RISC-V Lab

Ex4: On Chip Interconnects

Content

1. Basics
2. Pipelining
3. Decouple
4. Topologies
5. Multi Master
6. Implementation
7. Examples

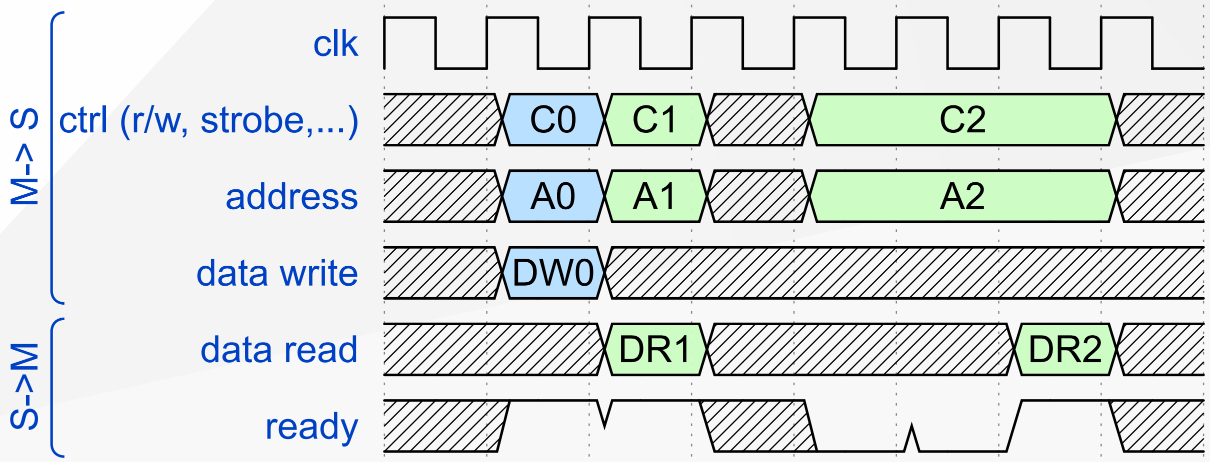
Basics

- requirement: *exchange data* between N on chip components.
  - issues: on chip delays, $O(N^2)$ for full orthogonality
  - performance metrics: throughput & latency
- **common logical model** of all components: hardware resources (registers, memory) mapped into "flat" address space
- primarily standardized **interface**, not topology
- maximizes **reuse** ("lego") of
  - know how
  - modules
  - test, debugging & profiling infrastructure

Basics: Nodes

Classes of nodes

- master / host: initiates transfer
- slave / device: determines speed of transfer



Slave can stop a transfer anytime (ready, ack ...)
=> master / OCI blocked
=> loss of throughput (& latency)

Prevent blockade of master & OCI

1. Master provides additional information to the slave
   e.g. amount & addresses next ("burst" access)

2. Split transfer
   Master releases bus for new transfers during the wait period and the transfer is resumed later (often not feasible / too complex)

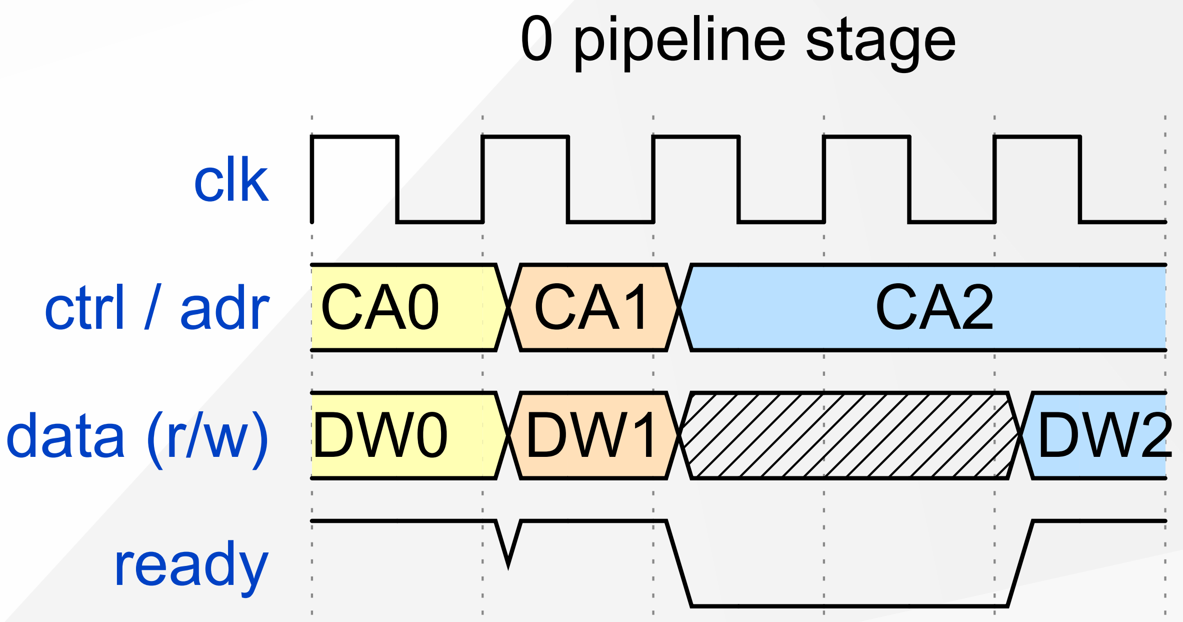
3. Pipelining

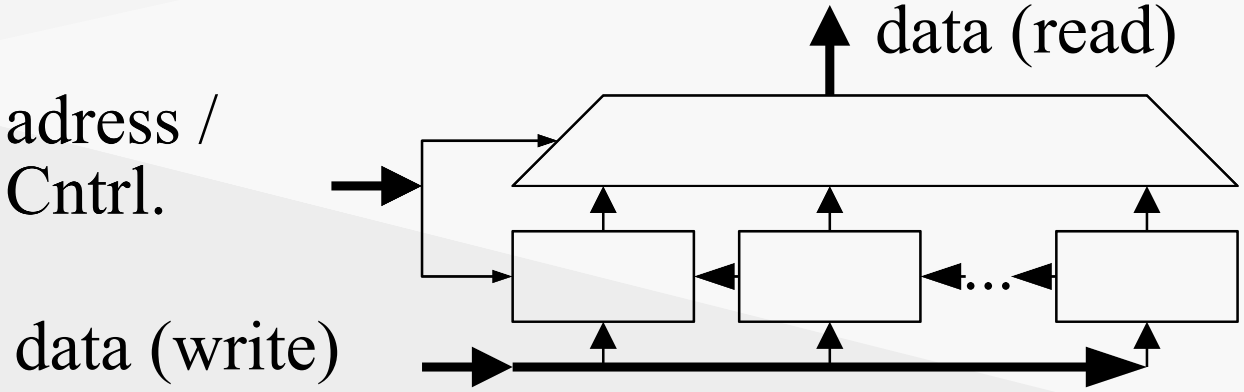
4. Decouple request from action (read/write)
   -> message based (NoC)

Pipelining

0 pipeline stages

- 0..1 transfers in flight
- latency: 0 cycles
- combinational loop
  master -> slave -> master
  (adr/ctrl -> "ready" / data(r)





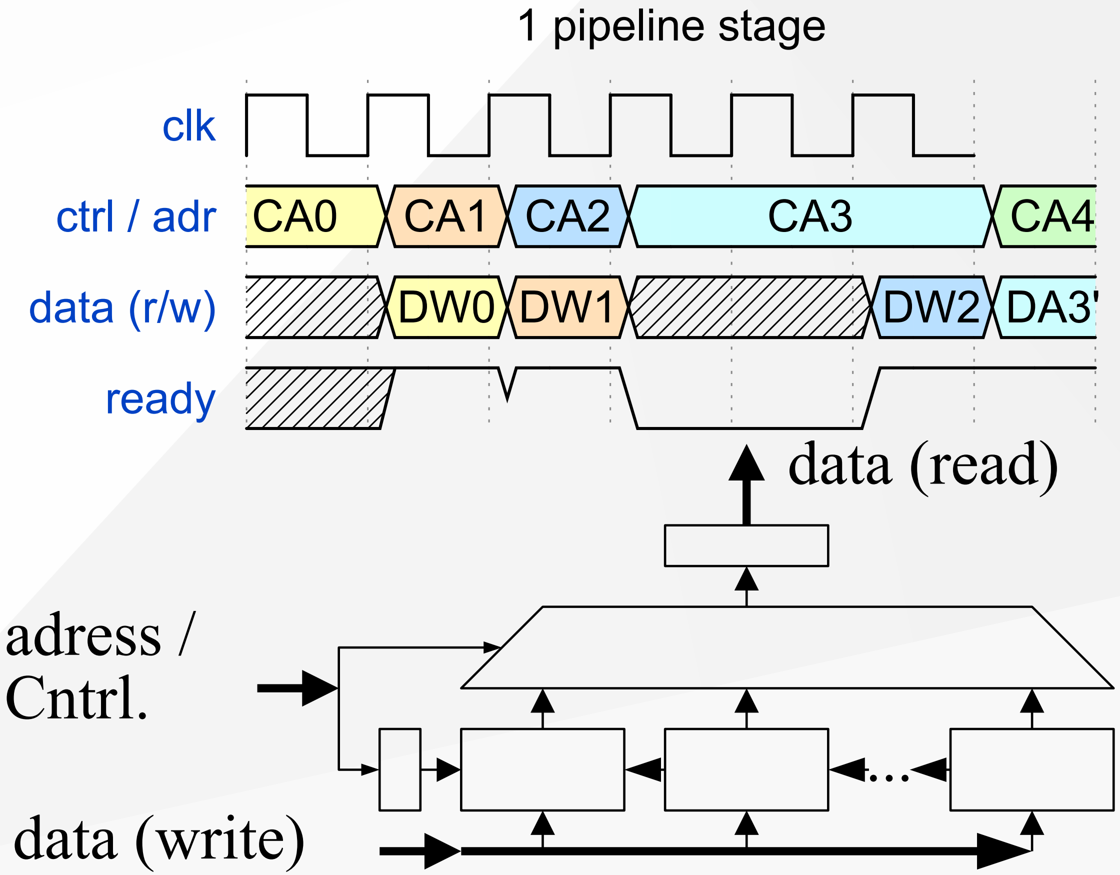
Pipelining

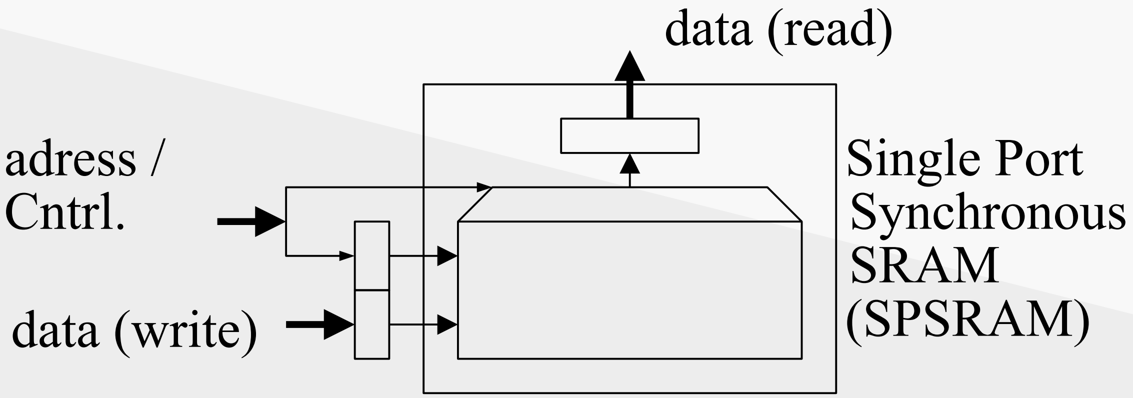
1 pipeline stage

- 0..2 transfers in flight
- latency: 0 cycle
- hold by slaves holds the *next* transfer

1 read / 0 write pipeline stages

- used by SPSRAM



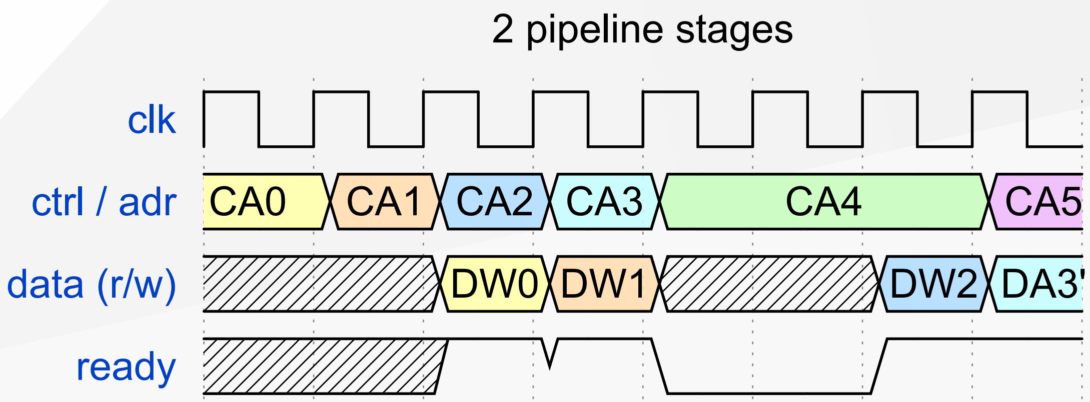


Pipelining: Conversion 1r/0w -> 1r/1w

Pipelining: 2 stages

- very complex (esp. crossbars)
- for some cases
  - too long (e.g. CPU 2 SRAM)
  - too short (e.g. CPU 2 far away peripheral)

=> need "variable" pipeline depth



Decouple

decouple action (read/write) from bus transaction

- "bus read/write" => request message + response message
- independent channels for request & response
- handshaking for messages, not actions

=> bus latencies do not impact throughput
=> 0..∞ simultaneous transactions

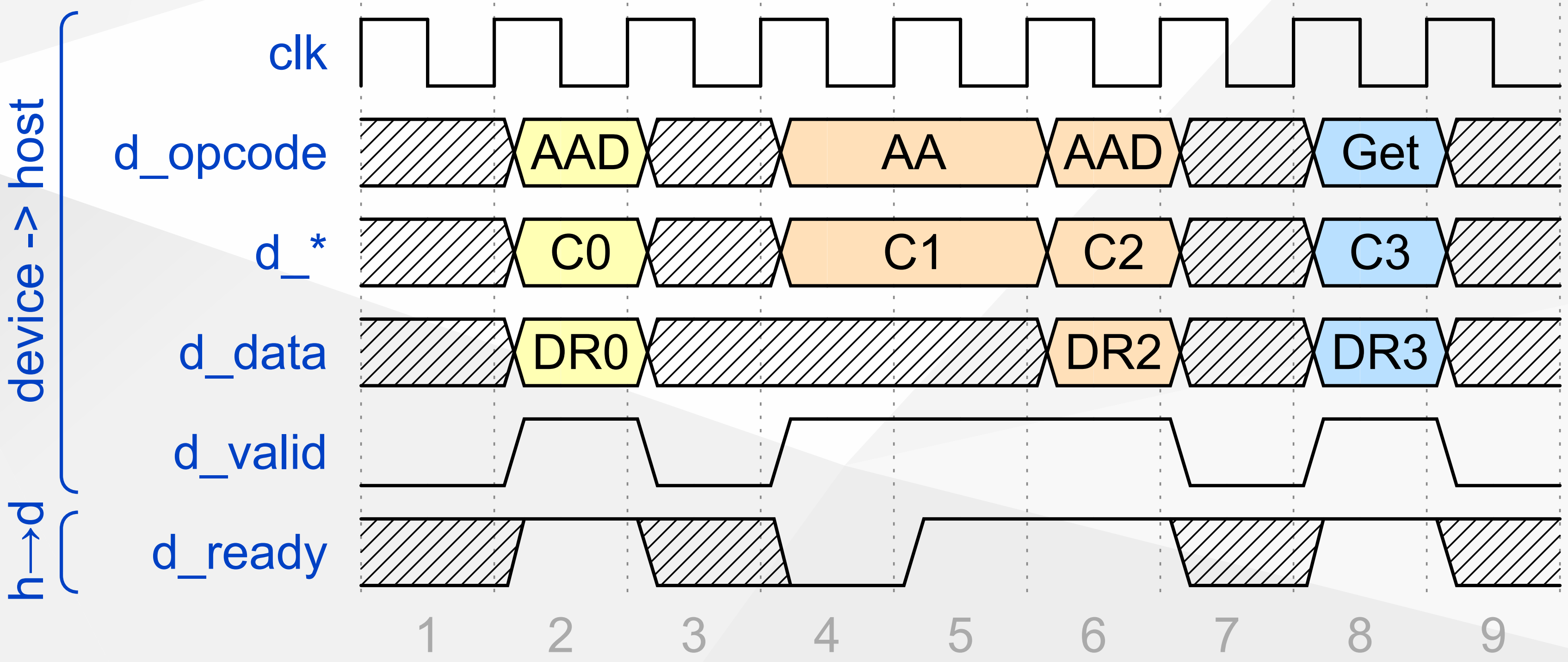
Examples

- ARM AMBA **AXI** (Advanced eXtensible Interface)
- Tile Link

Decouple: TL-UL: a channel

Decouple: TL-UL: d channel

d channel (response device -> host)



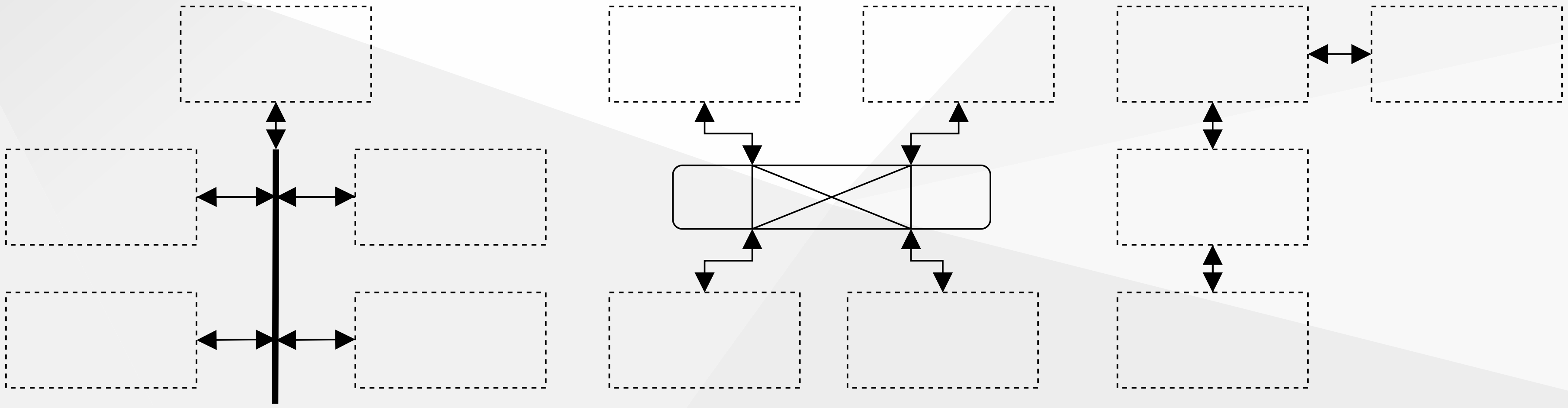
Decouple: TL-UL: Rules

- goal: prevent deadlock & combinational loop
- "4.1 Flow Control Rules"
  - valid must never depend on ready
    (no comb. path from ready to any control / data signal)
  - ...
- "4.2 Deadlock Freedom"
  - prio(response) > prio(request)
  - ...

Please read the TL-UL specification!

Topologies: Extremes

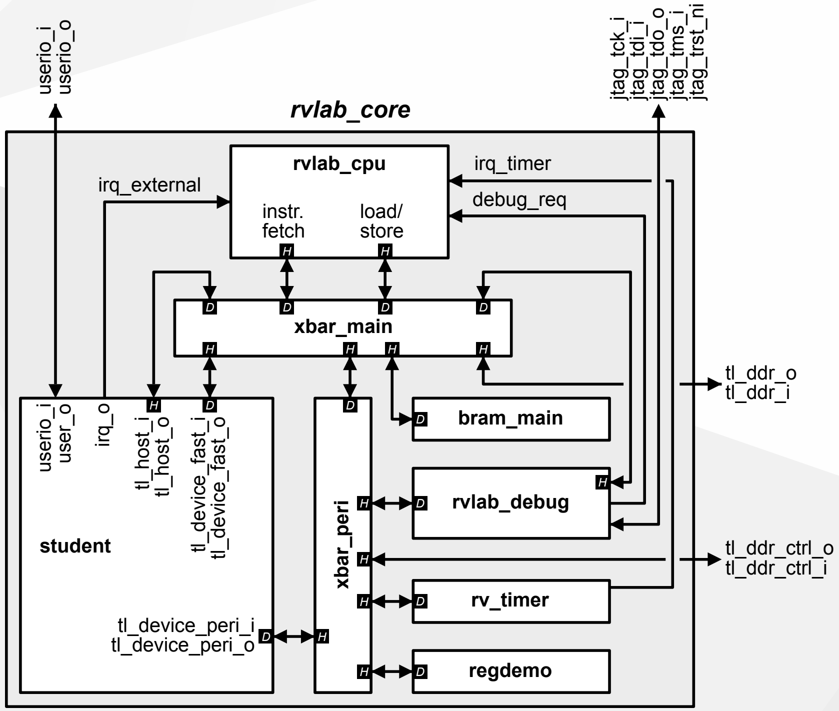
Topology	connections	simultaneous	comment
(shared) bus	M:S, 1:S	1	e.g. (legacy) PCB
crossbar / switch	M:S	min(M,S)	completely connected
point 2 point	1:1	1	

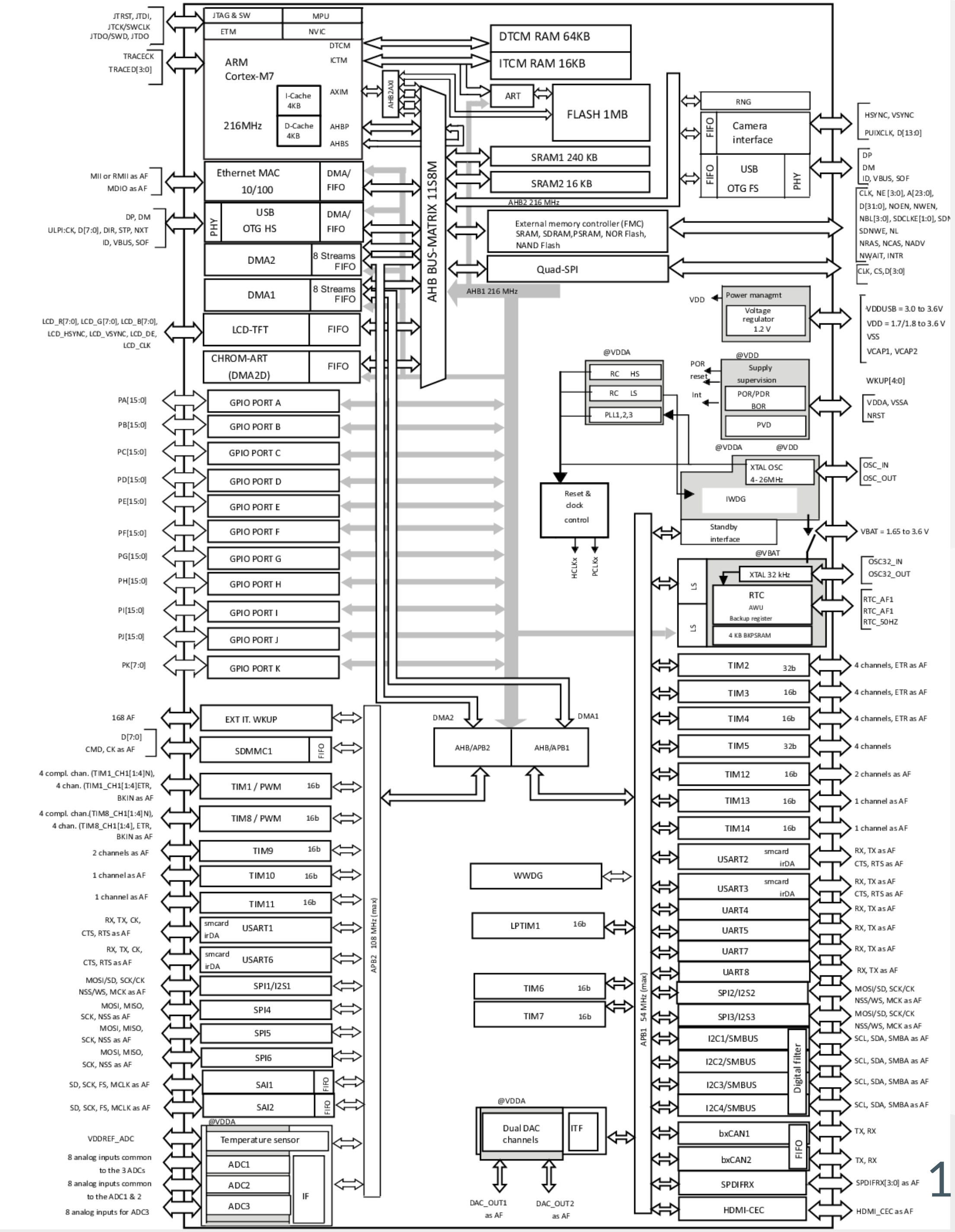


Topologies: Hierarchical

- many intermediates topologies: ring, cube , ...
- hierarchical structures using (sparse) crossbars
  - sparse = subset of (M,S)
  - extremes: 1:N ("bus"), M:1

Toplogies: Examples



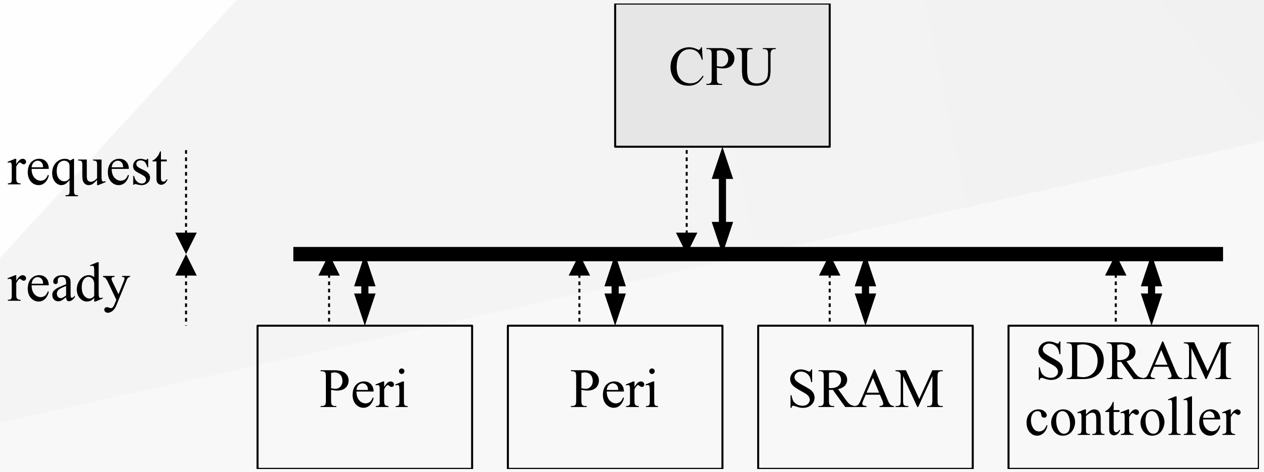


Single Master

1. PERI -> CPU
2. /3. (CPU <-> RAM)
3. CPU -> PERI

- **every** word moved by the CPU at least twice
- interconnect latency to peri directly slows down CPU

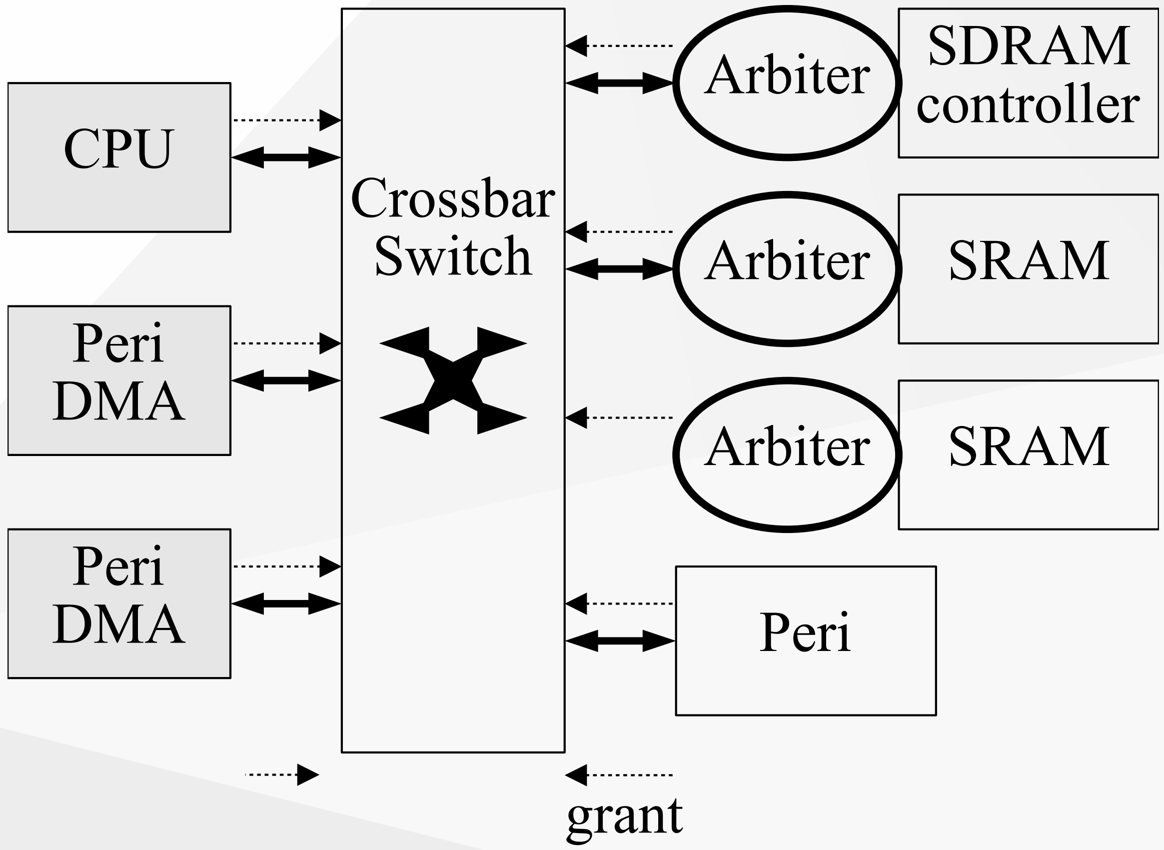
Ex.: SPI without DMA handled by 400 MHz R7 ARM in an SoC ⇒<20 Mbit



Multi Master

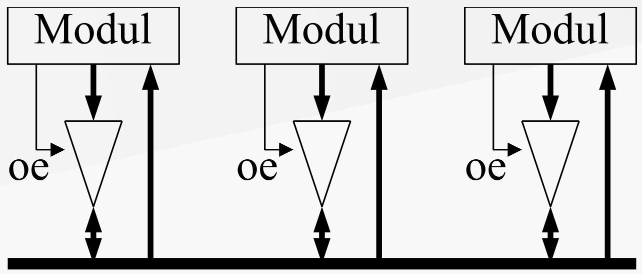
1. peri -> RAM
2. CPU switches pointers
3. RAM -> peri

- peri works on (complex) data structures (e.g. descriptors, linked lists, instructions)
- CPU works in parallel
- interconnect latency to peri hidden from CPU

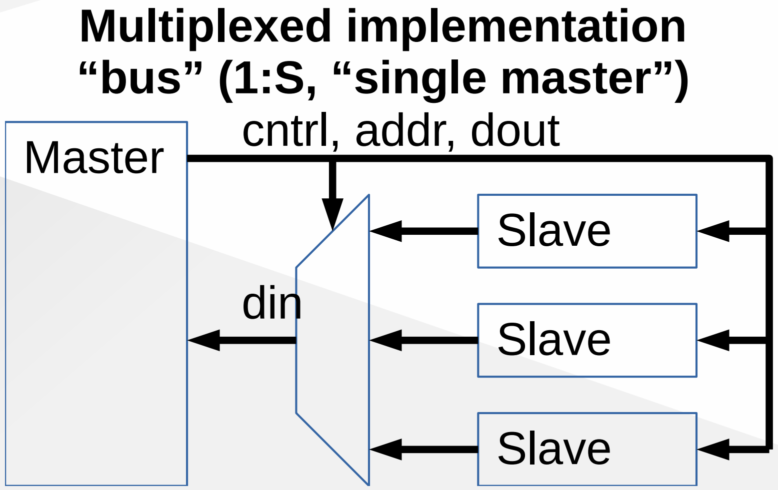


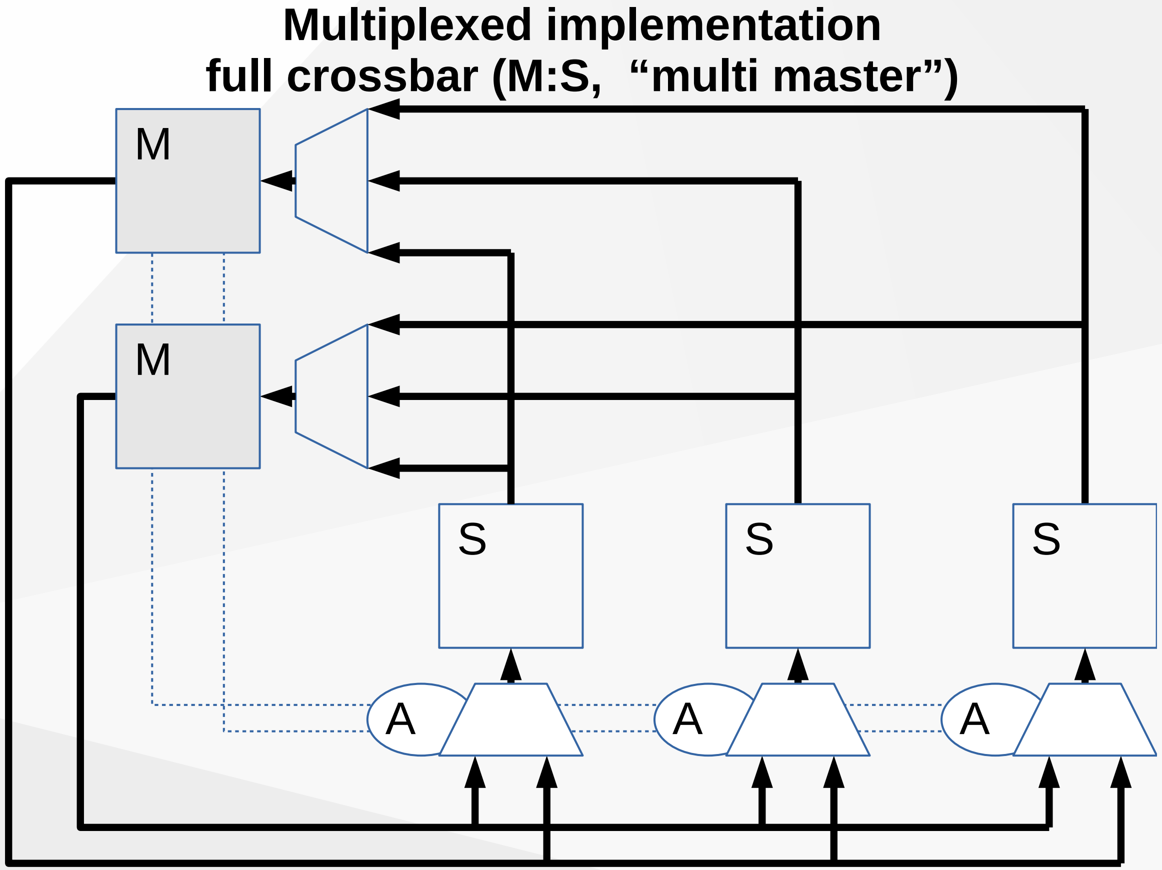
Implementation: Tristate

- lines (data, address, ...) used bidirectionaly
- used in: PCB design
    - orders of magnitude fewer components
    - limits on package pin count and routing
    - mostly for medium (SQI, PSRAM) to slow (I2C) components
- on chip: => **Tristate not suitable.**
    - limitations order of magnitude higher
    - high design effort, (e.g. 2 phase clk, asyn. delays, bus holders ...)
    - not supported by EDA tools



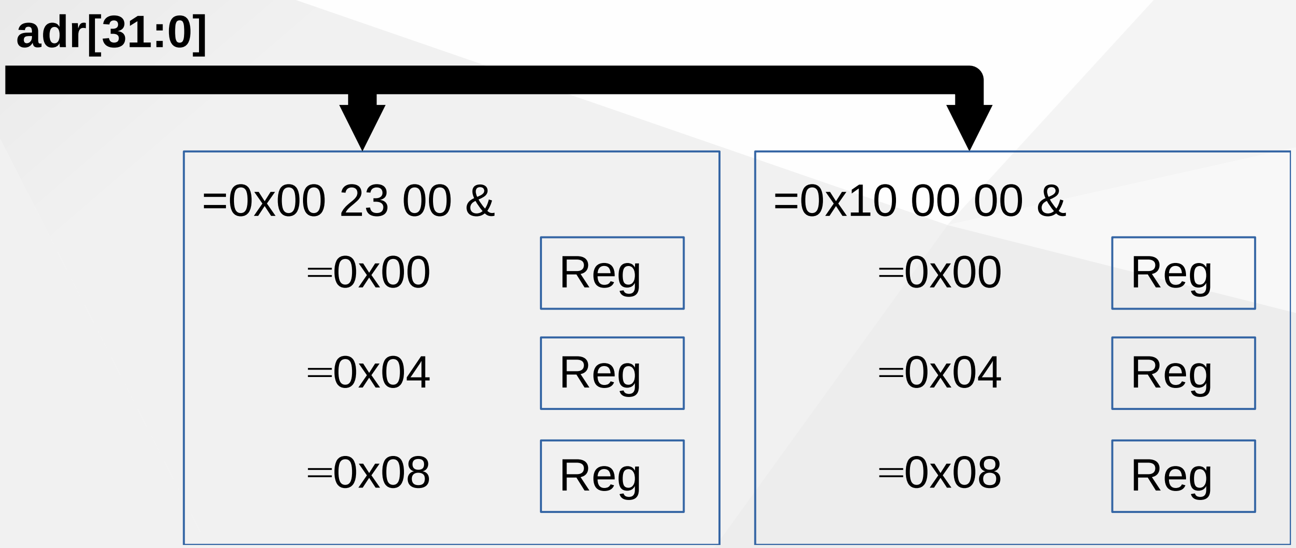
Implementation: Multiplexed





Implementation: Flat address decoding

- every module places its registers at absolut addresses in total address space
- (unnecessary) high delay & gate count
- non existent orthogonality



Impl.: Hierarchical address decoding

- every module places its registers relative to address 0, i.e. it only decodes the **lowermost** address bits **used by itself**
- a further signal indicates a module access