

1 Simulations

1.1 4x4 Crossbar

Bestimmen und begründen Sie wie die Werte zustande kommen

- avg Input Queue Length
 - Generated Packets
 - * size: $s = 512 \text{ b}$
 - * send interval: $t = \text{uniform}(1 \mu\text{s}, 10 \mu\text{s}) = 5.5 \mu\text{s}$
 - Connection to XBar
 - * datarate: 1 Gbps

$$r_{\text{generated}} = \frac{512 \text{ b}}{5.5 \mu\text{s}} \rightarrow l_{\text{q,avg}} = 0 \quad (1)$$

- avg End-to-End Latency
 - (no delays inside buffers, because the generated datarate, even for all 4 apps, is lower than a single datarate channels maximumthroughput)
 - minimum
 - * App --> C --> Inport --> C --> Outport --> C --> App
 - * delay for packet: $t_{\text{delay}} = 512 \text{ ns}$ (per DatarateChannel C) $\Rightarrow t_{e2e,\text{min}} = 1.536 \mu\text{s}$
 - maximum
 - * all apps send to same destinatio and arbiter has to do round robin for all packets 4 times the dely for the Datarate Cahnnel inside XBar $\Rightarrow t_{e2e,\text{max}} = 3.027 \mu\text{s}$
 - on avg, the mimal case is 7 times more likely.
 The minimal case can exist in 24 possible constellations (connecting each app to a different app). While the maximum case can only exist in 4 possible constellations (all apps sending to one of 4 apps).

$$\Rightarrow t_{e2e,\text{avg}} \approx (24 \cdot t_{e2e,\text{min}} + 4 \cdot t_{e2e,\text{max}}) / 28 = 1.7 \mu\text{s}$$

(This is a coarse estimation, otherwise the cases inbetween need to be considered)

- avg Arbiter Request Queue Length
 - minimum
 - * queue is empty, because all arbitration requests can be fulfilled instantly $\Rightarrow l_{\text{arbq},\text{min}} = 0$
 - maximum

* que is filled with 3 waiting requests, because all apps are wanting to send their packets to the same output port

$$\Rightarrow l_{arbq,max} = 3$$

– on avg (analogously to t_{e2e})

$$\Rightarrow l_{arbq,avg} \approx (24 \cdot 0 + 4 \cdot 3) / 28 = 0.42$$

- avg Arbiter Request Queue Time $((36 * 512) + (8 * 1024) + (4 * 1536)) / 92$
- avg Output Buffer Queue Length
- avg Throughput