

# ECE 587 HARDWARE/SOFTWARE CO-DESIGN

**PROFESSOR: JIA WANG** 

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# **PROJECT REPORT - 1**

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# **Network-on-Chip Prototyping**

## **OBJECTIVE:**

The main objective of this project is to setup the simulation environment for SystemC and to understand the behaviors of NoC routers and processing elements (PEs). Network-on-Chip (NoC) is a promising communication mechanism for future Multiprocessor System-on-Chip (MPSoC) systems. To understand basic NoC behaviors, we will build a NoC prototype in the course projects using the SystemC modeling language. In this project we also determine the utilization rates ad queue sizes of the routers and processing elements.

## **INTRODUCTION:**

Network-on-Chip (NoC) is a communication subsystem on an integrated circuit (commonly called a "chip"), typically between intellectual property (IP) cores in a system on a chip (SoC). NoCs can span synchronous and asynchronous clock domains or use unclocked asynchronous logic. NoC technology applies networking theory and methods to on-chip communication and brings notable improvements over conventional bus and crossbar interconnections. NoC improves the scalability of SoCs, and the power efficiency of complex SoCs compared to other designs. A Network-on-Chip system consists of routers and processing elements (PEs) interconnected by communication links. The packets are generated and consumed by the PEs while the routers are responsible to route the packets from source PEs to destination PEs. For this project we assume that a single PE is attached to every router so that addresses can be to the PEs based on the locations of their routers within the network. Usually, the network is organized into a 2-D mesh and we assume so for our projects. Therefore, both the location of a router and the address of the PE attached to it are represented by a pair of integers (x,y) denoting the two coordinates within the network. Moreover, the 2-D mesh structure requires each router to to have four pairs of input/output ports that connect to neighboring routers on the four sides. Adding the pair of input/output ports for the router to communicate with the attached PE, we illustrate the router with these five pairs of ports in Fig. 1, and name them as NORTH, SOUTH, EAST, WEST, PE. Note that every PE should also have a pair of input/output ports such that it can communicate with the router it attaches to.

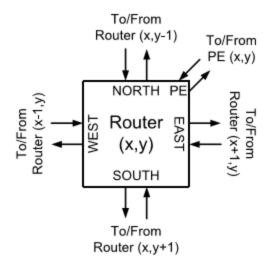


Figure 1: Router

For first part of the project, we consider a NoC architecture consisting of 2 routers, 2 PEs, and 6 communication links as shown in Fig. 2. We map the SDF model as shown in Fig. 3 to this architecture such that both processes PI and PO are mapped to PE(0,0) while the process P1 is mapped to PE(1,0).

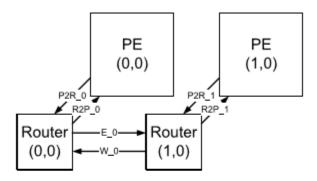


Figure 2: NoC with 2 routers and 2 PEs

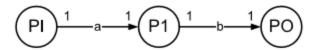


Figure 3: SDF model with 3 processes

### **IMPLEMENTATION:**

#### **Router:**

The router is implemented in the files router.h and router.cpp. The packet is also defined in these two files. The router module contains various members to describe the structure of the router and its behavior. The basic functionality of the router is to read the packets from the input queue of the particular port, then to route the packet to the desired destination and lastly to the write the packet to the output queue.

The routing algorithm is implemented in the member function router::route\_packet\_xy. This algorithm is called XY routing since the packets are routed based on the location of the current router.

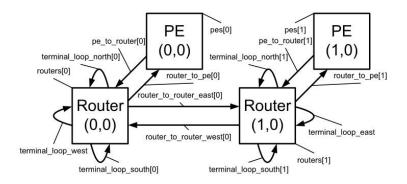
#### **Processing Elements (PEs):**

The PEs are implemented in the files pe.h and pe.cpp. We start with the PE\_base module that serves as a base class for all PEs. This module defines the communication between the PE and the router and relies on the member function PE\_base::execute to perform the actual computations per clock cycle that must be defined in a derived class.

#### **Top Module:**

This module basically defines the entire network such as the number of routers, PEs and the communication links between them. It initiates the PE, routers with default values and calls for setting their respective addresses.

#### **NoC Architecture with 2 Routers and 2 PE:**



#### **Utilization Rate:**

For a communication link, the rate is defined as the ratio of the number of packets that are not empty passing through it to the number of clock cycles.

For a PE, the rate is defined as the ratio of the number of times a process is fired to the number of clock cycles.

The utilization rate for 2 PE with 6 communication links is as shown in the appendix.

#### **Question:**

If we are going to simulate for much more clock cycles, how would you expect the rates to change? Why?

#### **Answer:**

If we simulate for more number of clock cycles, then the utilization rate increases. This is because as the number of cycles increases, the packets generated at PE(0,0) and routed to PE(1,0). And hence more packets are produced at PE(1,0) and sent back to PE(0,0).

#### **Queue Size:**

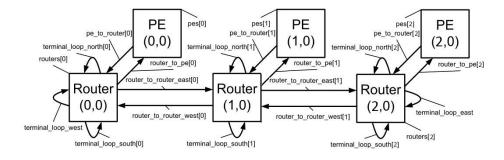
#### **Question:**

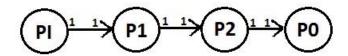
If we are going to simulate for much more clock cycles, how would you expect the sizes to change? Why?

#### **Answer:**

The maximum queue size remains the same even if we simulate for more number of clock cycles.

#### **NoC Architecture with 3 PE and 3 Routers:**





The Utilization rates and Queue sizes of the PEs and Routers of the NoC architecture with 3 PEs and 3 Routers are as shown in appendix below.

#### **References:**

Ece587-prj01.pdf

https://en.wikipedia.org/wiki/Network\_on\_a\_chip

#### **APPENDIX:**

#### NoC with 2 PEs:

```
### System 2.7.0 --- Aug 9 2013 22:83:09

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Syste 1

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Syste 2

Fi send 15 to (1,0)

Cycle 3

ROUSE, Lo Bouter_EAST Count = 1

ROUSE, Lo Bouter_EAST Count = 2

Cycle 5

Fi send 6 to (1,0)

Rouse, Lo Bouter_EAST Count = 2

Cycle 6 ---

Rouse, Lo Bouter_EAST Count = 2

Cycle 7

Rouse, Lo Bouter_EAST Count = 2

Cycle 6 ---

Rouse, Lo Bouter_EAST Count = 3

Rouse, Lo Bouter_EAST Count = 3

Fi send 27 to (1,0)

Rouse, Lo Bouter_EAST Count = 3

Fi send 27 to (1,0)

Rouse, Lo Bouter_EAST Count = 4

Rouse, Lo Bouter_EAST Count = 4

Rouse, Lo Bouter_EAST Count = 2

Cycle 7

Pi send 27 to (1,0)

Rouse, Lo Bouter_EAST Count = 2

Cycle 7

Fi send 47 to (1,0)

Rouse, Lo Bouter_EAST Count = 2

Cycle 7

Fi send 40 to (1,0)

Fi send 50 to (1,0)

Rouse, Los Rouse, MEST Count = 6

Rouse, Los Rouse, EAST Count = 7

Cycle 13

Fi send 10 to (1,0)

Rouse, Los Rouse, EAST Count = 6

Rouse, Los Rouse, EAST Count = 7

Cycle 13

Fi send 70 to (1,0)

Rouse, Los Rouse, EAST Count = 6

Rouse, Los Rouse, EAST Count = 6

Rouse, Los Rouse, EAST Count = 6

Rouse, Los Rouse, EAST Count = 7

Cycle 13

Fi send 10 to (1,0)

Rouse, Los Rouse, EAST Count = 7

Cycle 13

Fi send 10 to (1,0)

Rouse, Los Rouse, EAST Co
```

#### **NoC with 3 PEs and 3 Routers:**

```
### Sturmaccitedu-PolTY
| Inc(1,0) | receive if from (0,0), send 12 to (2,0) |
| Inc(1,0) | receive if from (0,0), send 65 to (0,0) |
| Fit send 67 to (1,0) |
| Inc(1,0) | receive 67 from (0,0), send 68 to (2,0) |
| Inc(1,0) | receive 67 from (0,0), send 68 to (2,0) |
| Inc(1,0) | receive 67 from (0,0), send 68 to (2,0) |
| Inc(1,0) | receive 13 from (1,0), send 68 to (2,0) |
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| Inc(1,0) | receive 67 from (1,0), send 68 to (2,0) |
| Inc(1,0) | receive 67 from (1,0), send 68 to (3,0) |
| Inc(1,0) | receive 67 from (1,0), send 68 to (3,0) |
| Inc(1,0) | receive 67 from (1,0), send 68 to (3,0) |
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| Inc(1,0) | receive 67 from (1,0), send 68 to (3,0) |
| Inc(1,0) | receive 67 from (1,0), send 68 to (3,0) |
| Inc(1,0) | receive 67 from (1,0) |
| Inc(1,0) | receive 67 from (1,0) |
| Inc(1,0) | receive 67 from (1,0
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