Interconnection Networks for High-Performance Systems

ECE 6115 / CS 8803 – ICN Spring 2020

Lab 4: Wormhole vs Virtual Channel Flow Control [50 points]

In this lab, you will study how efficient management of buffers helps improve network throughput. Given 16 buffers per port, you need to compare the performance of one 16-flit deep FIFO with wormhole flow control versus 16 1-flit deep VCs.

Useful Definitions:

- Reception Rate (packets/node/cycle) is total_packets_received/num-cpus/sim-cycles
- **Peak Throughput.** Maximum reception rate provided by the network.

Getting Started:

[clone a fresh copy of gem5]

hg clone /nethome/tkrishna3/teaching/simulators/gem5/repo/gem5

Now build the simulator.

```
THIS NEEDS TO BE DONE EVERYTIME YOU CHANGE THE C++ CODE. ./my_scripts/build_Garnet_standalone.sh
```

On a fresh login to the machines, don't forget to source the environment file before running source <path to gem5>/my scripts/set env.sh

Part A: Impact of Number of VCs [15 points]

Run Command:

```
./build/Garnet_standalone/gem5.opt configs/example/garnet_synth_traffic.py \
--network=garnet2.0 \
--num-cpus=64 \
--num-dirs=64 \
--topology=Mesh \
--mesh-rows=8 \
--sim-cycles=10000 \
--synthetic=uniform_random \
--vcs-per-vnet=16 \
--inj-vnet=0 \
--routing-algorithm=xy \
--garnet-deadlock-threshold = 20000 \
--injectionrate=0.02
```

Sweep the injection rate in increments of 0.02 and run the simulation with --vcs-per-vnet equal to 1, 2, 4, 8, and 16.

- **Graph 1:** Plot all the latency vs injection rate curves in ONE graph (clearly labeled and y-axis clipped at 50 like Lab 1). Add the graph to your report. [5 points]
- **Graph 2:** Plot the reception rate vs injection rate curves in ONE graph. Add the graph to your report. [4 points]

Question 1: What is the theoretical peak throughput for the configuration you ran above? What is the actual observed peak throughput with VC = 1? [3 points]

Question 2: Looking at Graph 2, you will see a sudden increase in reception rate beyond some number of VCs. Why do you observe this phenomenon? Explain briefly. [3 points]

Part B: Wormhole Flow Control [25 points]

Implement Wormhole flow-control within Garnet. It will get enabled when you run Garnet with the option --wormhole.

This will run Garnet with one VC per port and set the depth of the VC to the value provided within vcs-per-vnet.

Recall that by default, each VC can only hold one packet. Your wormhole implementation needs to allow it to hold up to 16 packets.

You are only injecting single-flit packets in this lab, so packet =>HEAD_TAIL flit.

Example Run Command:

```
./build/Garnet_standalone/gem5.opt configs/example/garnet_synth_traffic.py \
--network=garnet2.0 \
--num-cpus=64 \
--num-dirs=64 \
--topology=Mesh \
--mesh-rows=8 \
--sim-cycles=10000 \
--synthetic=uniform_random \
--vcs-per-vnet=16 \
--inj-vnet=0 \
--routing-algorithm=xy \
--garnet-deadlock-threshold = 20000 \
--injectionrate=0.02 \
--wormhole
```

You can use any existing datastructures or add new ones.

Hints:

- the *decrement_credit* and *increment_credit* functions called by SwitchAllocator.cc will be useful to look at and leverage for your implementation.
- You are only injecting single-flit (HEAD_TAIL_) packets, so only focus on the if $(t_flit > get_type() == HEAD_TAIL_)$ parts of the code

Part C: Wormhole vs VCs analysis [10 points]

Graph 1: Plot the latency vs injection rate curve for the following three configurations on the SAME graph for uniform random traffic and add it to the report [3 points]

- VC = 1, Depth = 1 (directly from Part 1)
- VC = 16, Depth = 1 (directly from Part 1)
- VC = 1, Depth = 16 (i.e., --wormhole)

Repeat the same for Tornado traffic. [3 points]

Question 3: For *uniform random* traffic, how does the performance of wormhole compare to the (VC=16, Depth=1) configuration.? Why? [2 points]

Question 4: For *tornado* traffic, how does the performance of wormhole compare to the (VC=16, Depth=1) configuration.? Why? [2 points]

What to Submit:

Report.doc/pdf garnet2.0.tar.gz with your wormhole implementation