round-robin arbiter ⇒ RR residual service
- avoid buffer overflow ⇒ no wormhole back-pressure
 - how to avoid buffer overflow ?
 - reduces load (burst and rate of token-bucket)

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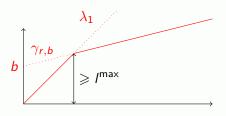
Experiments



Flow modelling

Obvious:

- traffic limiter is token-bucket shaper \Rightarrow arrival curve $\gamma_{r,b}$
- output link has maximal capacity of one flit per cycle \Rightarrow arrival curve λ_1
- take minimum of both
- Rq: burst must be sufficient to send one packet





Router modelling: principles

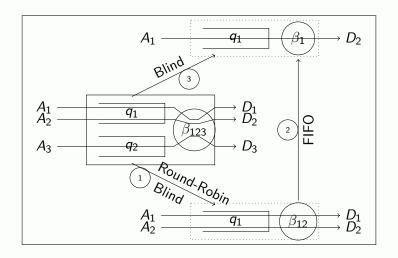
- Round-Robin betwen queues
- FIFO between flows in the same queue
- but FIFO/RR can be approximated per blind arbiter also

Modeling principles

- Residual service per queue (RR or blind)
- FIFO per flow in queue
- or Blind per flow



Router modelling: full picture





Round Robin arbiter

Round-Robin residual service

$$\beta_{i}^{\mathsf{RR}} = \beta_{R_{i}, L_{\neq i}} \qquad L_{\neq i} = \sum_{j \neq i} L_{j}^{\mathsf{max}} \qquad R_{i} = \frac{I_{i}^{\mathsf{min}}}{I_{i}^{\mathsf{min}} + L_{\neq i}} \tag{1}$$

Blind multiplexing

$$\beta_i^{\mathsf{Blind}} = \left[\beta - \sum_{j \neq i} \alpha_j\right]_{\uparrow}^+ \tag{2}$$

ullet Depending on load, packet sizes, eta_i^{RR} and eta_i^{Blind} incomparable

FIFO results

local global delay (TFA-like)

$$\beta_i^{g-\mathsf{FIFO}} = \delta_d$$
 $d = d \left(\sum_{i=1}^n \alpha_i, \beta \right)$

• the θ result: for all $\theta \geqslant 0$

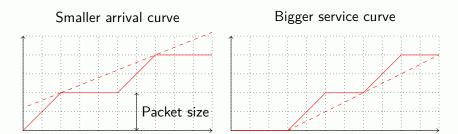
$$\beta_i^{\theta-\mathsf{FIFO}} = \left[\beta - \sum_{j \neq i} \alpha_j * \delta_\theta\right]_{\uparrow}^+ \wedge \delta_\theta$$

• the specific case of linear curves (token-bucket γ_{r_i,b_i} and rate-latency $\beta_{R,T}$)

$$\beta_i^{I-\mathsf{FIFO}} = \beta_{R_i, T_i} \quad R_i = R - \sum_{i \neq i} r_j \quad T_i = T + \frac{\sum_{j \neq i} b_j}{R} \quad (3)$$

LP: transformation into linear-programming problem, exact result

The specific case of constant size packets



Considering packets of constant size

- better arrival curves
- better service curves

On-going work, not presented in [2].



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A linear model

Principle:

- consider token-bucket arrival curves
- per queue residual service: either RR or blind residual service
- per queue residual service: FIFO result for linear curves
- per flow shaping
- delay by SFA algorithm

Resolution:

- a linear programming problem
- goals
 - chose routing
 - maximise per flow rate (while ensuring fairness)
 - avoid buffer overflow



Local delays

Assume that:

- routing is done
- flow parameters are set

Resolution: adaptation of an AFDX tool

- per queue residual service: either RR or blind residual service
- per flow residual service: the aggregate queue delay (TFA-like)
- per group link shaping
- with arrival and service curves
 - linear model
 - constant packet size enhancement, not presented in [2]



LP approach

Assume that:

- routing is done
- flow parameters are set

Resolution:

- per queue residual service: either RR or blind residual service computed from local delay tool
- per flow residual service: resolution by LP problem, exact solution
- interfering flow arrival curves: linear model, from local delay tool
- no shaping

On-going work, not presented in [2].



SFA approach

Assume that:

- routing is done
- flow parameters are set

Resolution: adaptation of an AFDX tool

- per queue q residual service: either RR or blind residual service β_q
- per flow residual service: $\beta^{\theta-\text{FIFO}}$ with $\theta = \sup\{t \mid \beta_q(t) = 0\}$
- constant packet size enhancement
- end-to-end convolution $\beta^{\text{NoC}} = \beta_{q_1}^{\theta-\text{FIFO}} * \beta_{q_2}^{\theta-\text{FIFO}} * \cdots * \beta_{q_n}^{\theta-\text{FIFO}}$ with $q_1, q_2 \dots q_n$ the sequence of crossed queues.

On-going work, not presented in [2].



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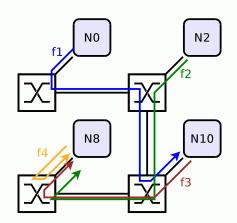
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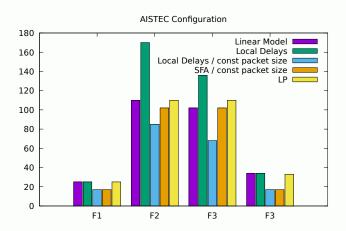
First experiment: test case

- Example from [3]
- Four flows f_1, \ldots, f_4
- Maximum packet size: 17flits



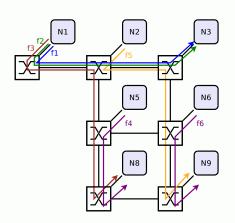


First experiment: Results



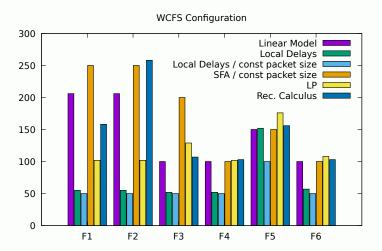
Second experiment: test case

- Example from [1]
- Six flows f_1, \ldots, f_4
- Maximum packet size: 50flits (unrealistic)
- Very small rate
- Comparaison with Recursive Calculus



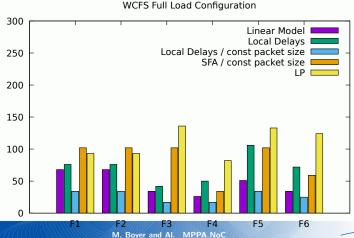


Second experiment: Results



Third experiment: Results

- Same as previous
- Except higher rate (full link use) and smaller bursts



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Conclusion

No clear conclusion can be done from only 3 examples with 4-6 flows, but...

- NoC can provide guaranteed service
- Modelling shaping is important
- Modelling packet size may improve
- More work still to be done



Bibliography I



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