## Learn Git and GitHub without any code!

Using the Hello World guide, you'll start a branch, write comments, and open a pull request.

Read the guide

📖 jmjos / **ratatoskr**

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# added README_MMIRKA.txt, and corresponding contributions #63

⑂ Open   **mmirka** wants to merge 1 commit into `jmjos:master` from `mmirka:MMirka-Contributions` 📋

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**mmirka** commented on Oct 26

Here are some modifications I made to the project for personal purpose. You might be interested in some of them. Hence the will to share it !
All contributions are described in the README_MMIRKA.txt file.
The main goals of these modifications are:

- Add the routing table option to the routing algorithm;
- Be able to simulate any NoC architecture (with crossing links, diagonal links, etc.), thanks to a "universal" routing algorithm, and a different way to allocate links directions.

☺

**jmjos** commented on Oct 31                                                    Owner

Hi! I have a few questions regarding the PR while reading the code.

1. Why did you remove ZXYZ completely and replaced it with a routing table? I would prefer to have the routing tables as an additional option that does not replace previous implementations.
2. Why did you remove lines 39 to 44 in `GlobalResources.cpp` ?

```
#ifdef ENABLE_NETRACE
    for (int i = 0; i < 64; ++i) {
        netraceNodeToTask.insert(std::pair<nodeID_t, int>(i%64+64, i%64));
        netraceTaskToNode.insert(std::pair<int, nodeID_t>(i%64, i%64+64));;
    }
#endif
```

3. What is the idea behind the function `void GlobalResources::fillDirInfoOfNodeConn()`, version 1.0? And why is it commented out? It also contains quite some commented code inside the function. Would it be possible to reduce the LOC and clean it up or just keep version 2.0?

Thanks for a short clarification, and sorry for the delay!

Cheers,
Moritz

☺

---

◉ **jmjos** reviewed 5 days ago

View changes

```
simulator/src/model/router/Router.cpp
```

| ... | ... | @@ -23,7 +23,7 @@ |
|---|---|---|
| 23 | 23 | `#include <model/router/routings/HeteroXYZRouting.h>` |
| 24 | 24 | `#include <model/router/routings/RandomXYZRouting.h>` |
| 25 | 25 | `#include <model/router/routings/RandomHeteroXYZRouting.h>` |
| 26 | | `- #include <model/router/routings/ZXYZRouting.h>` |

**jmjos** 5 days ago    Owner

Please do not delete any of the existing routing algorithms. thanks!

☺

Reply…

Resolve conversation

**jmjos** requested changes 5 days ago

View changes

**jmjos** left a comment                                                              Owner

pls see the comments and change them. Thank you!

☺

---

```
simulator/src/model/router/Router.cpp
```

```
...     ...     @@ -48,8 +48,8 @@ Router::Router(sc_module_name nm, Node& node)
 48      48              routingAlg = std::make_unique<RandomXYZRouting>();
 49      49          else if(node.type->routing=="RandomHeteroXYZ")
 50      50              routingAlg = std::make_unique<RandomHeteroXYZRouting>();
 51          -       else if(node.type->routing=="ZXYZ")
```

**jmjos** 5 days ago   Owner

Please do not delete any of the existing routing algorithms. thanks!

☺

Reply…

Resolve conversation

---

```
simulator/src/model/router/Router.cpp
```

```
...     ...     @@ -48,8 +48,8 @@ Router::Router(sc_module_name nm, Node& node)
 48      48              routingAlg = std::make_unique<RandomXYZRouting>();
 49      49          else if(node.type->routing=="RandomHeteroXYZ")
 50      50              routingAlg = std::make_unique<RandomHeteroXYZRouting>();
 51          -       else if(node.type->routing=="ZXYZ")
 52          -           routingAlg = std::make_unique<ZXYZRouting>();
```

**jmjos** 5 days ago   Owner

Please do not delete any of the existing routing algorithms. thanks!

☺

Reply…

Resolve conversation

---

`bin/Create_RoutingTable.py`

| ... | ... | `@@ -0,0 +1,903 @@` |
|---|---|---|
| | 1 | `+ #!/bin/python` |

**jmjos** 5 days ago   ( Owner )

this looks fine. to improve the code quality, please add tests for your new features (any topology and routing tables) in the tests folder!

☺

Reply…

Resolve conversation

---

`bin/config.ini`

| ... | ... | `@@ -1,38 +1,42 @@` |
|---|---|---|
| 1 | 1 | `  [Config]` |
| 2 | | `- simulationTime = 100000` |

**jmjos** 5 days ago   ( Owner )

pls don't commit changes to the config files...

☺

Reply…

Resolve conversation

---

`simulator/src/utils/GlobalResources.cpp`

| | 403 | `+        return mini;` |
|---|---|---|
| | 404 | `+ }` |
| | 405 | `+` |
| | 406 | `+ // My function 1.0` |

**jmjos** 5 days ago   ( Owner )

pls remove the version 1.0 as we will not use it

☺

Reply…

Resolve conversation

---

simulator/src/utils/GlobalResources.cpp

```
154    199          //NOC
155    200          pugi::xml_node noc_node = doc.child("configuration").child("noc")
156    201          noc_file = noc_node.child_value("nocFile");
157    202          flitsPerPacket = noc_node.child("flitsPerPacket").attribute("value
158      -          bitWidth = noc_node.child("bitWidth").attribute("value").as_int()
```

**jmjos** 5 days ago   Owner

why did you remove that? we need it to calculate number of flits of packets

🙂

Reply…

Resolve conversation

---

simulator/src/utils/GlobalResources.cpp

```
...    ...    @@ -36,17 +38,12 @@ GlobalResources::GlobalResources()
36     38         auto seed = std::random_device{}();
37     39         rand->seed(seed);
38     40         rd_seed = seed;
39       -  #ifdef ENABLE_NETRACE
```

**jmjos** 5 days ago   Owner

pls dont delete the netrace mode!

🙂

Reply…

Resolve conversation

---

simulator/src/utils/GlobalResources.cpp

```
45     41      }
46     42
47     43      GlobalResources& GlobalResources::getInstance()
48     44      {
49     45          static GlobalResources instance;
```

```
46   +        //std::cout<<"\n\n\nInstance created\n\n\n"<<std::endl;
```

**jmjos** 5 days ago    (Owner)

pls delete this comment

🙂

Reply…

Resolve conversation

**Reviewers**

jmjos

Still in progress? Convert to draft

**Assignees**

No one assigned

**Labels**

None yet

**Projects**

None yet

**Milestone**

No milestone

**Linked issues**

Successfully merging this pull request may close these issues.

None yet

**2 participants**

☑ **Allow edits by maintainers**  ⑦