

CS223 : Computer Architecture & Organization

Lecture 34 [29.04.2022]

Network on Chip – Routing & Flow Control

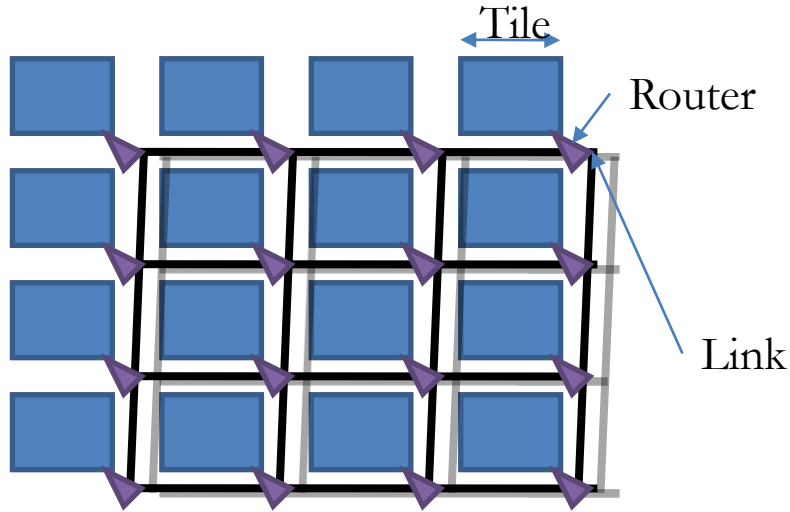


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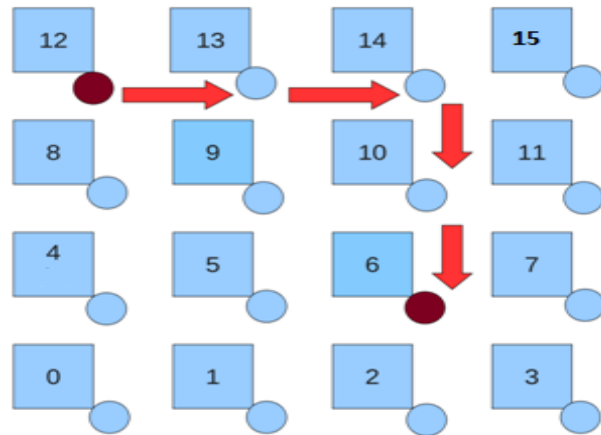
Building Blocks of NoC



- ❖ **Topology**
- ❖ **Routing**
- ❖ **Flow control**
- ❖ **Router micro-architecture**

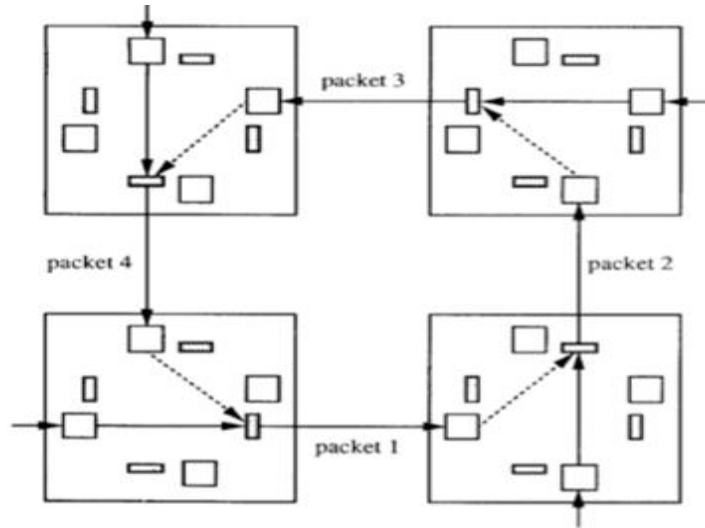
Deterministic Routing

- ❖ All packets between the same (source, dest) pair take the same path
- ❖ Dimension-order routing – Eg. XY routing
 - ❖ First traverse dimension X, then traverse dimension Y
 - ❖ Simple
 - ❖ Deadlock freedom
 - ❖ Could lead to high contention
 - ❖ Does not exploit path diversity



Deadlock

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

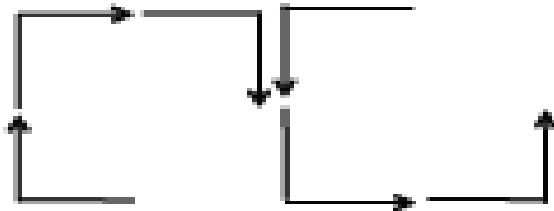
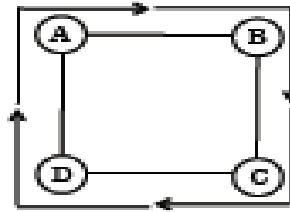


Handling Deadlock

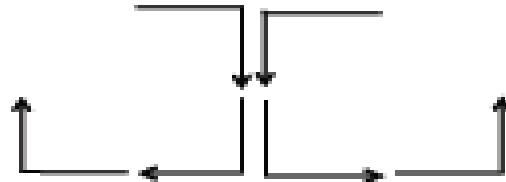
- ❖ Avoid cycles in routing - Dimension order routing cannot build a circular dependency
- ❖ Restrict the turns each packet can take
- ❖ Avoid deadlock by adding more buffering (escape paths)
- ❖ Detect and break deadlock by preemption of buffers

Turn Model to Avoid Deadlock

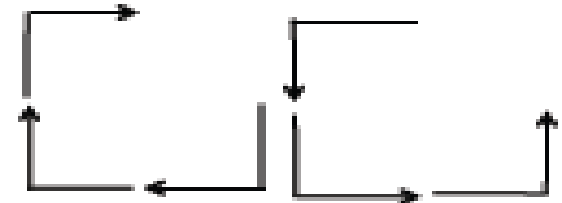
- ❖ Analyze directions in which packets can turn in the network
- ❖ Determine turns the can form cycles
- ❖ Prohibit just enough turns to break possible cycles



West First Turns

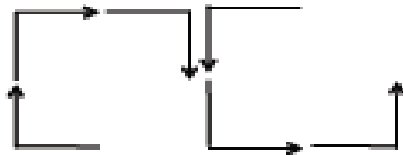


North Last Turns

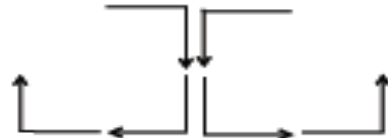


Negative First Turns

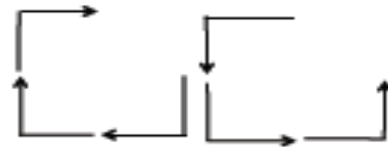
Turn Model to Avoid Deadlock



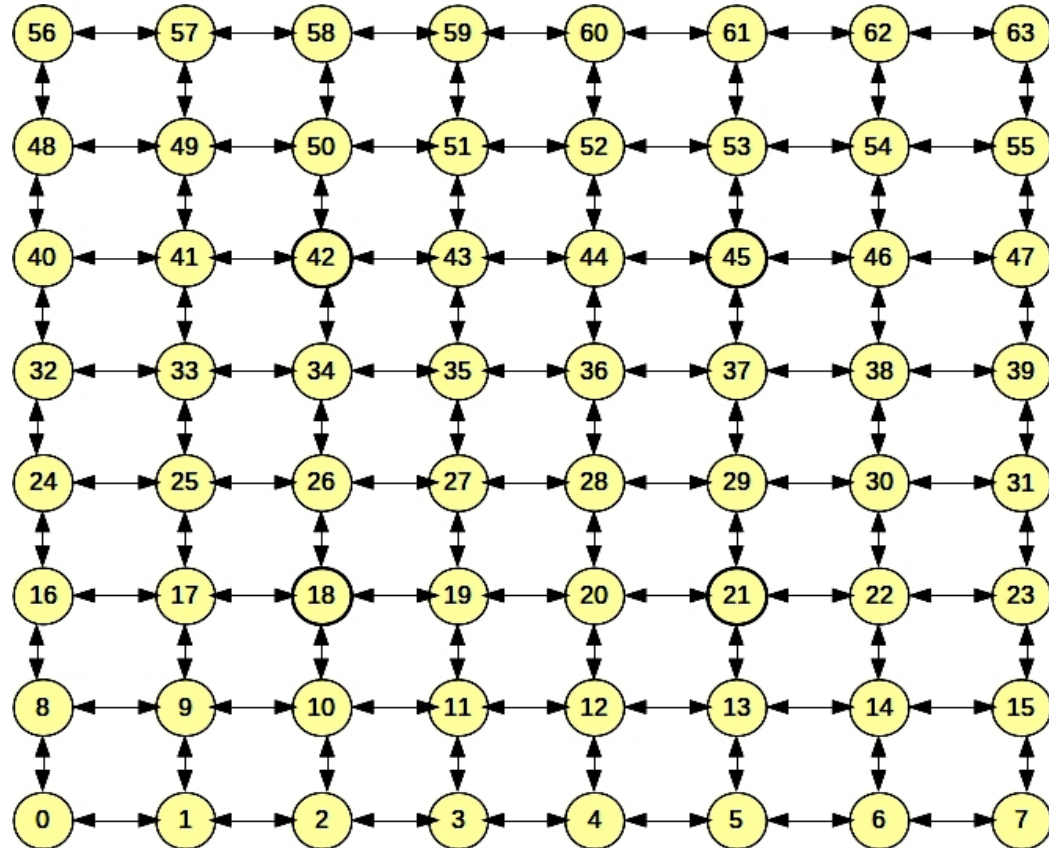
West First Turns



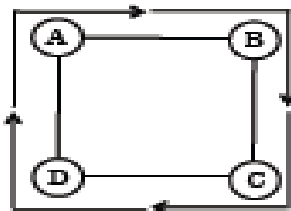
North Last Turns



Negative First Turns

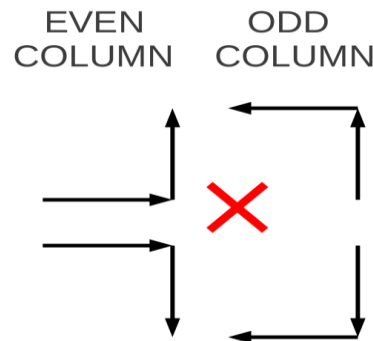
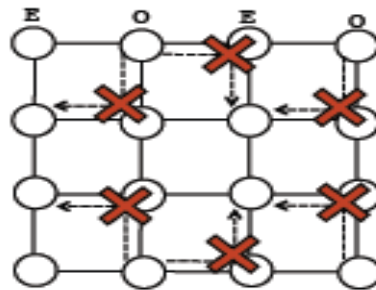
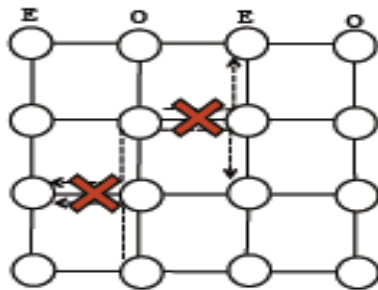


Adaptive Odd-Even Turn Routing

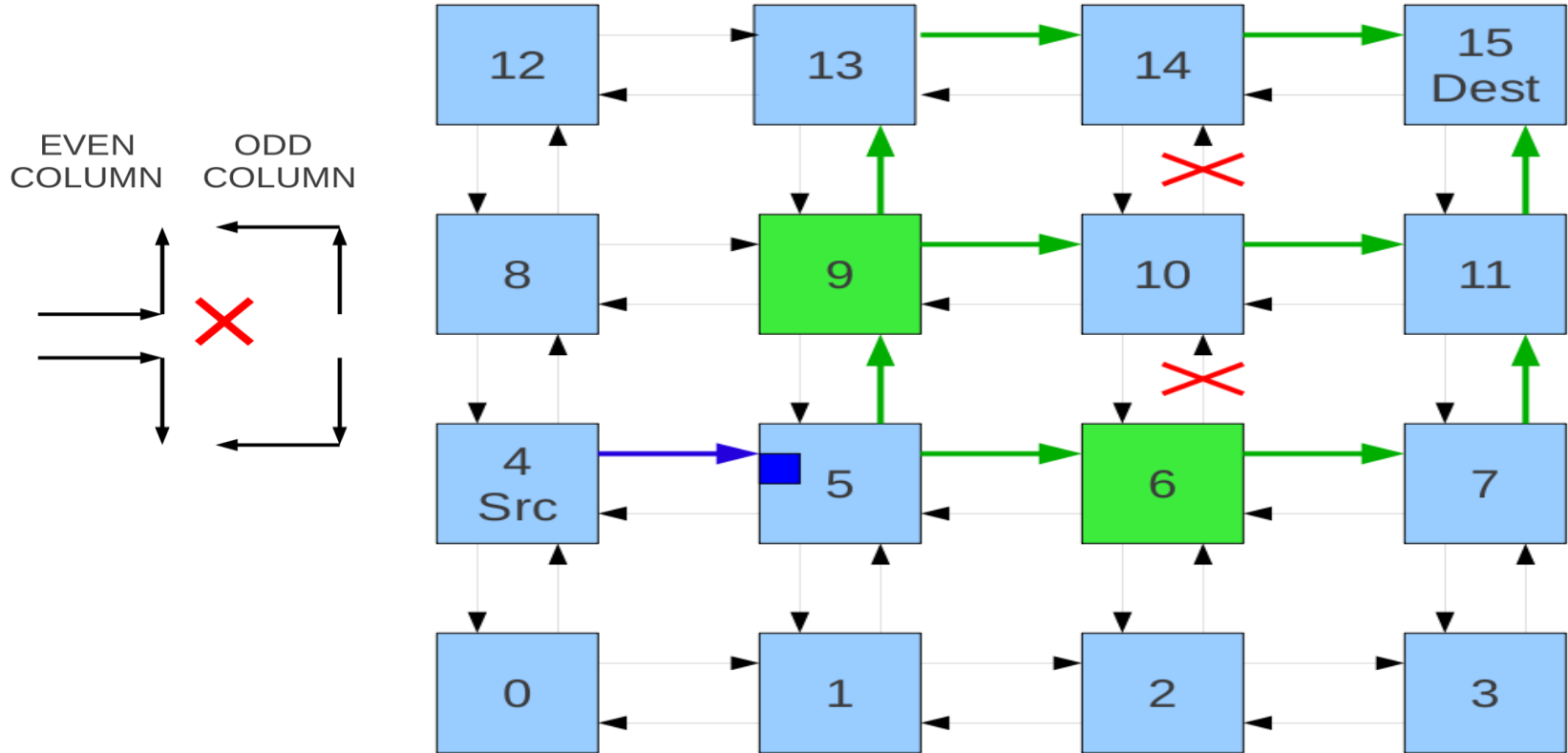


**Non restrictive turns
leads to deadlocks**

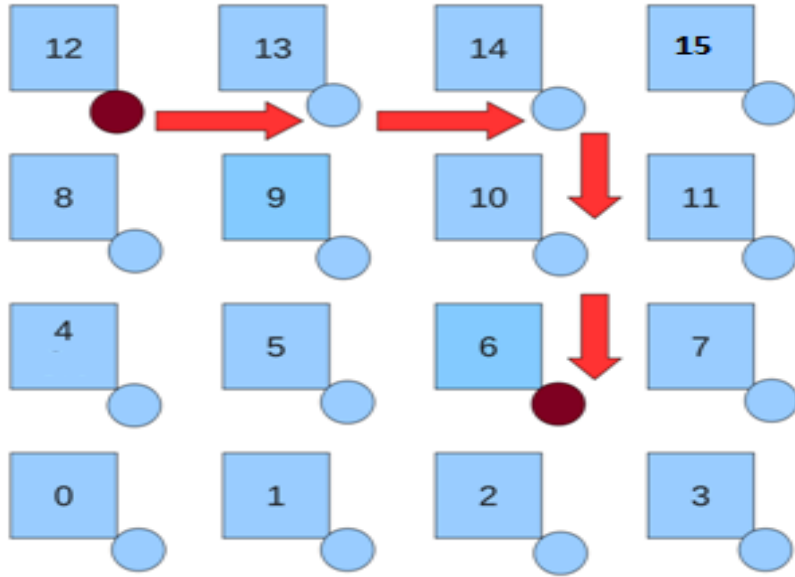
- ❖ Prohibited Turns at certain junctions
- ❖ For nodes in even column EN and ES.
- ❖ For nodes in odd column NW and SW.



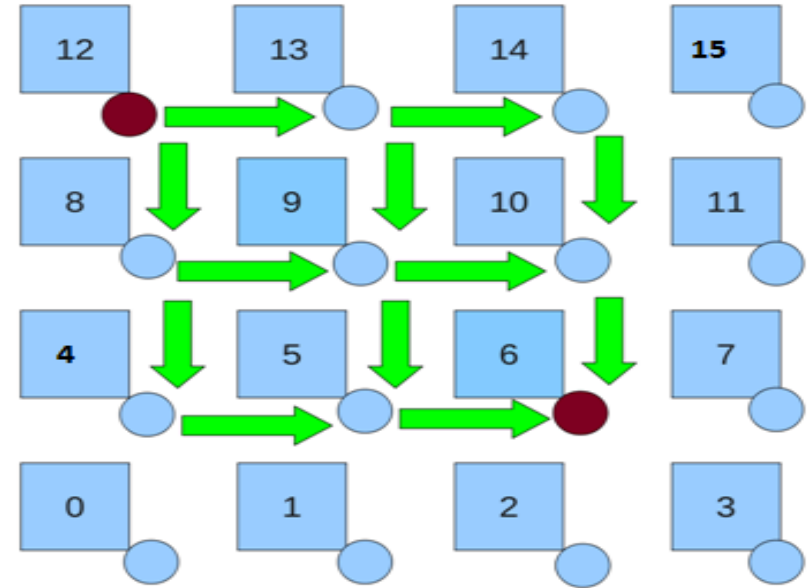
The Minimal Odd-Even Routing



Static vs Adaptive Routing

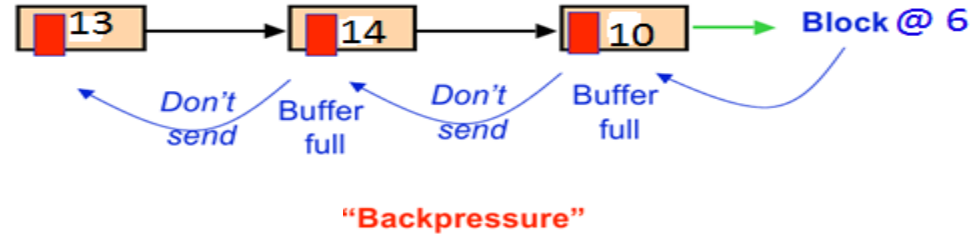
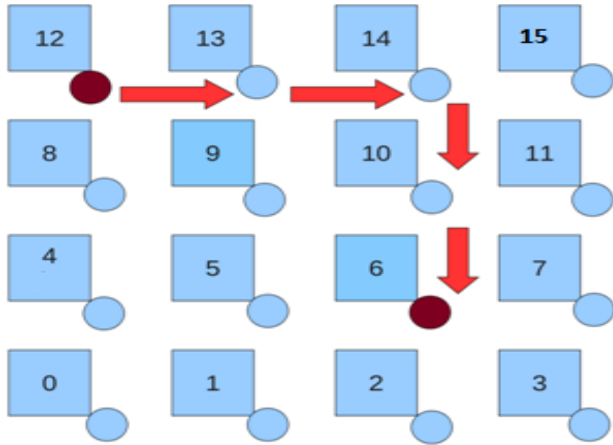


Static routing – XY routing

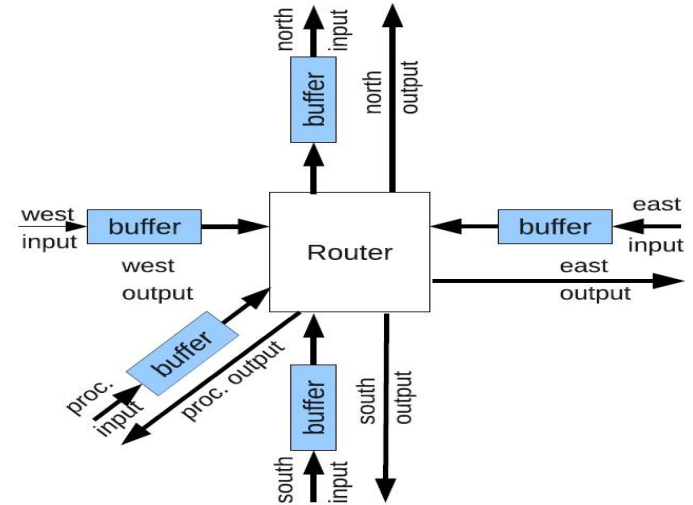


Adaptive Routing

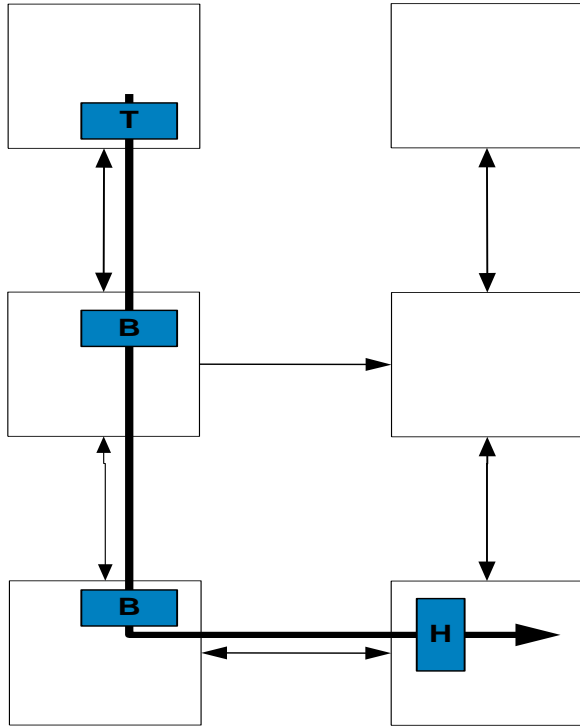
Flow Control



- ❖ Upstream router should know the buffer availability of downstream router.
- ❖ Credit should be exchanged between routers by handshake signals



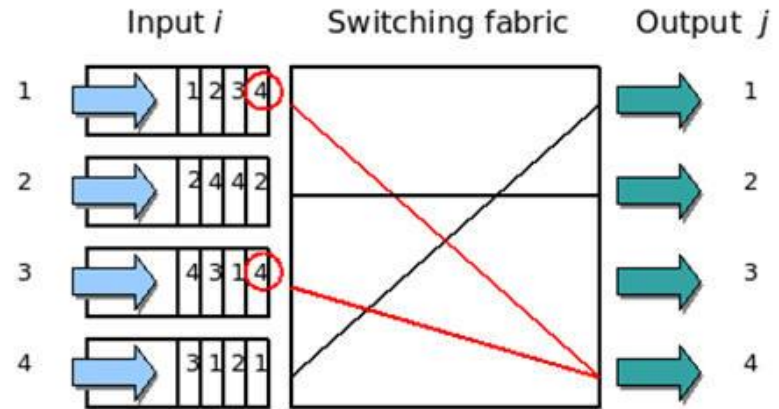
Wormhole Flow Control



- ❖ Packets broken into smaller flits
- ❖ Flits are sent across the fabric in a *wormhole fashion*
 - ❖ Body follows head, tail follows body
 - ❖ Pipelined
 - ❖ If head blocked, rest of packet stops
 - ❖ Routing (src/dest) information only in head
- ❖ Lower latency, efficient buffer utilization
- ❖ Occupies resources across multiple routers

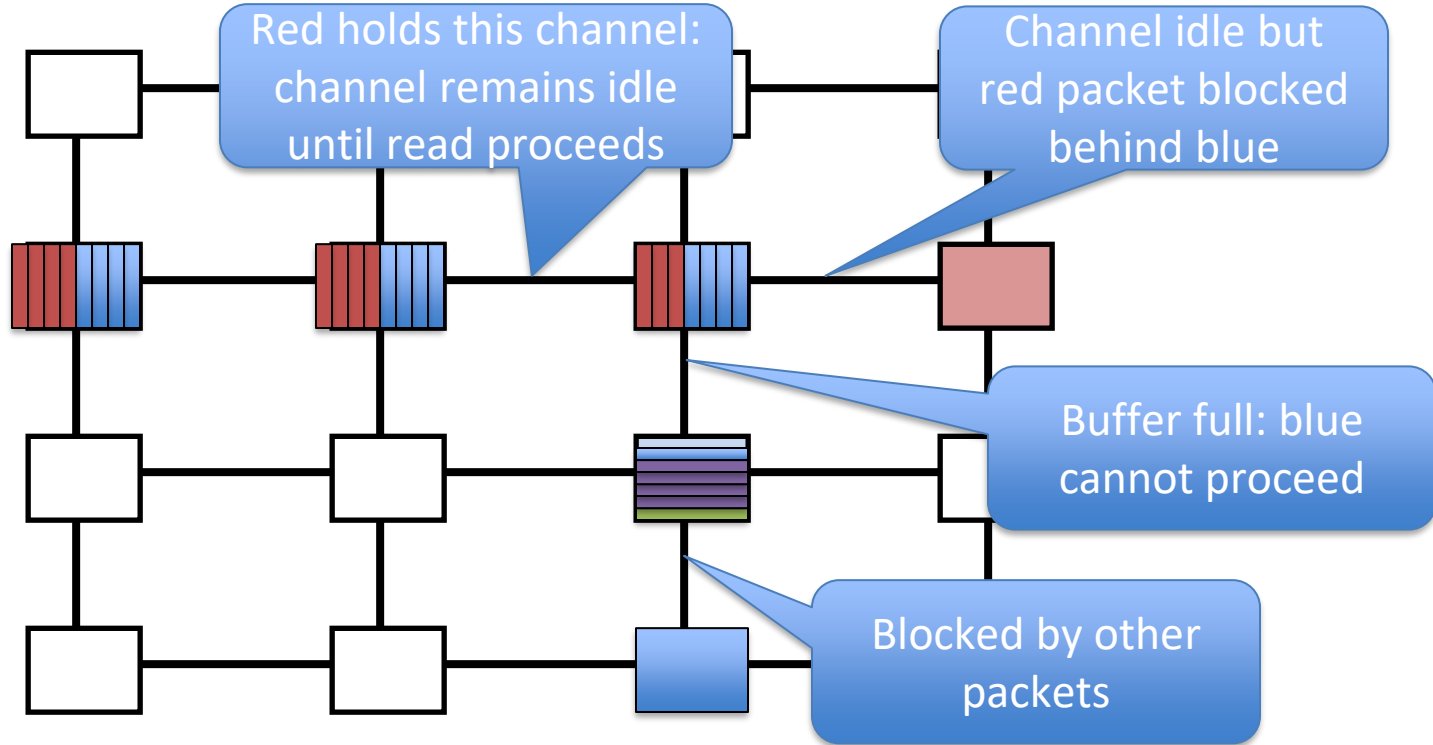
Head of Line Blocking

- ❖ Suffers from **head of line blocking**
 - ❖ If head flit cannot move due to contention, another worm cannot proceed even though links may be idle



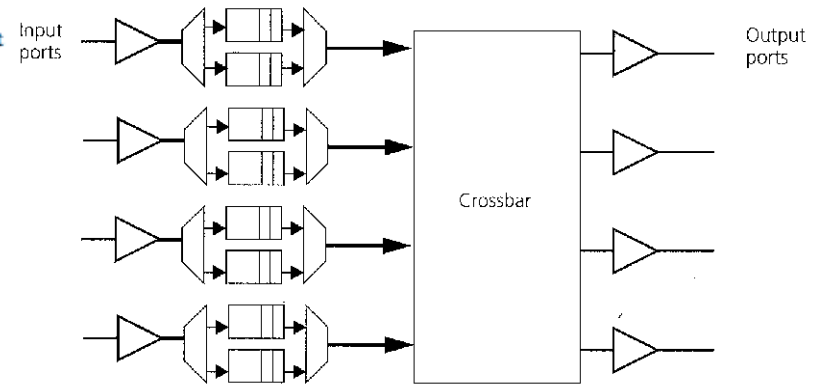
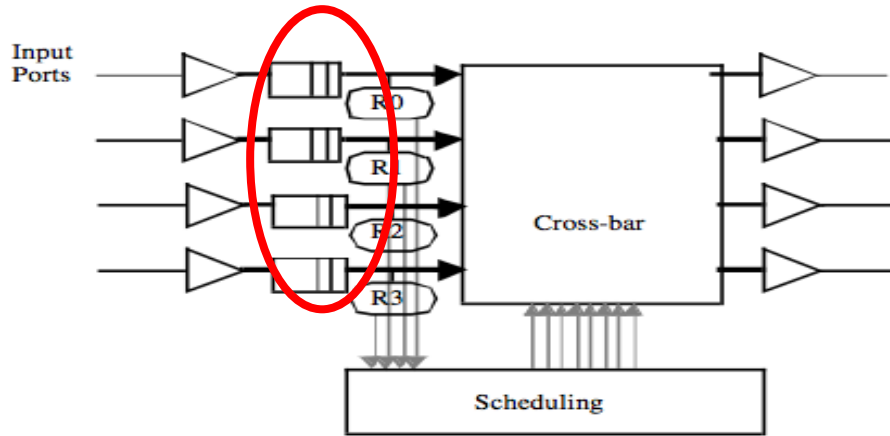
HOL Blocking

Head of Line Blocking

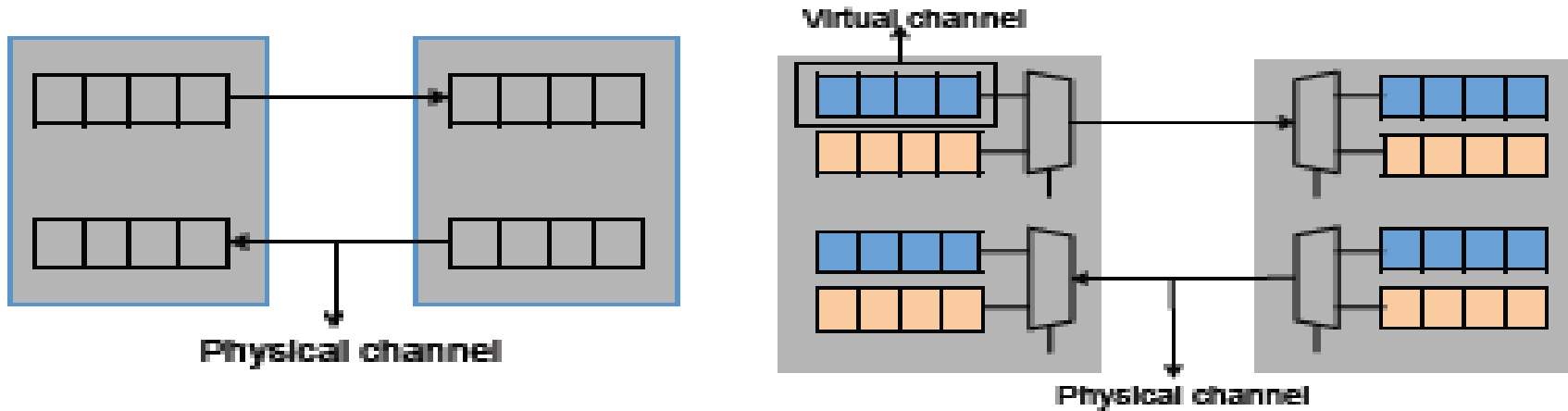


Virtual Channel Flow Control

- ❖ Multiplex multiple channels over one physical channel
- ❖ FIFO buffers replaced with multilane buffers
- ❖ Divide up the input buffer into multiple buffers sharing a single physical channel

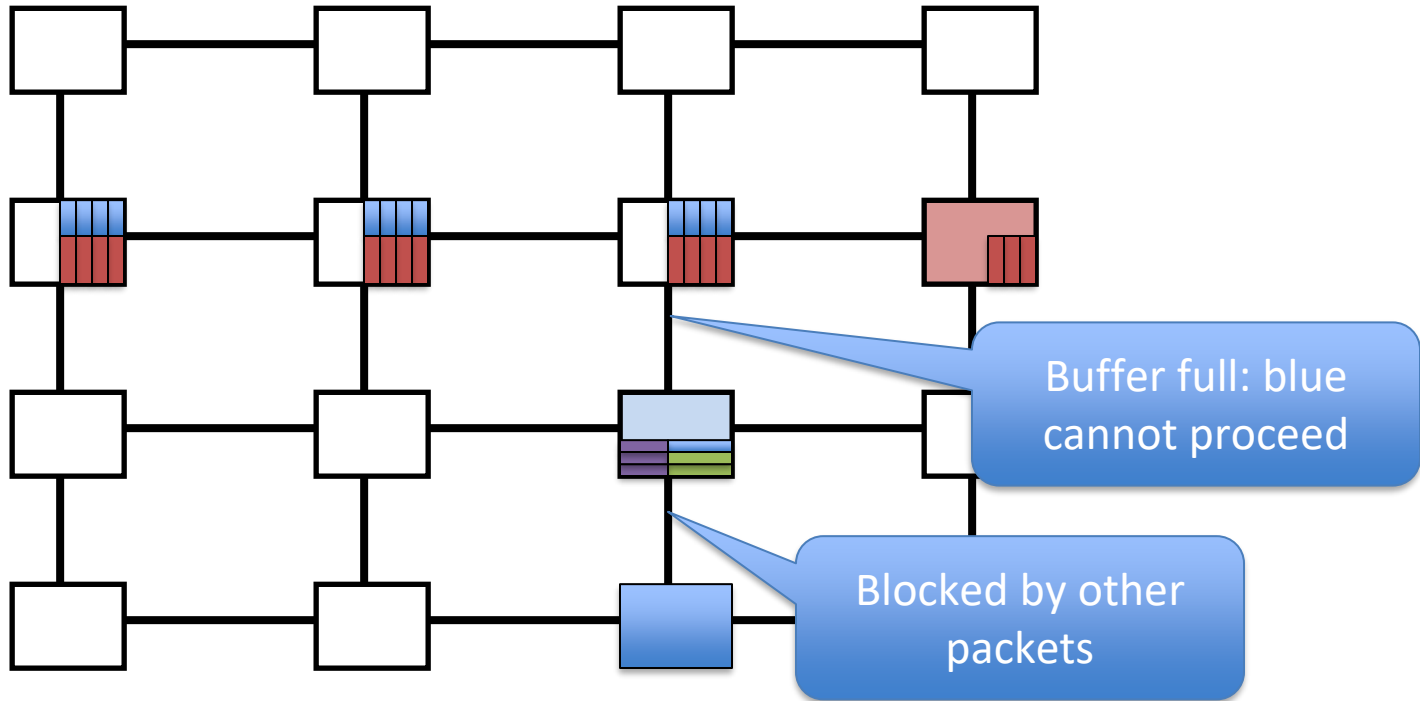


Virtual Channel Flow Control

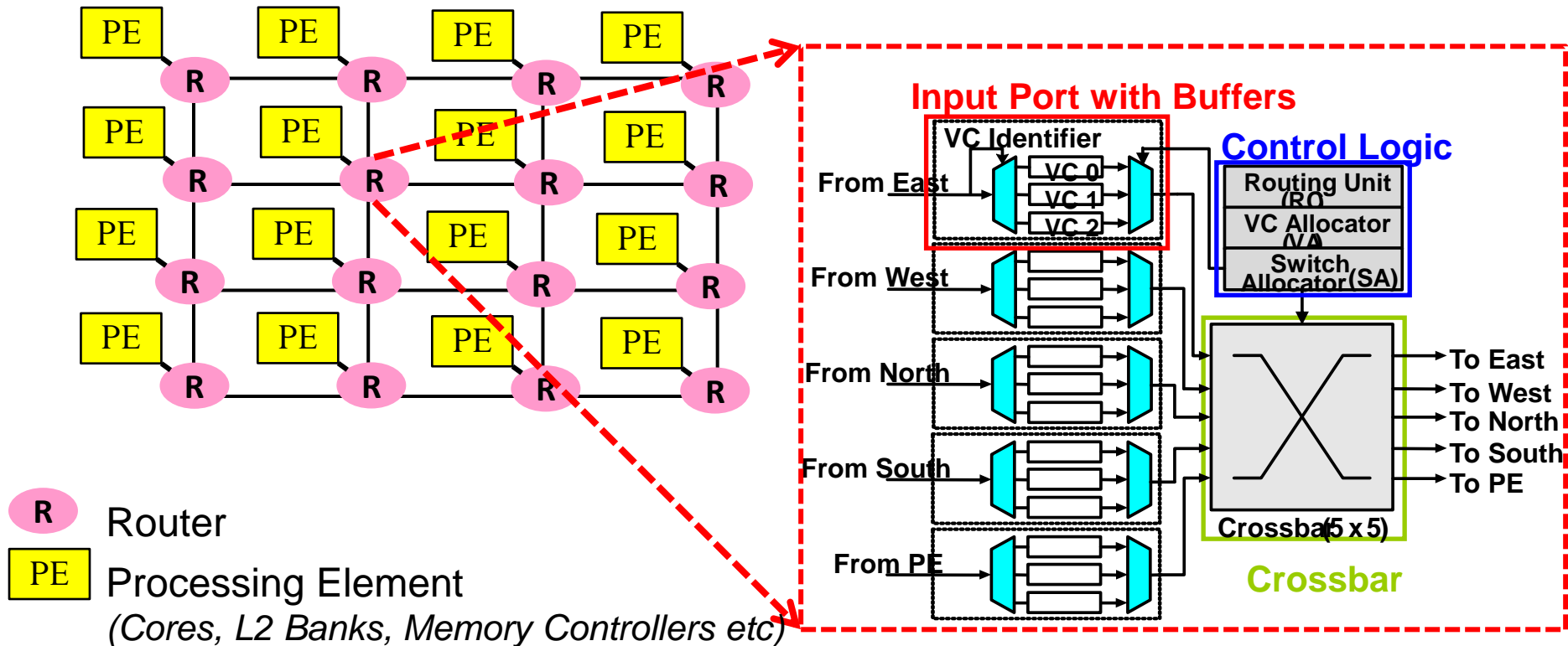


- ❖ VCs are allocated once at each router to the head flit and remaining flits of the packet inherit the same VC
- ❖ Flits of different packets can be interleaved on the same physical channel
- ❖ VCs avoid deadlocks

Virtual Channel Flow Control

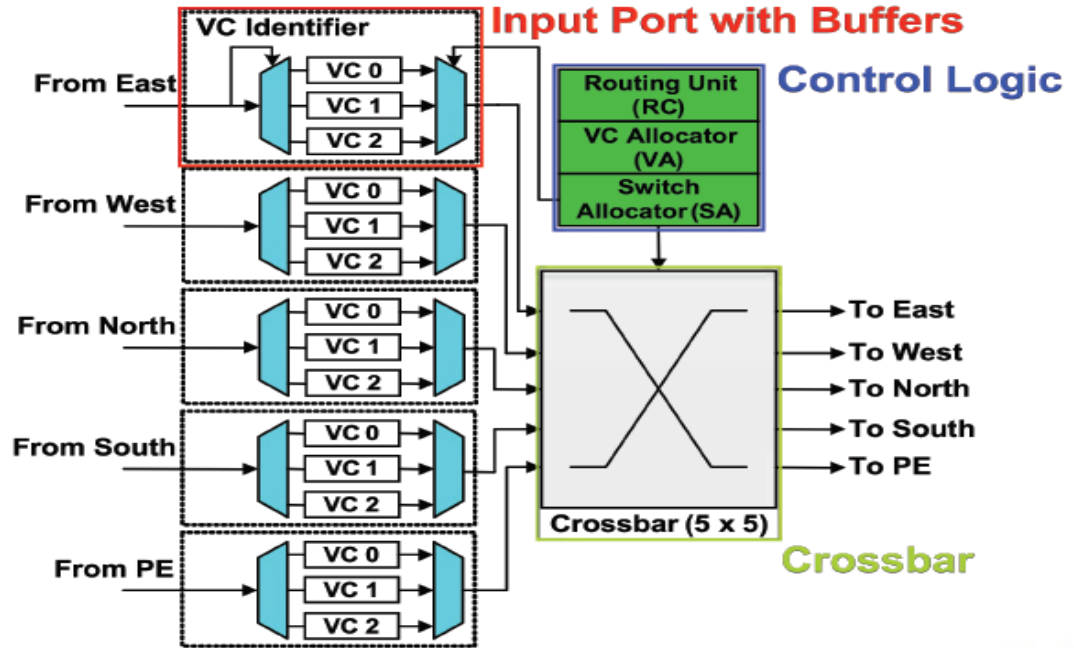


Input Buffered NoC Router



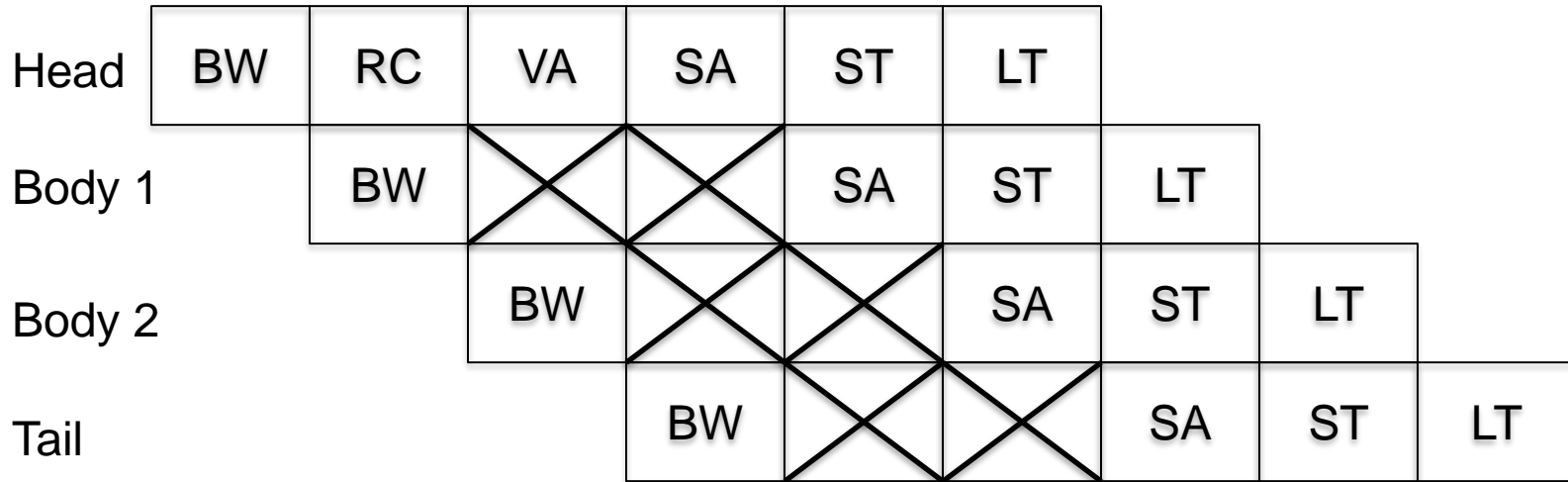
Functions of a Router

- ❖ Buffering of flits
- ❖ Route computation
- ❖ VC allocation
- ❖ Switch Allocation
- ❖ Switch Traversal
- ❖ Link Traversal



BW	RC	VA	SA	ST	LT
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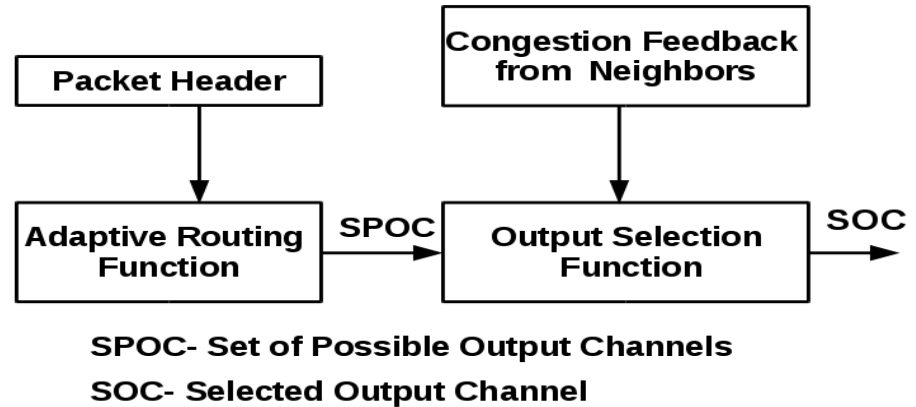
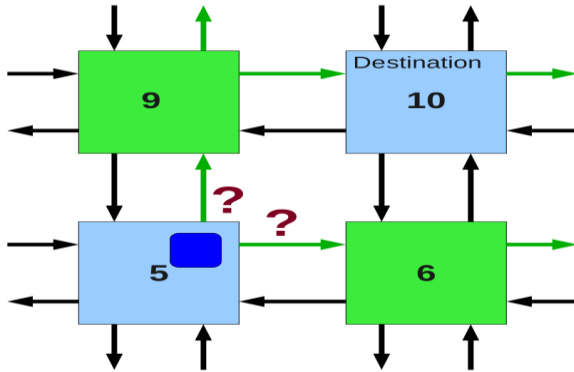
Wormhole Router Timeline



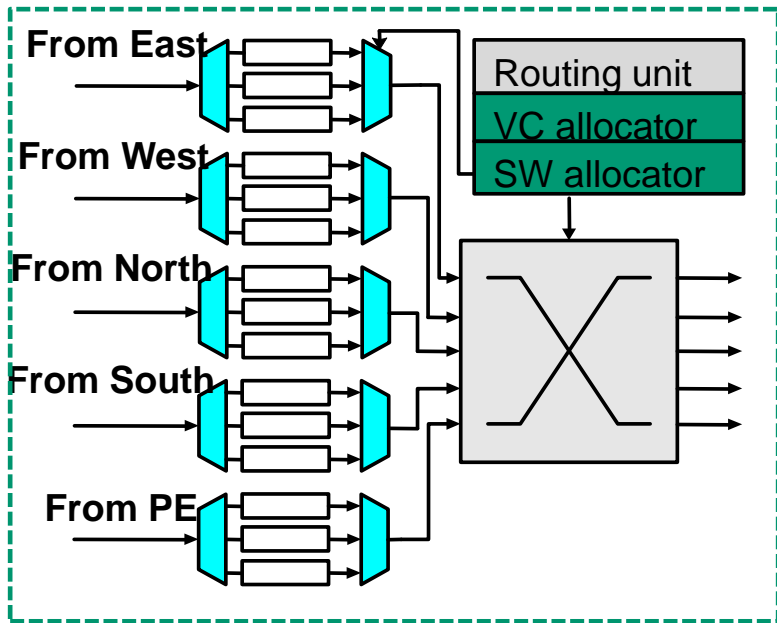
- ❖ Route computation performed once per packet
- ❖ Virtual channel allocated once per packet
- ❖ Body and tail flits inherit this information from head flit

Selection Strategy

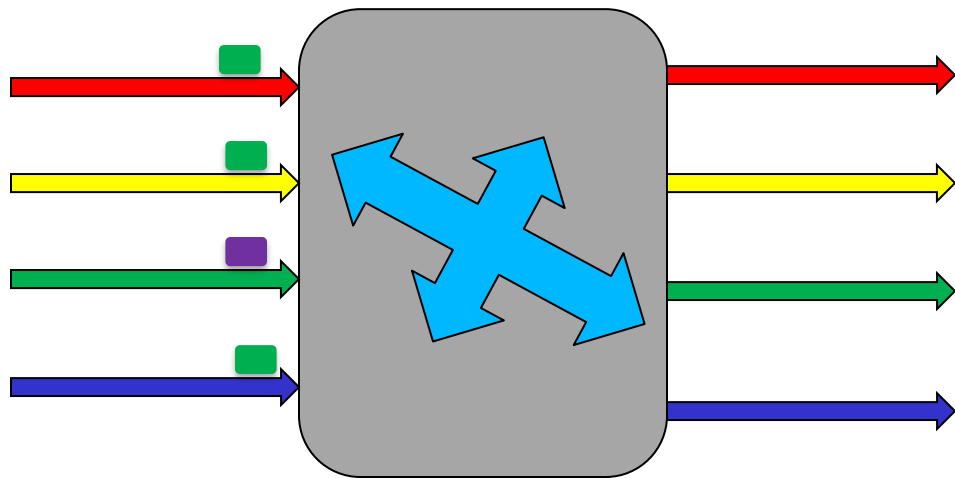
When there are multiple possible paths for a packet at a router, which one to choose ?



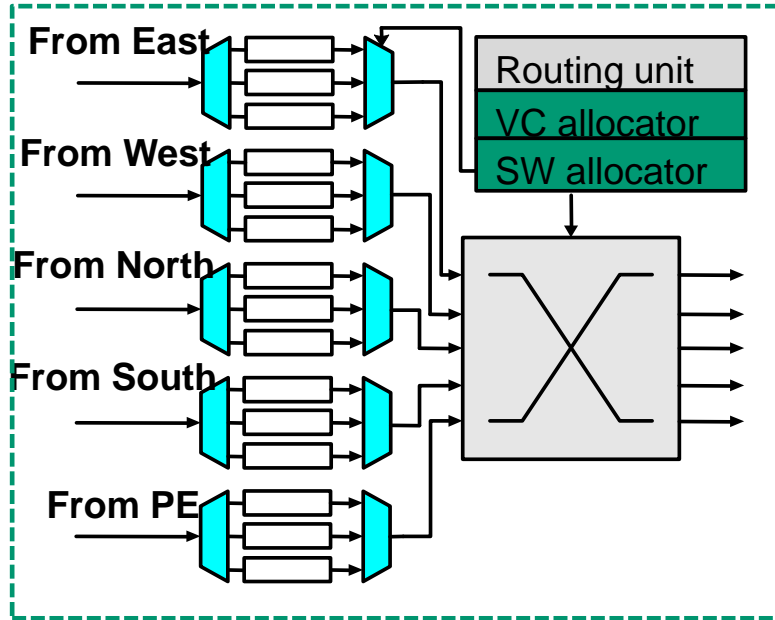
Input / Output Channel Selection



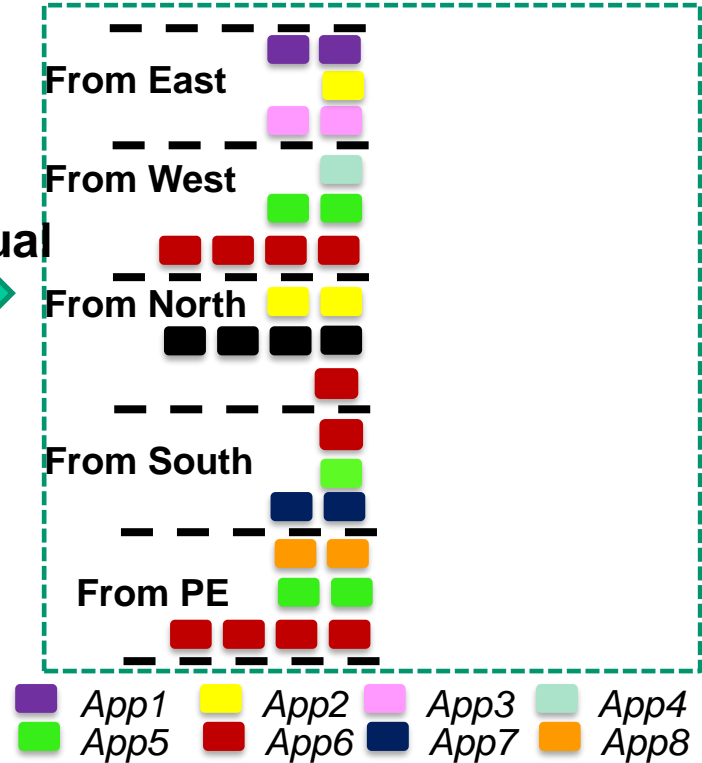
Output Channel Selection Input Channel Selection



Switch Level Packet Scheduling in NoC



Conceptual
View



Reference

- ❖ Route Packets not wires, William J. Dally, Brian Towles

[https://dl.acm.org/doi/10.1145/378239.379048.](https://dl.acm.org/doi/10.1145/378239.379048)

- ❖ NPTEL Video Links:

- ❖ <https://tinyurl.com/ybwpo99z>

- ❖ <https://tinyurl.com/yjq85rym>

- ❖ <https://tinyurl.com/yhclb2xd>



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