

Power-aware Manhattan routing on chip multiprocessors

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Motivation and introduction

Power-aware Manhattan routing
on chip multiprocessors

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- Chip MultiProcessor (CMP): present and future of the processor

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- Chip MultiProcessor (CMP): present and future of the processor
- Manhattan paths into a grid: good value for price
- Power issue crucial for both economical and environmental reasons
- Scalable links

Outline of the talk

- 1 Framework
- 2 Theoretical results
- 3 Heuristics
- 4 Simulations

Outline of the talk

1 Framework

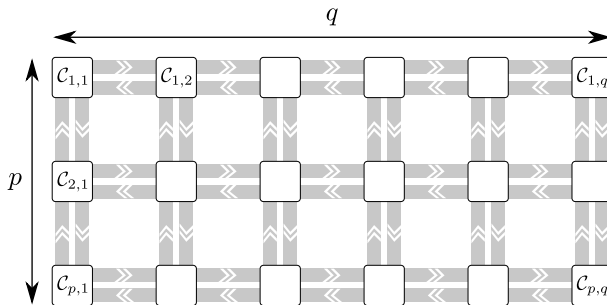
2 Theoretical results

3 Heuristics

4 Simulations

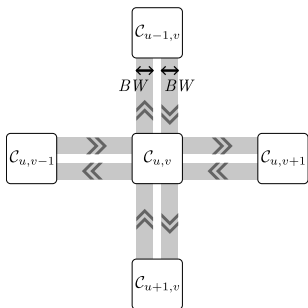
Platform, notations, and power consumption model

- Cores arranged onto a 2D grid



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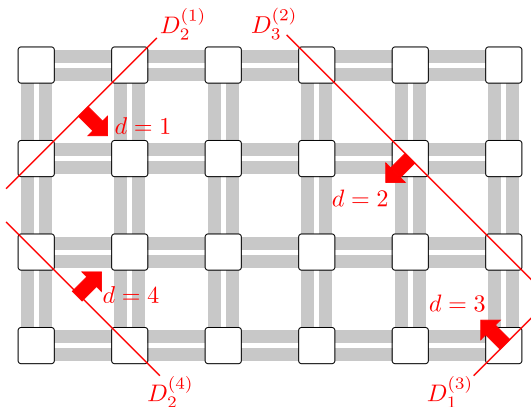
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- Cores arranged onto a 2D grid
- Bi-directional links, but bandwidth not shared among two opposite directions
- $f_{(u,v) \rightarrow (u',v')}$: fraction of the bandwidth that is used
- $P_{\text{dyn}}((u, v) \rightarrow (u', v')) = P_0 \times (f_{(u,v) \rightarrow (u',v')} BW)^\alpha$,
where P_0 is a constant and $2 < \alpha \leq 3$
- $P_{(u,v) \rightarrow (u',v')} = P_{\text{leak}} + P_0 \times (f_{(u,v) \rightarrow (u',v')} BW)^\alpha$.
If $(u, v) \rightarrow (u', v')$ is inactive, then $P_{(u,v) \rightarrow (u',v')} = 0$.

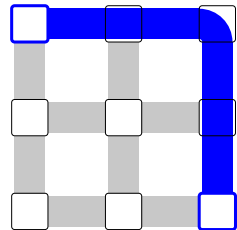
Communication model

- **Communication** defined by $\gamma_i = (\mathcal{C}_{usrc(i), vsrc(i)}, \mathcal{C}_{usnk(i), vsnk(i)}, \delta_i)$
- **Direction** d_i of communication γ_i
- **Diagonal** of cores $D_k^{(d)}$



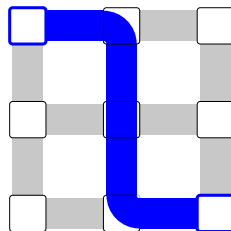
Routing definitions

- XY routing (XY):
horizontally first, then vertically.



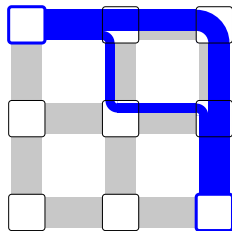
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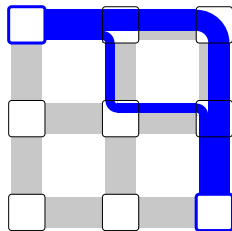
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communications $\gamma_{i,1}, \gamma_{i,2}, \dots, \gamma_{i,s'}$, of sizes
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- max-paths Manhattan routing (max-MP):
special case of s -MP where the number of paths
is not bounded.
(Remark: actually, there are $\binom{p+q-2}{p-1}$ Manhattan
paths going from $C_{1,1}$ to $C_{p,q}$.)



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for all $(u, v) \in \{1, \dots, p\} \times \{1, \dots, q\}$ and $C_{u',v'} \in \text{succ}_{u,v}$,

$$\sum_{\substack{i \in \{1, \dots, n_c\}, j \in \{1, \dots, s\} \\ (u, v) \rightarrow (u', v') \in \text{path}_{i,j}}} \delta_{i,j} \leq f_{(u,v) \rightarrow (u',v')} \times BW.$$

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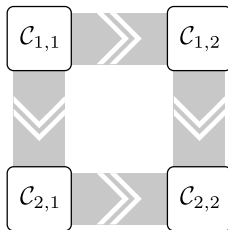
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Minimize

$$\sum_{\substack{(u, v) \in \{1, \dots, p\} \times \{1, \dots, q\} \\ (u', v') \in \text{succ}_{(u,v)}}} P_{(u,v) \rightarrow (u',v')}$$

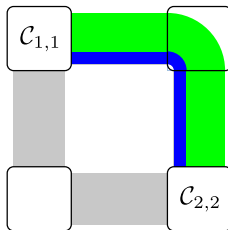
Quick comparison of routing rules

- $P_{\text{leak}} = 0$, $P_0 = 1$, $\alpha = 3$, $BW = 4$
- $\gamma_1 = (C_{1,1}, C_{2,2}, 1)$ and $\gamma_2 = (C_{1,1}, C_{2,2}, 3)$.



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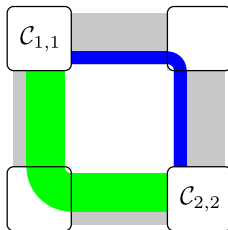
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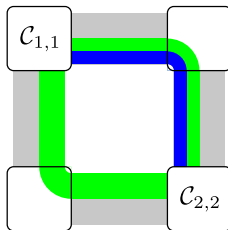


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$$P_{XY} = 128$$

$$P_{1\text{-MP}} = 56$$

$$P_{2\text{-MP}} = 2 \times (2^3 + 2^3) = 32$$

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Manhattan vs XY; single source and destination

Theorem

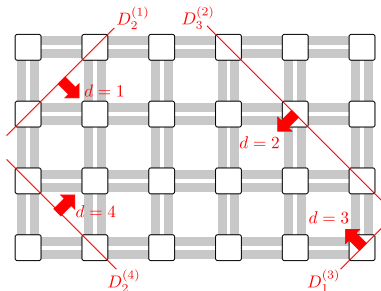
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- K : sum of all communications
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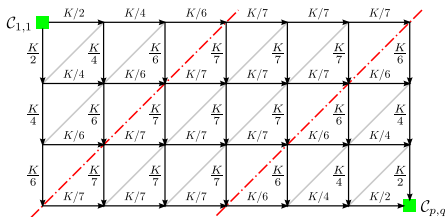
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- Lower bound on P_{\max} . Ideal sharing of one communication:



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$$P_{\max} \geq \sum_{k=1}^{p-1} 2k \left(\frac{K_k^{(1)}}{2k} \right)^\alpha + \sum_{k=p}^{q-1} (2p-1) \left(\frac{K_k^{(1)}}{2p-1} \right)^\alpha + \sum_{k=q}^{q+p-2} 2(q+p-k-1) \left(\frac{K_k^{(1)}}{2(q+p-k-1)} \right)^\alpha,$$

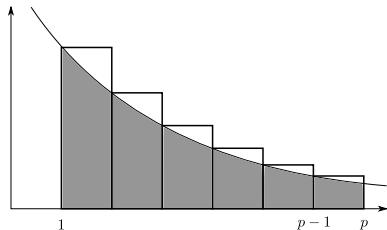
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$$K_k^{(1)} = K \text{ and } \sum_{k=1}^{p-1} k^{1-\alpha} \geq \int_1^p dx/x^{\alpha-1}$$



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$K_k^{(1)} = K$ and $\sum_{k=1}^{p-1} k^{1-\alpha} \geq \int_1^p dx/x^{\alpha-1}$, hence

$$P_{\max} \geq K^\alpha \left(2 \times \frac{1}{2^{\alpha-1}} \frac{1}{2-\alpha} \left(1 - p^{2-\alpha} \right) + \frac{q-p}{(2p-1)^{\alpha-1}} \right).$$

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Altogether, $P_{\max} = O(K^\alpha)$ and $P_{XY} = O(p \times K^\alpha)$, hence the result.

Manhattan vs XY; single source and destination

Theorem

The upper bound of P_{XY}/P_{\max} in $O(p)$ is tight.

Manhattan vs XY; multiple sources and destinations

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Theorem

The upper bound of P_{XY}/P_{\max} in $O(p^{\alpha-1})$ can be achieved with a 1-MP routing on a square CMP.

NP-completeness of Manhattan routing

Theorem

Finding a s -MP routing that minimizes the total power consumption while ensuring that link bandwidths are not exceeded is a NP-complete problem.

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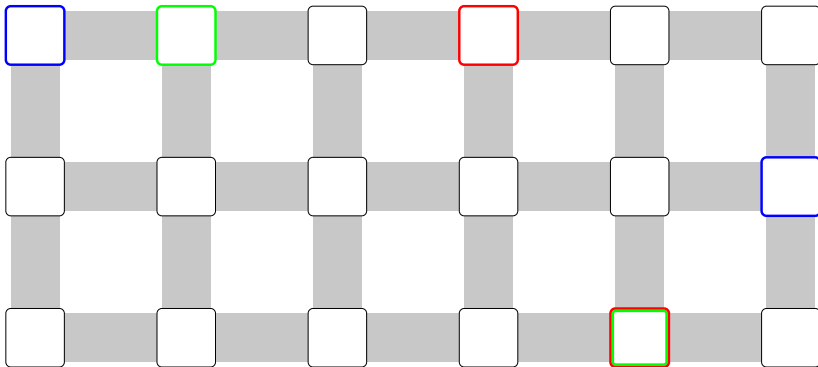
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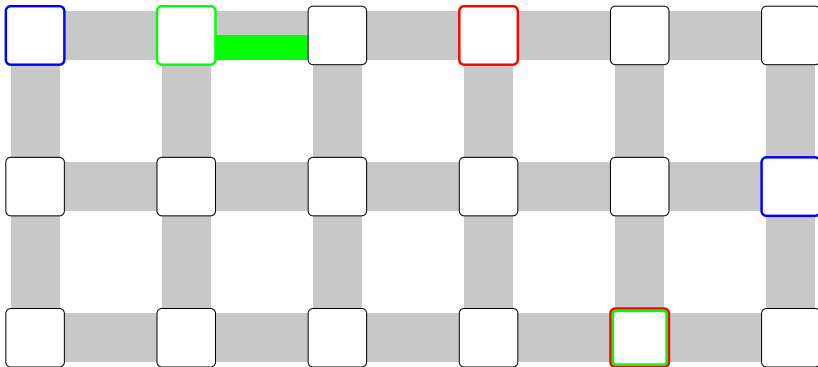
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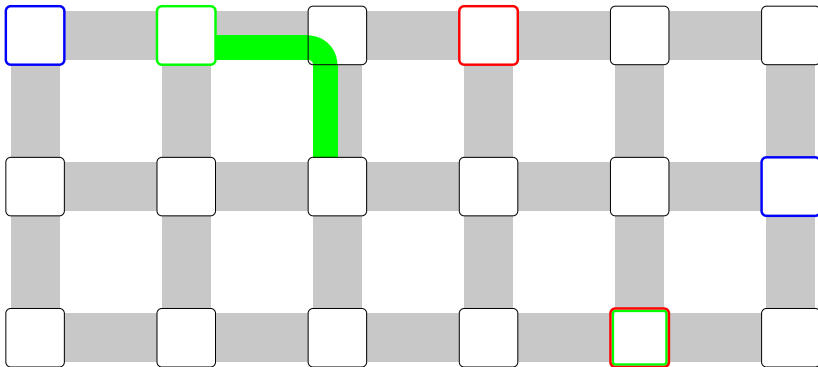
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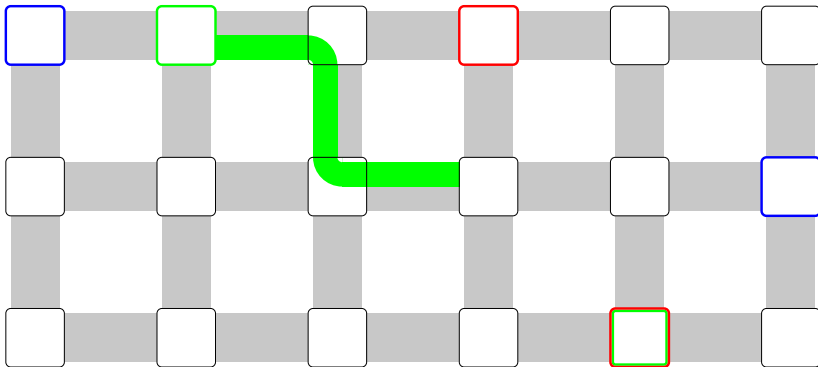
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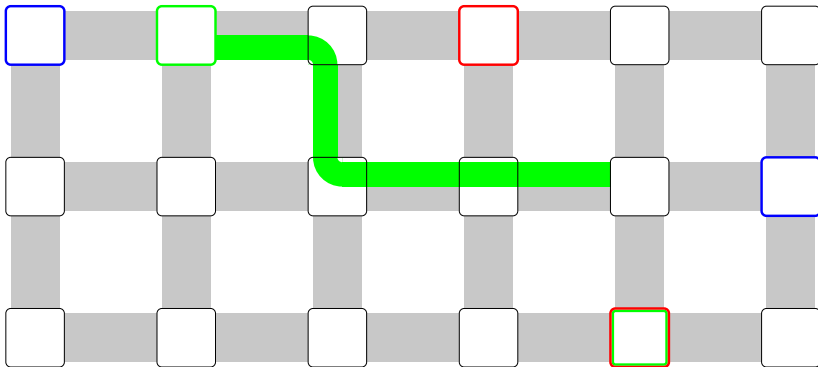
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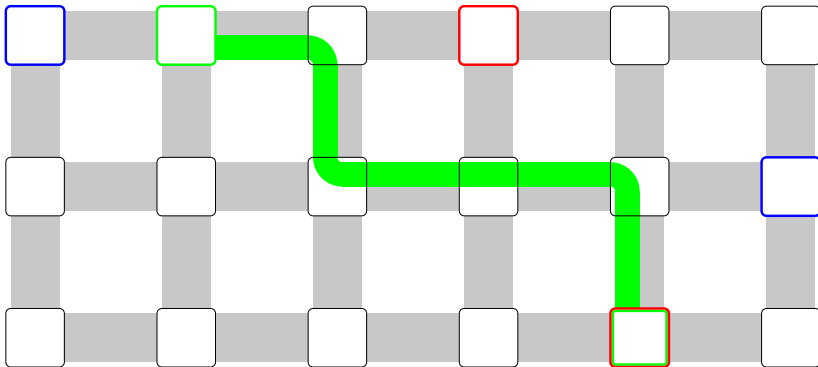
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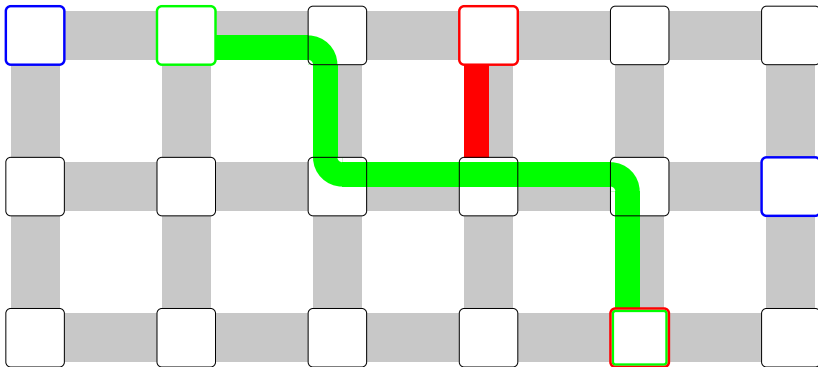
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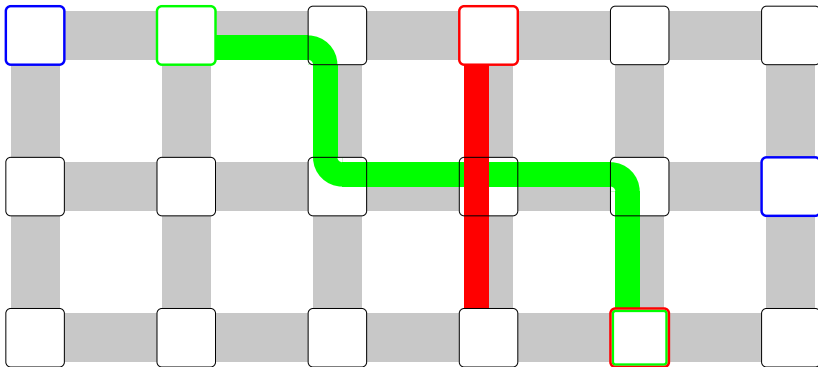
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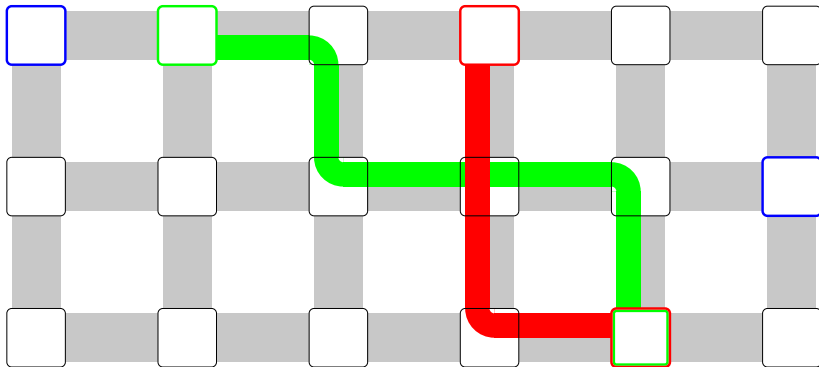
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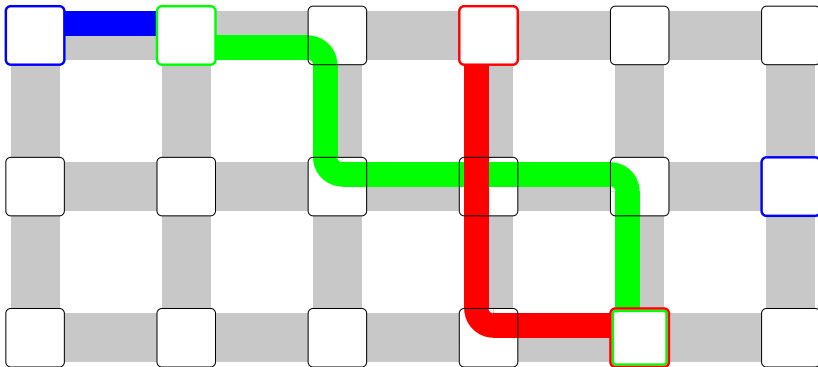
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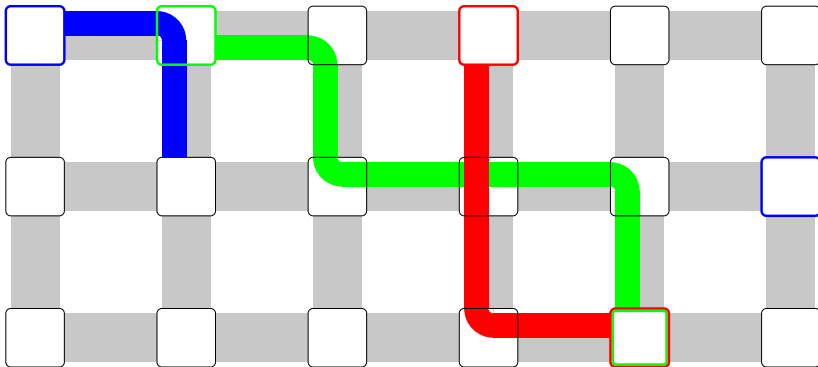
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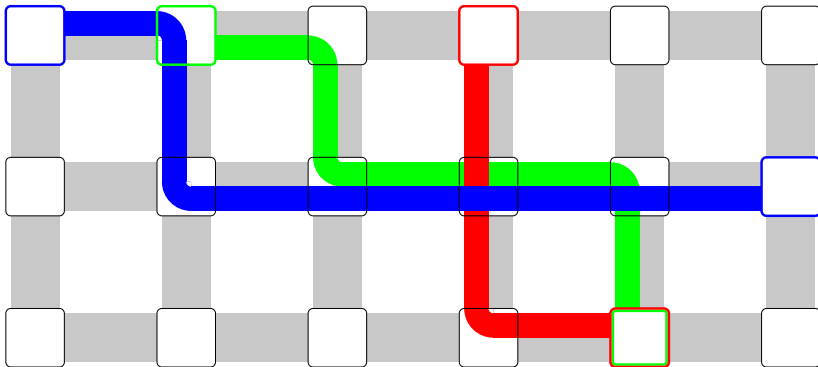
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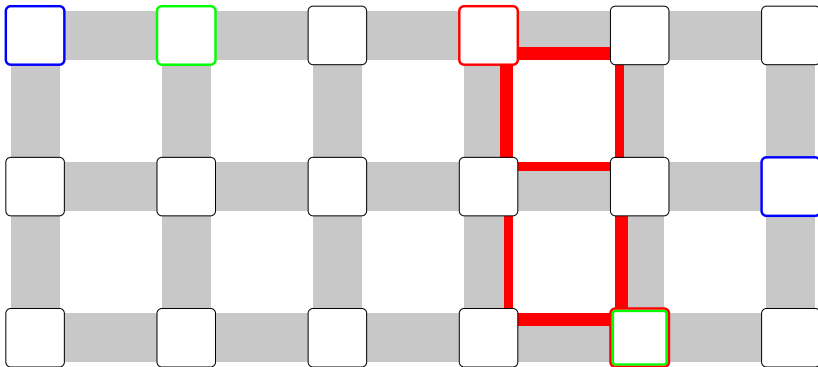
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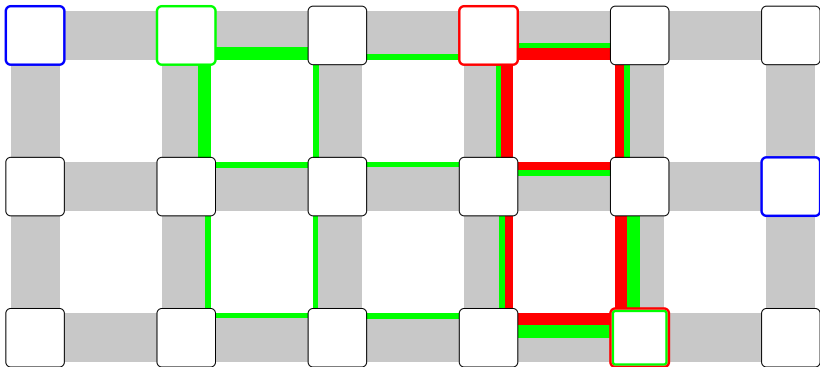
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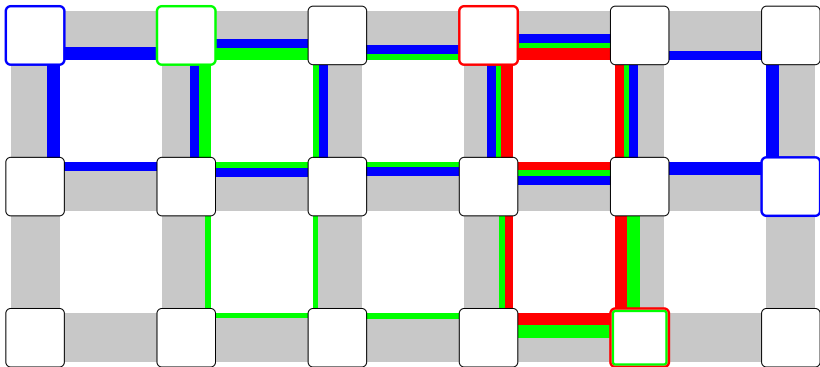
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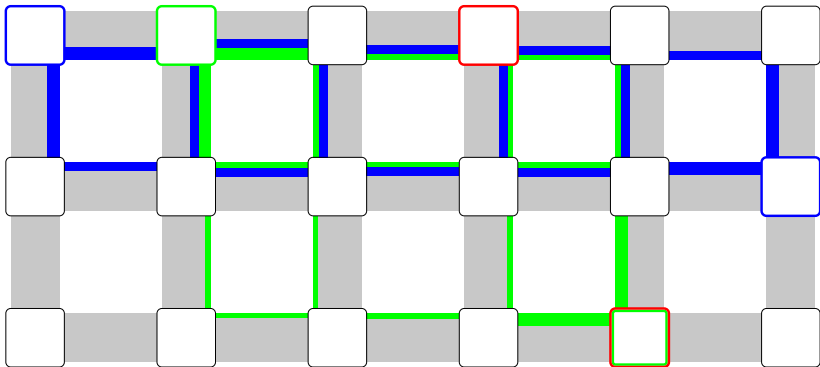
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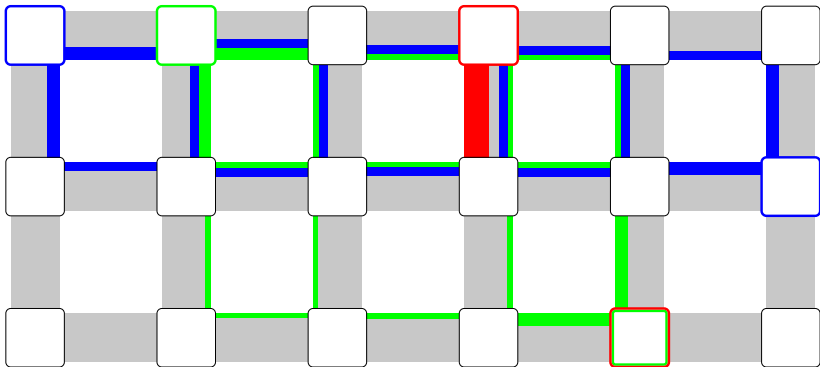
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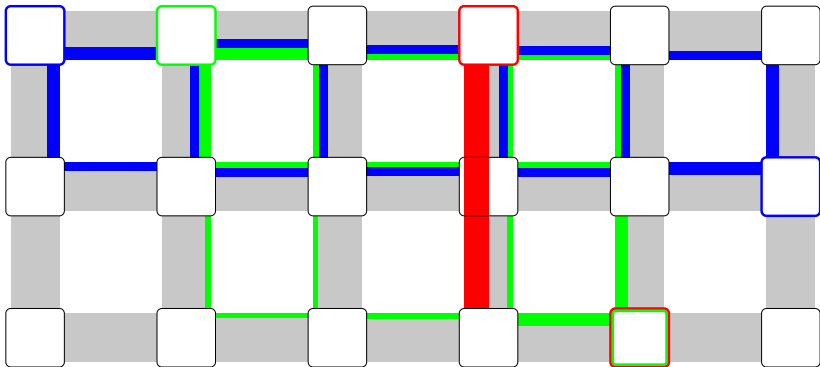
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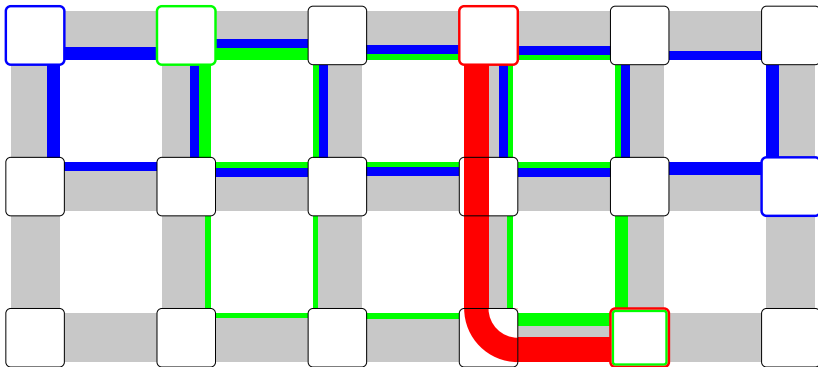
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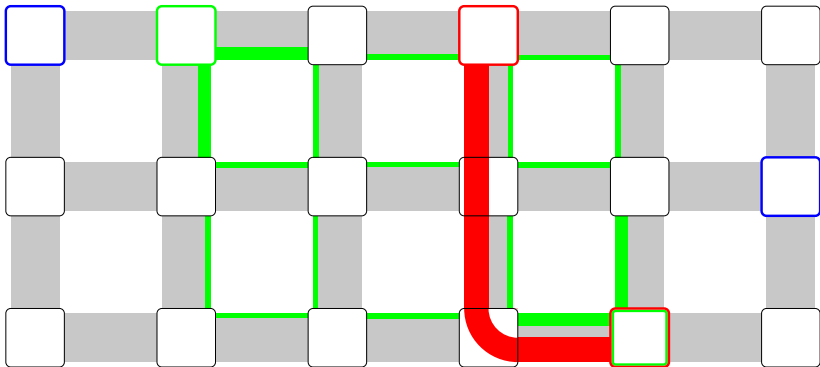
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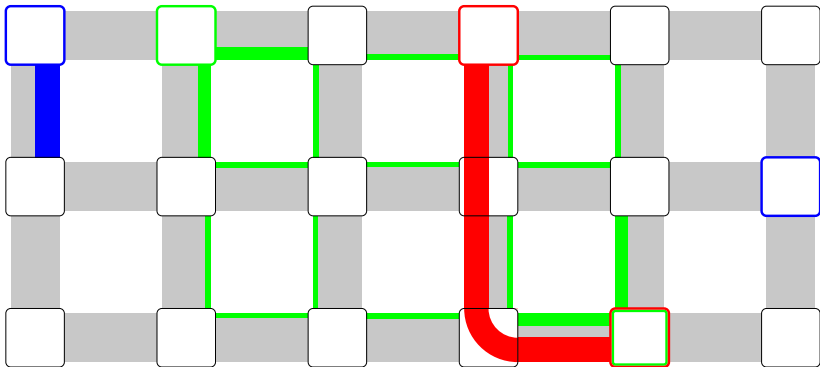
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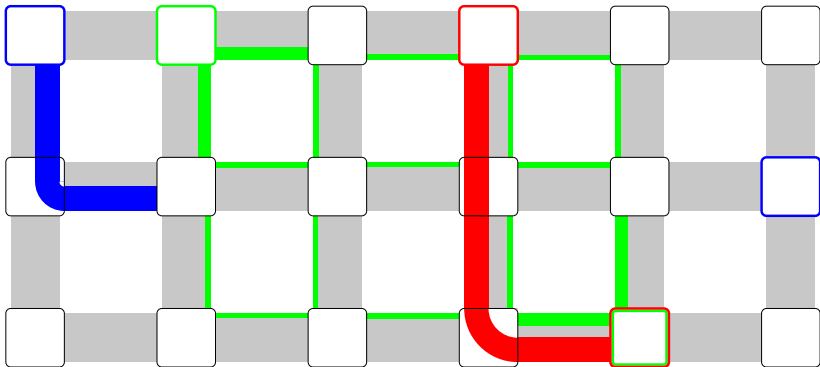
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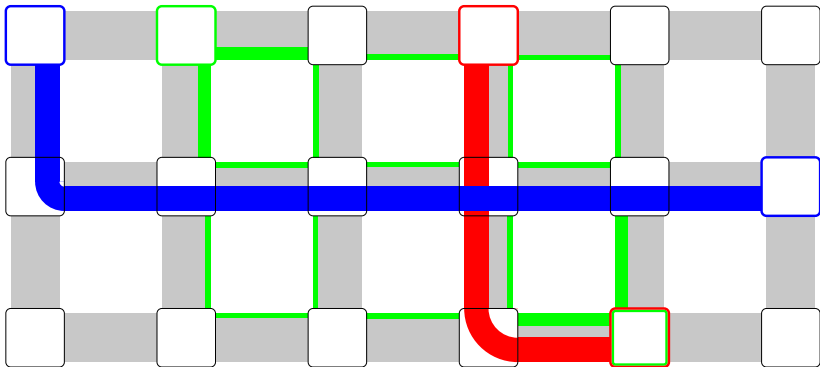
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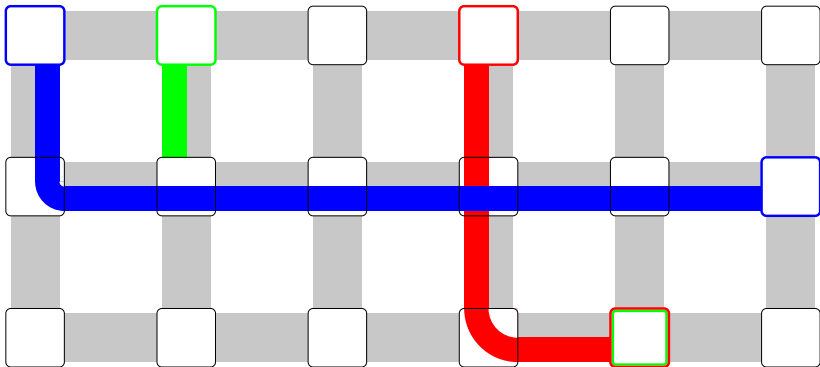
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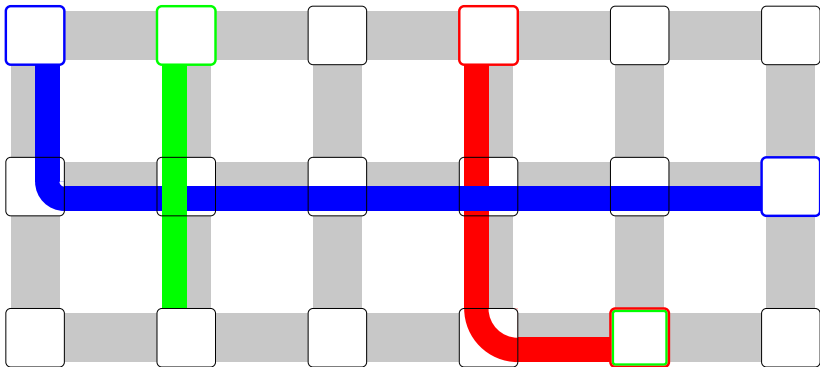
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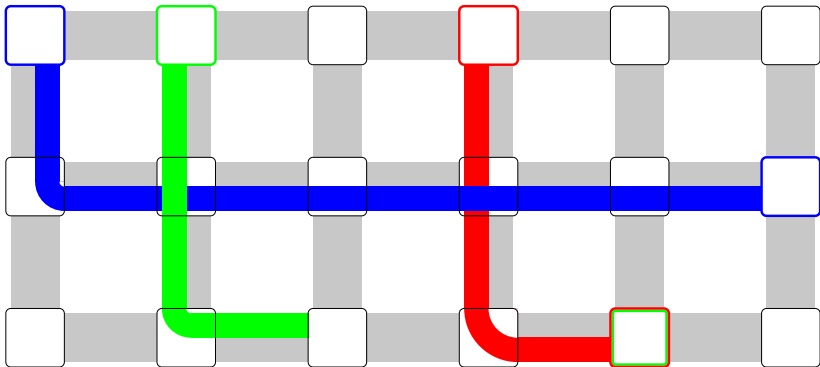
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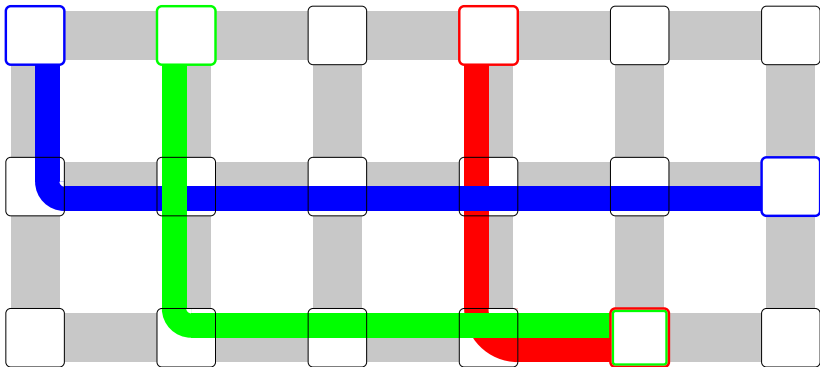
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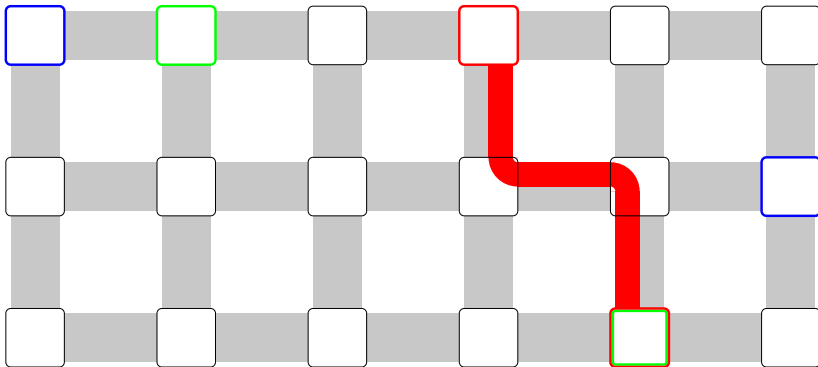
Improved greedy (IG)



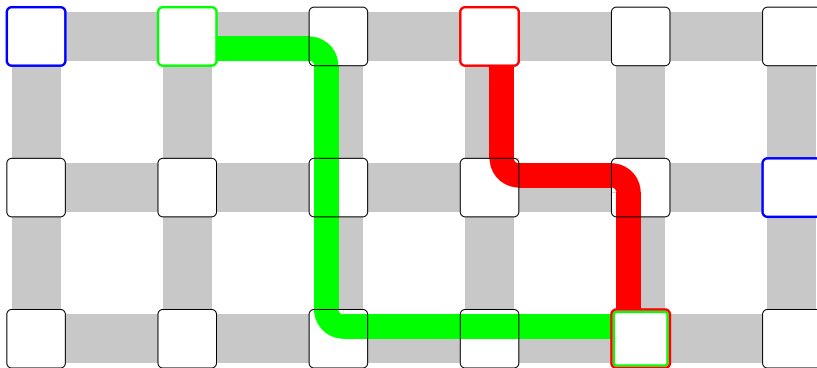
Two-bend (TB)

- Simple greedy (**SG**): greedily assigns communications, hop by hop, on the least loaded link.
- Improved greedy (**IG**): virtually pre-assigns communications onto links, then almost like **SG**.
- Two-bend (**TB**): for each communication, chooses the best path with two bends.
- XY improver (**XYI**): starts from XY assignment, and moves communications from the highest loaded link.
- Path remover (**PR**): virtually pre-assigns communications onto links, and iteratively prevents communications from using highly loaded links.

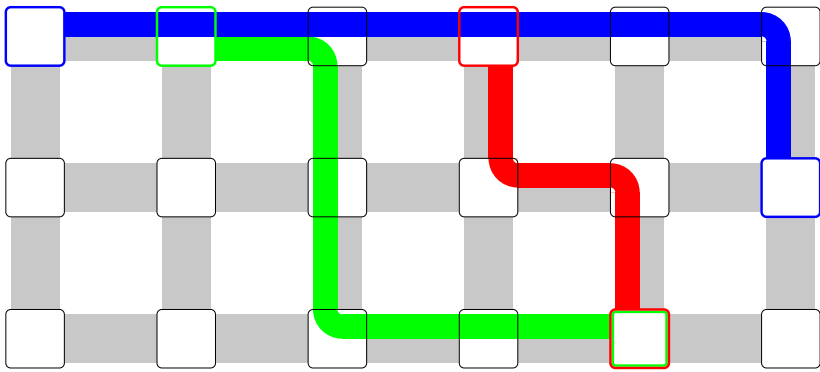
Two-bend (TB)



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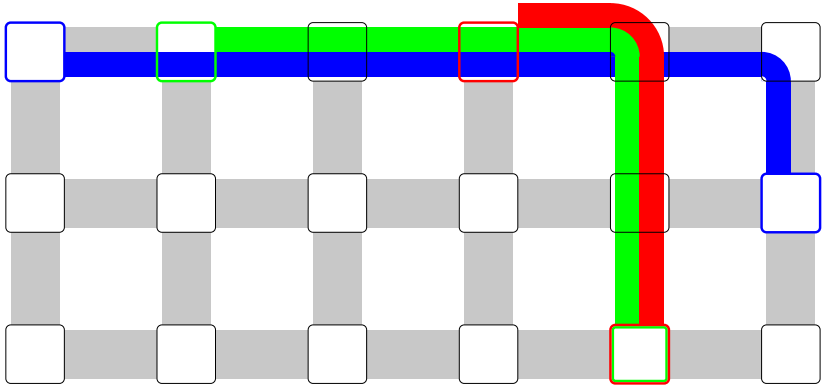
Two-bend (TB)



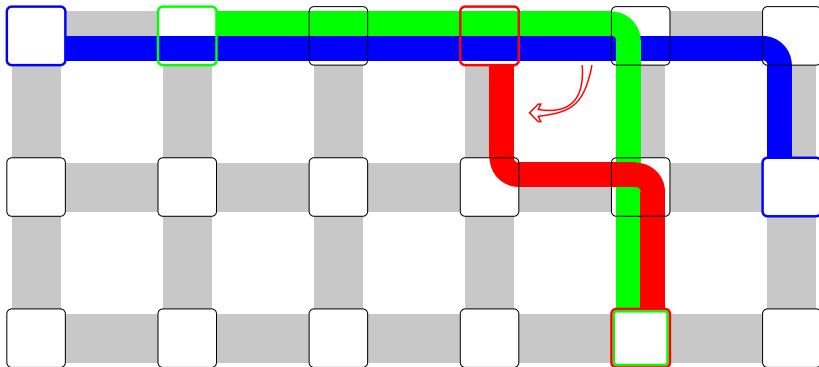
XY improver (**XYI**)

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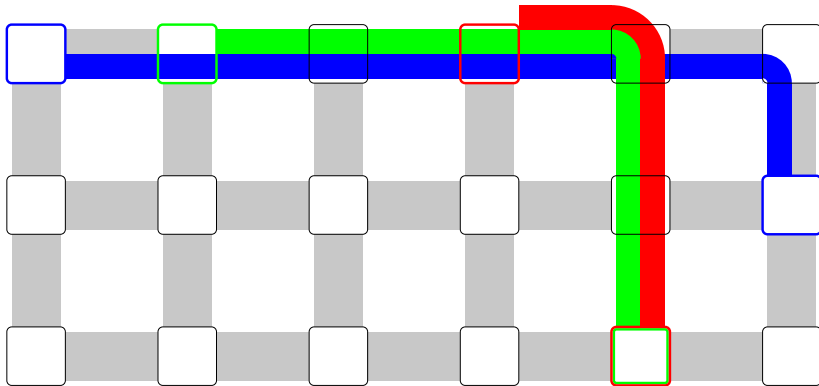
XY improver (XYI)



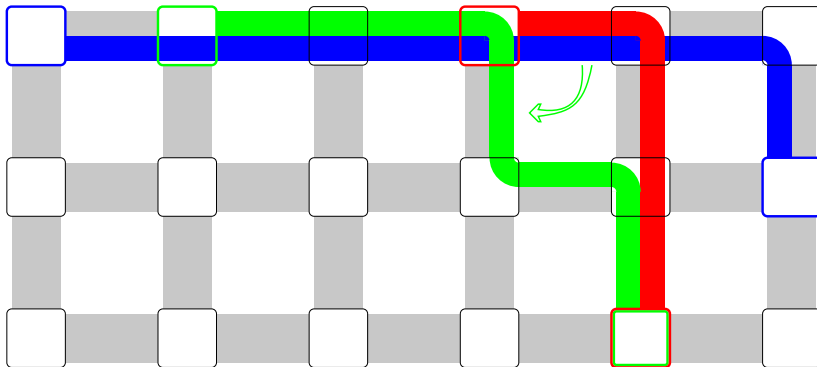
XY improver (XYI)



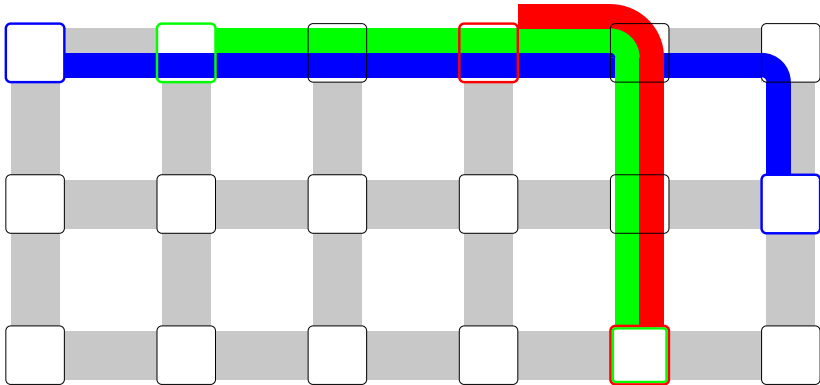
XY improver (XYI)



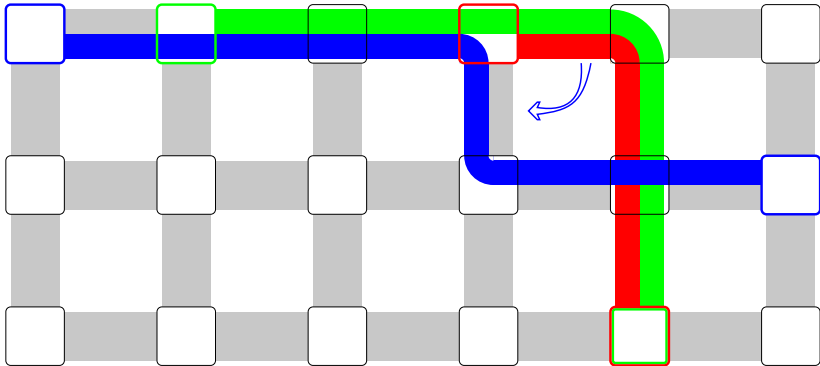
XY improver (XYI)



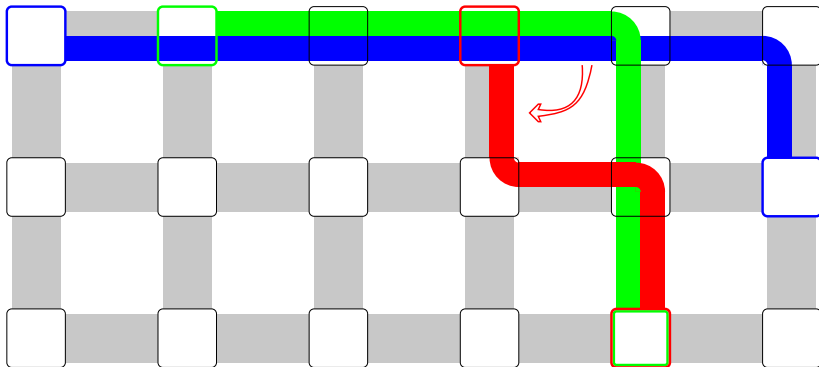
XY improver (XYI)



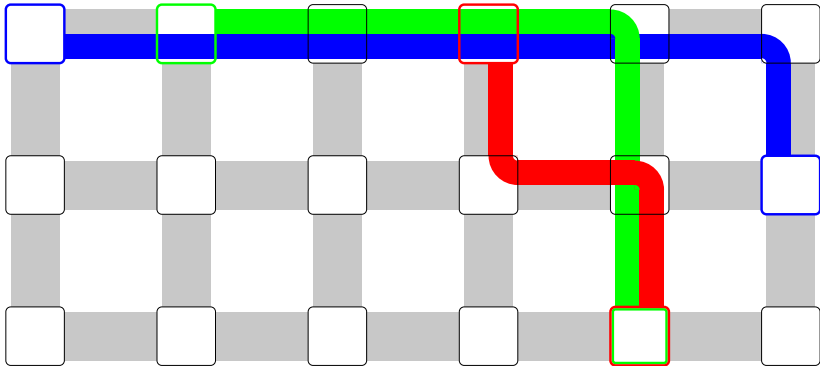
XY improver (XYI)



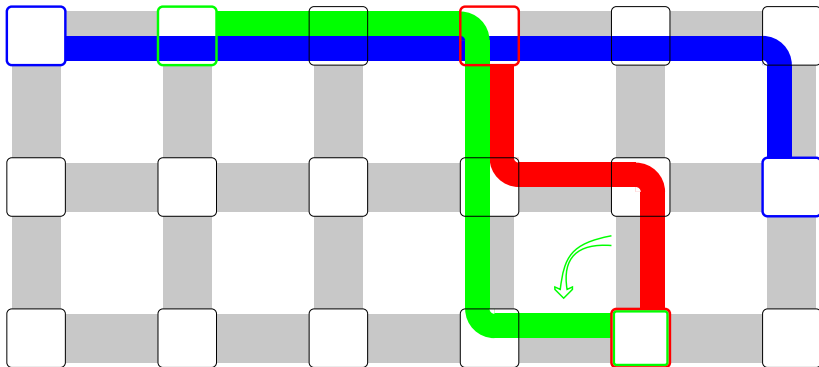
XY improver (XYI)



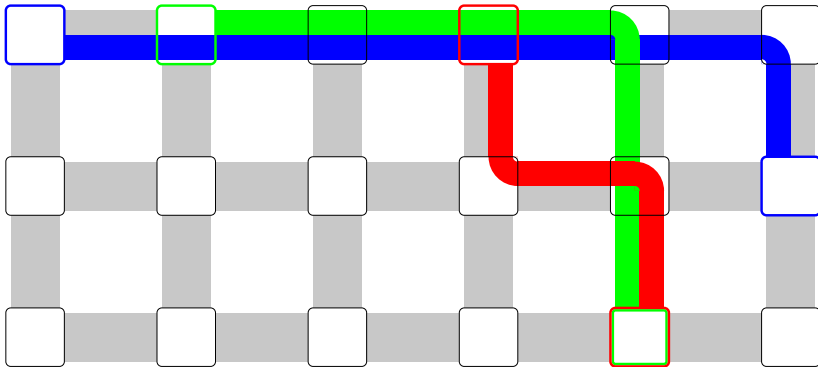
XY improver (XYI)



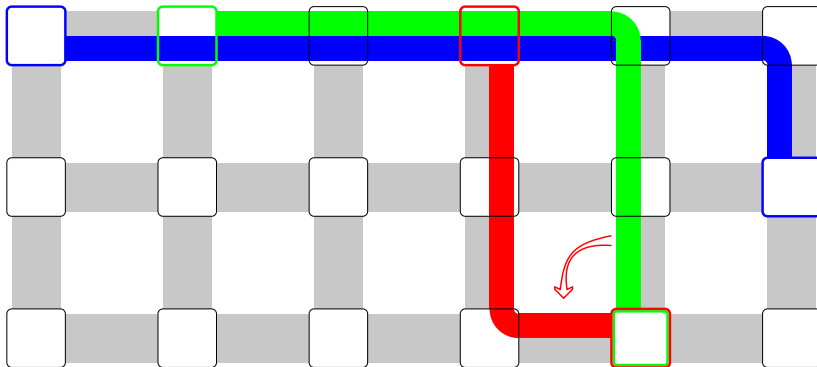
XY improver (XYI)



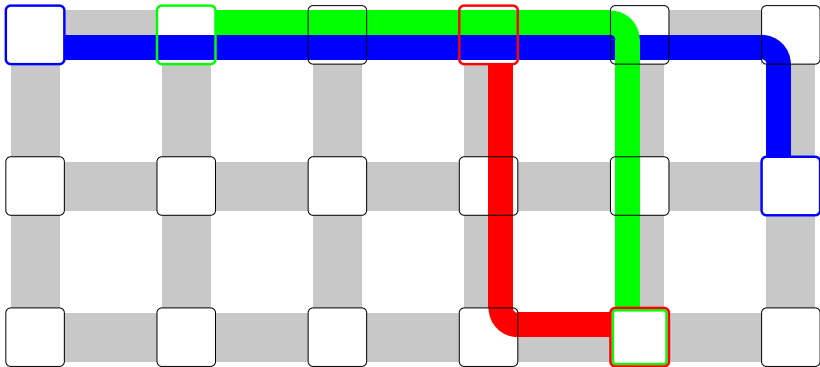
XY improver (XYI)



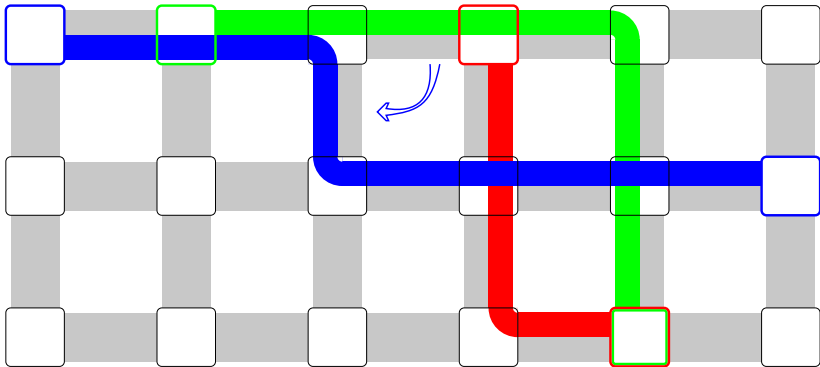
XY improver (XYI)



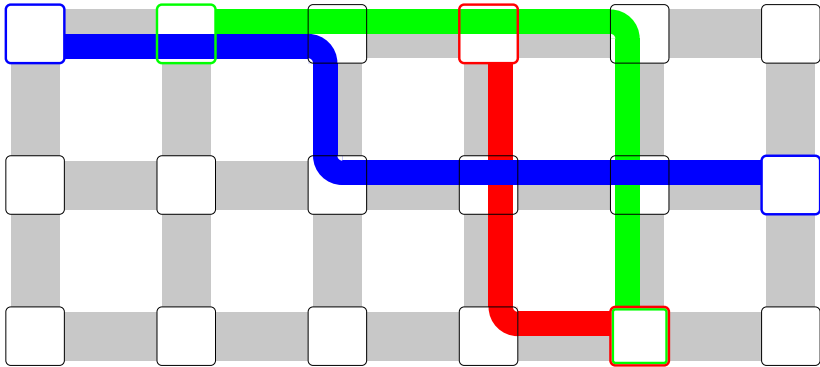
XY improver (XYI)



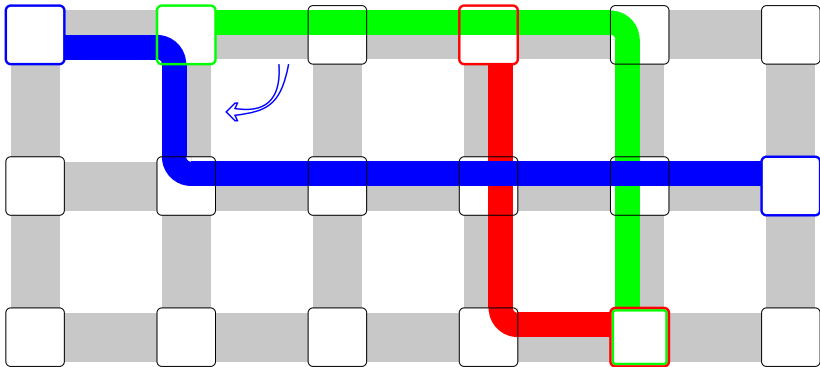
XY improver (XYI)



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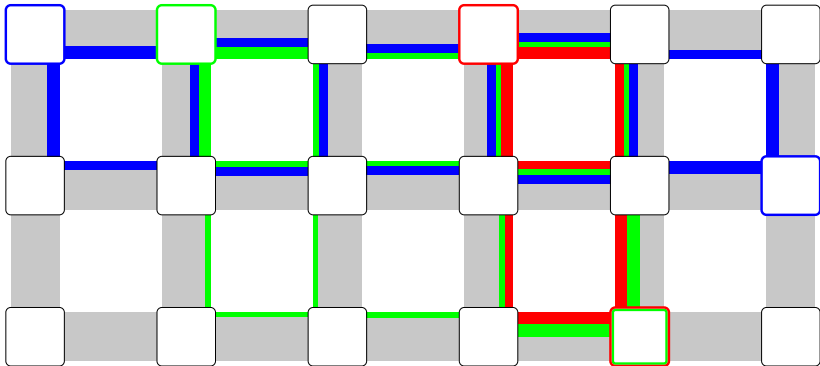
XY improver (XYI)



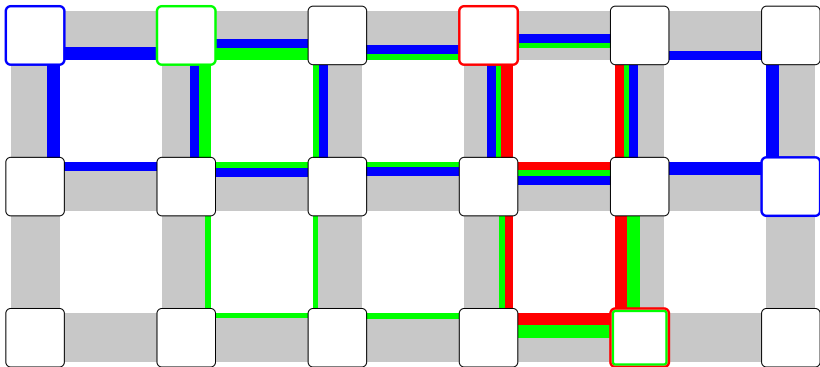
Path remover (**PR**)

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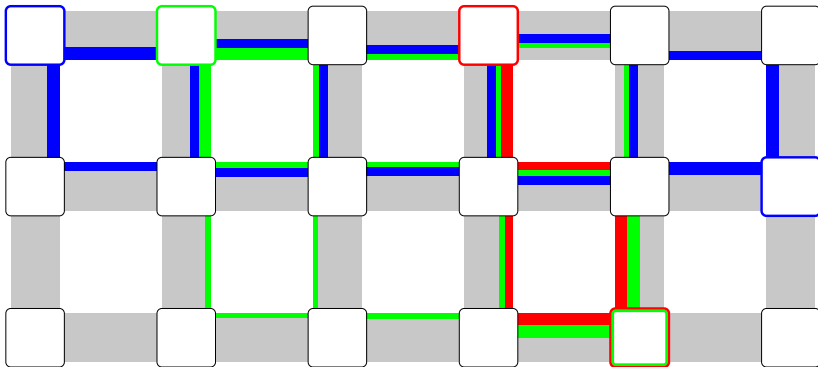
Path remover (PR)



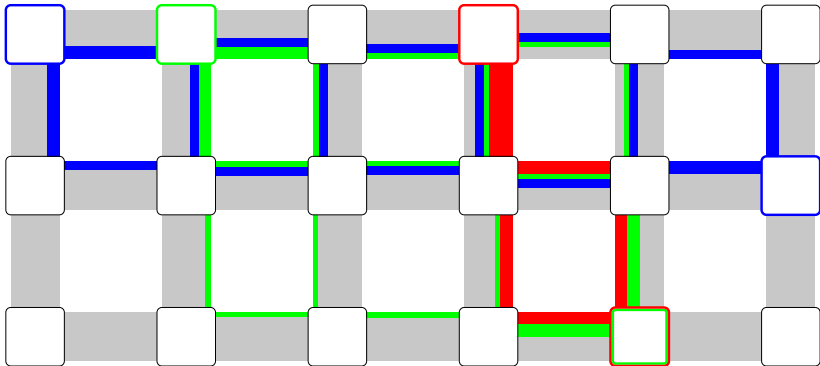
Path remover (PR)



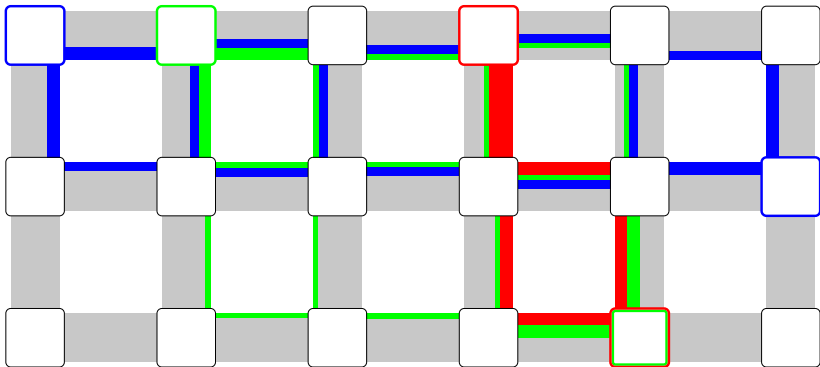
Path remover (PR)



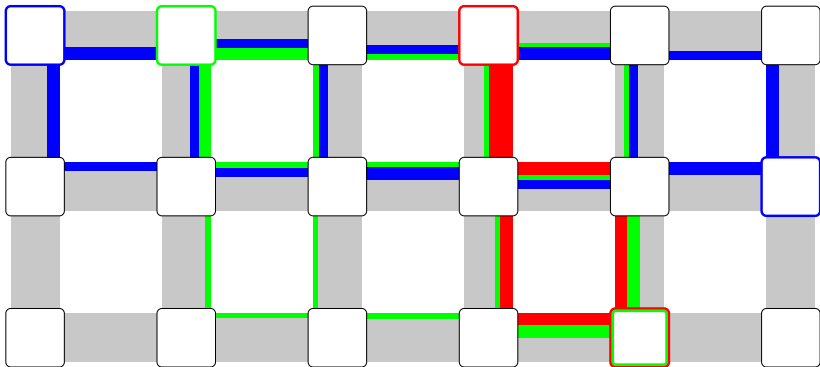
Path remover (PR)



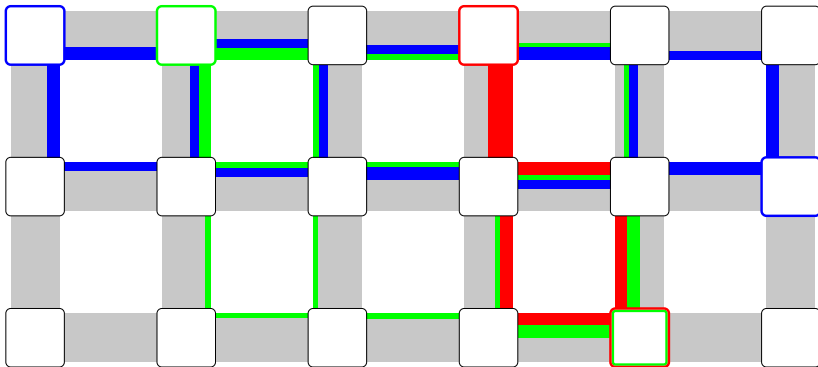
Path remover (PR)



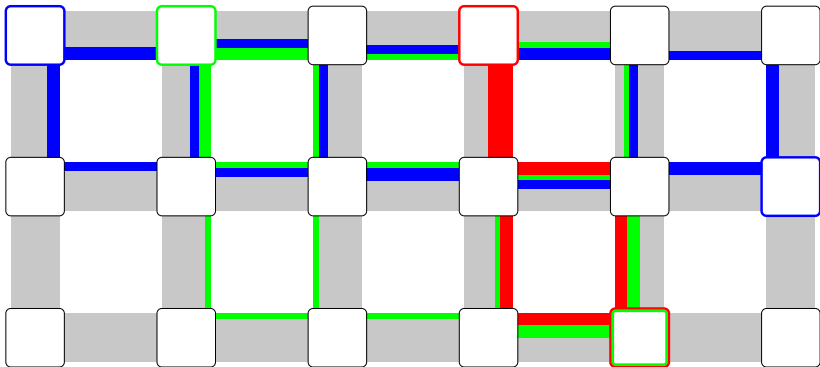
Path remover (PR)



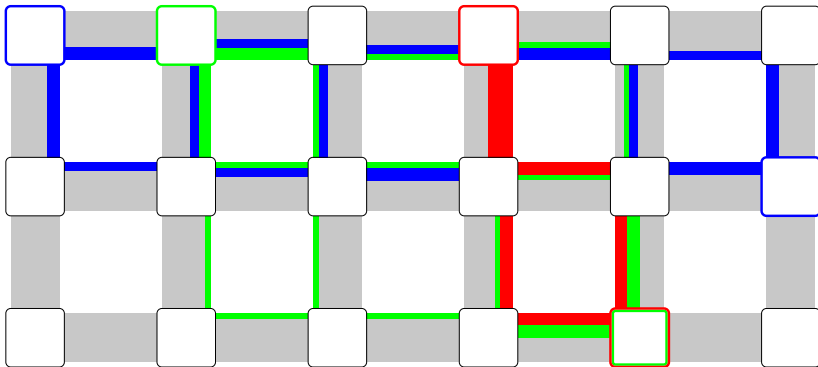
Path remover (PR)



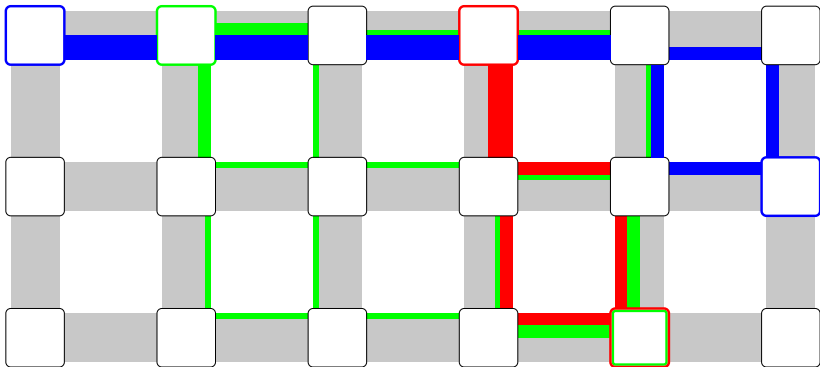
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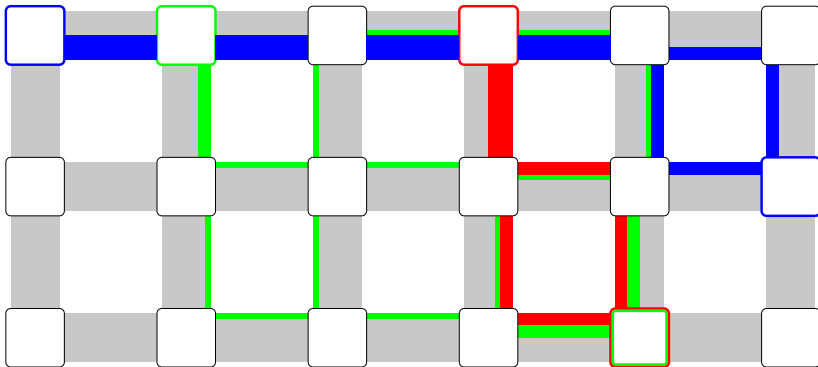
Path remover (PR)



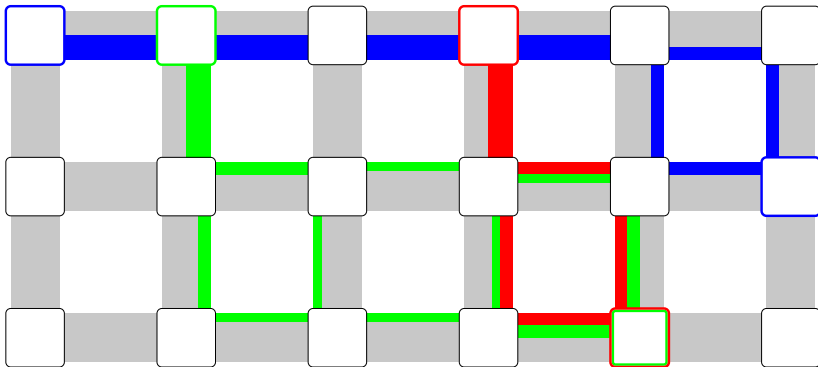
Path remover (PR)



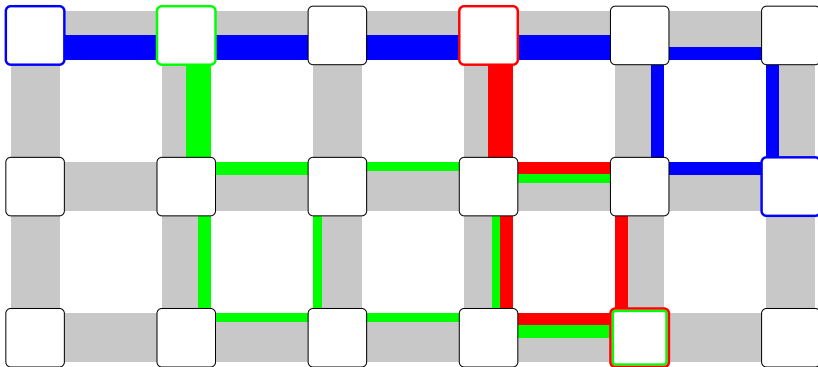
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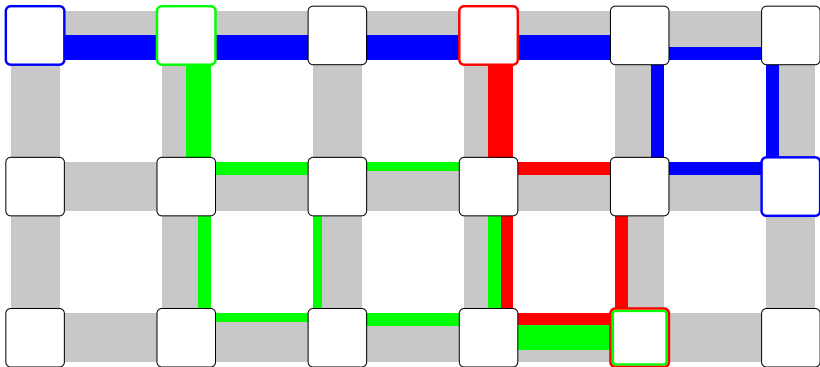
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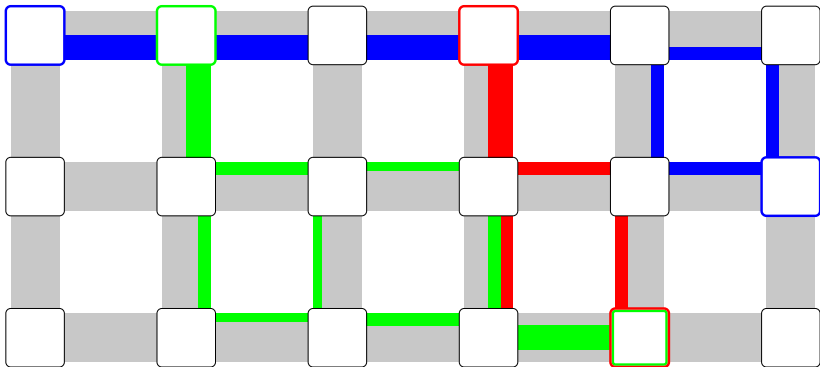
Path remover (PR)



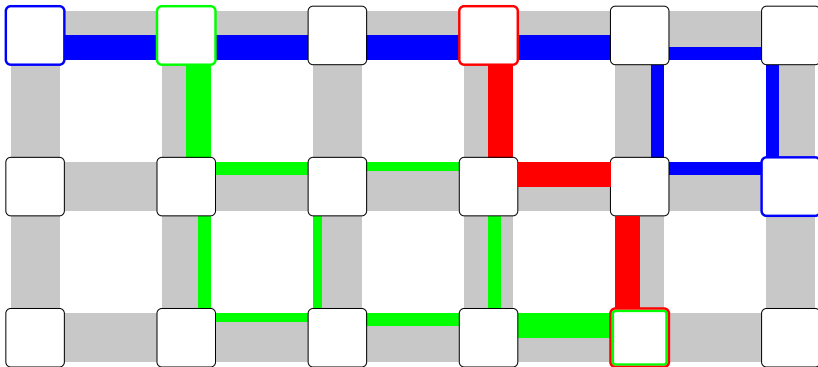
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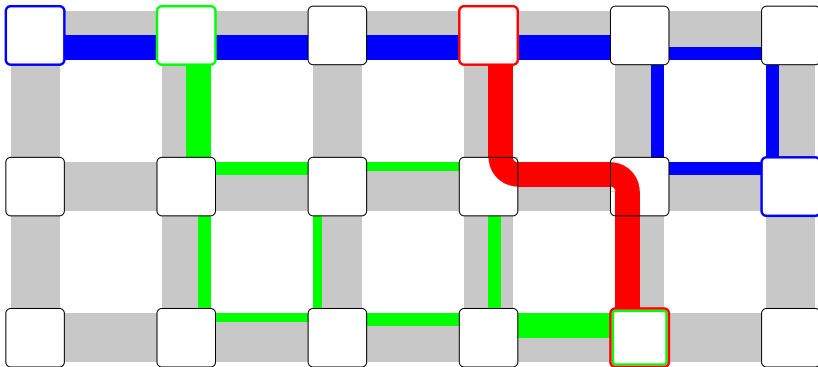
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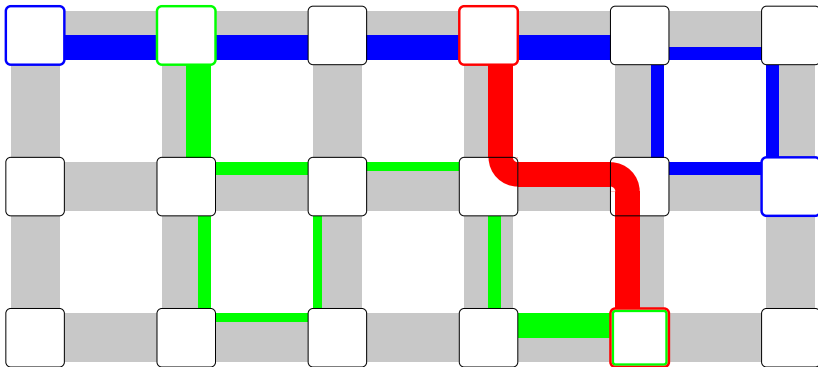
Path remover (PR)



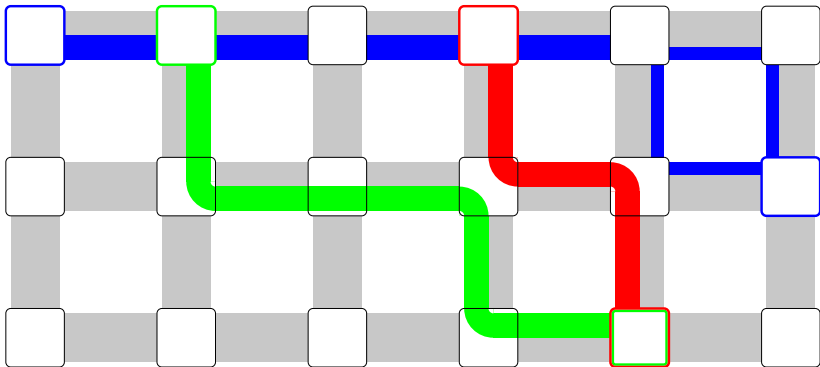
Path remover (PR)



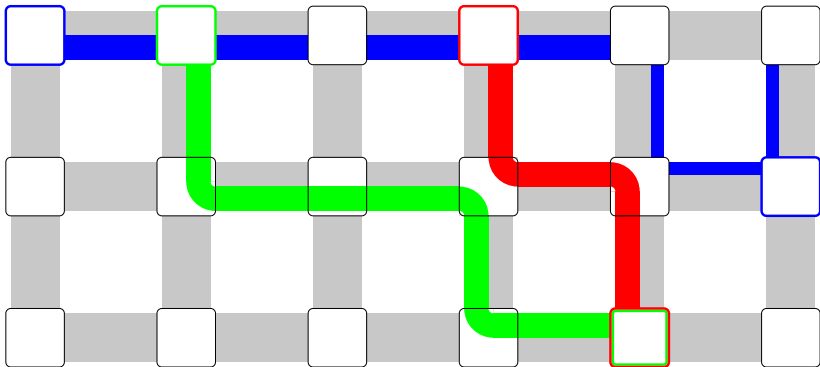
Path remover (PR)



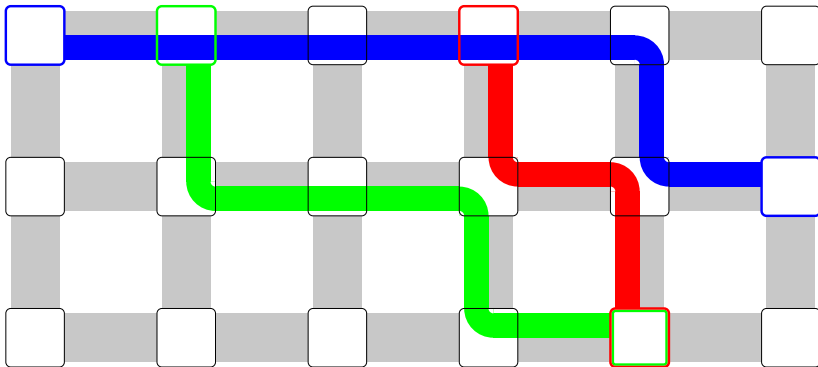
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Outline of the talk

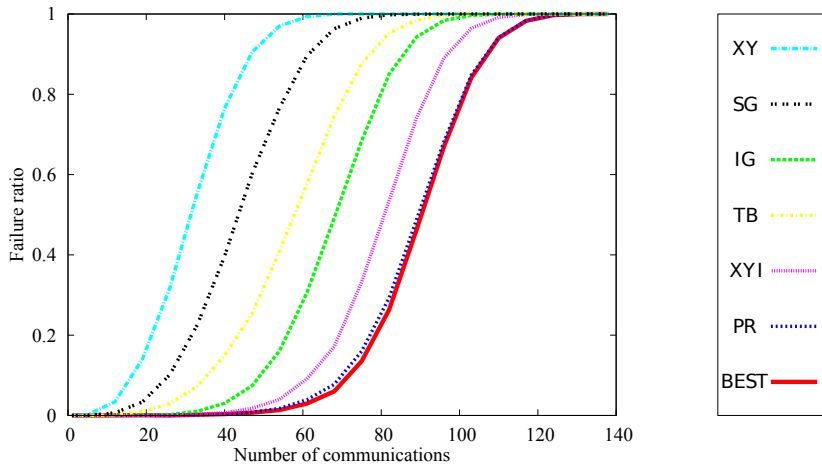
- 1 Framework
- 2 Theoretical results
- 3 Heuristics
- 4 Simulations**

Simulation settings

- 8×8 CMP
- Discrete frequencies: 1 Gb/s, 2.5 Gb/s and 3.5 Gb/s
- $P_{\text{leak}} = 16.9 \text{ mW}$, $P_0 = 5.41$ and $\alpha = 2.95$
- Random source and sink nodes for the communications

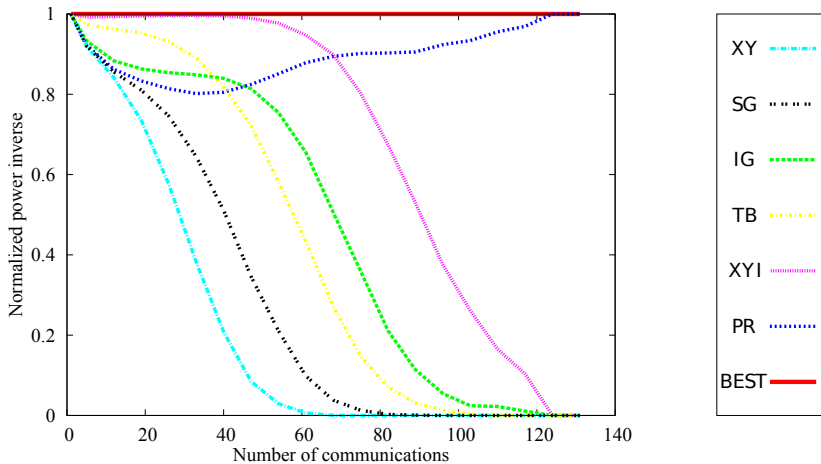
- **BEST** heuristic: best heuristic among all five ones on the given problem instance
- Each point of the graph: average on 50000 sets of communications

Sensitivity to the number of communications



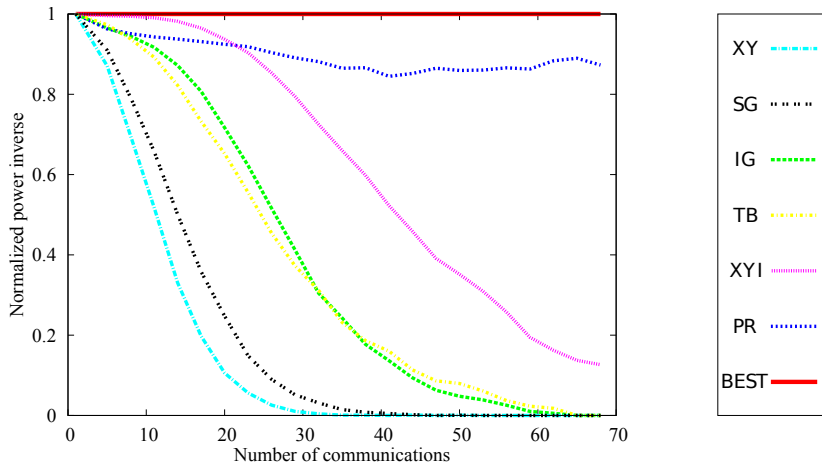
$$100 \text{ Mb/s} \leq \delta_i \leq 1500 \text{ Mb/s}$$

Sensitivity to the number of communications



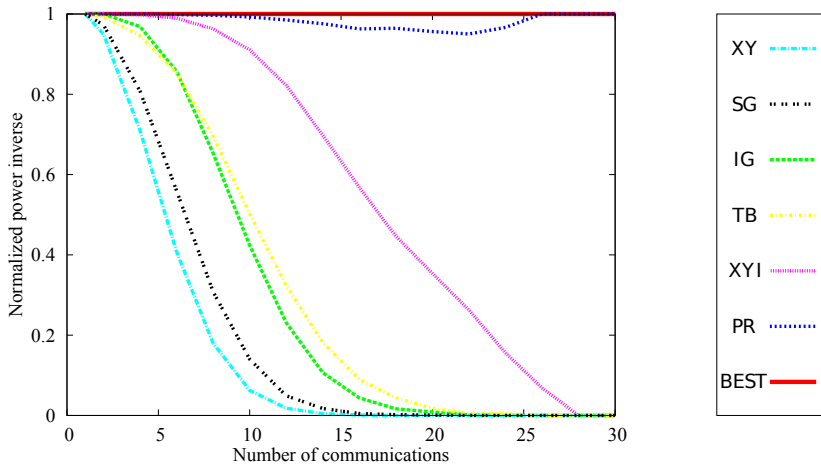
$$100 \text{ Mb/s} \leq \delta_i \leq 1500 \text{ Mb/s}$$

Sensitivity to the number of communications



$$100 \text{ Mb/s} \leq \delta_i \leq 2500 \text{ Mb/s}$$

Sensitivity to the number of communications



$$2500 \text{ Mb/s} \leq \delta_i \leq 3500 \text{ Mb/s}$$

- NP-completeness of the problem
- Minimum upper bound of the ratio of the power consumed by an XY routing over the power consumed by a Manhattan routing
- Several single-path heuristics: more solutions and less power consumption
- Future work:
 - Worst case for single-path Manhattan routing when single source and destination
 - Approximation algorithms
 - Optimal solution for single-path Manhattan routings
 - Multi-path heuristics