High Performance Networking Hardware Design

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Problem and Overview

- Need for faster processing
 - Increasing link speeds
 - Changing Bottlenecks
 - Transmission >> processing => transmission ~= processing => transmission << processing</p>
- Particularly important for distributed applications
- Traditional approach: higher levels of parallelism and specialization
 - Costly, does not scale, is not applicable
- Our approach: Vertical integration
 - Design systems (including applications, run-time systems, architectures, and circuits) in an integrated fashion



Vertical Integration

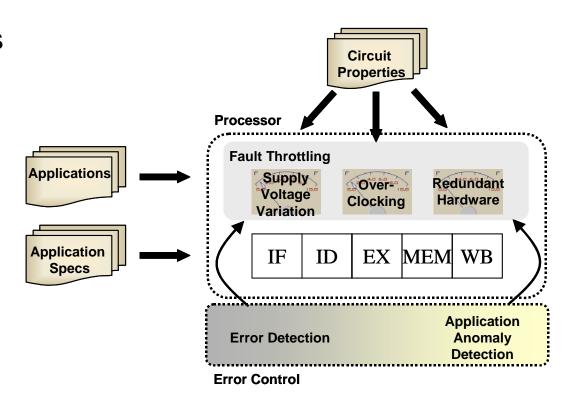
- Example: Correctness
- 100% Correctness
 - Consider all cases, which may never occur
- Correctness is overrated
- Networking
 - Higher levels (e.g., TCP) take care of errors
 - Processors can be more aggressive
- 2 to 4 times improvement with less than 0.1% error rate

Treat correctness as an objective, not a requirement



Overview

- Task 1: Design and analysis of fault vs. performance trade-offs (fault throttling)
 - E.g, overclocking
- Task 2: Measure the impact on a single router
 - E.g, architectural simulation
- Task 3: System or Network level implications
 - E.g, network simulation





Overclocking (Task 1)

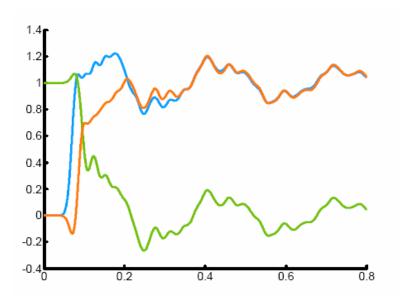


Voltage Swing vs. Time

- Voltage swing
 - Rapid increase at first
 - Slow increase later
- Overclocking



Not so fast!

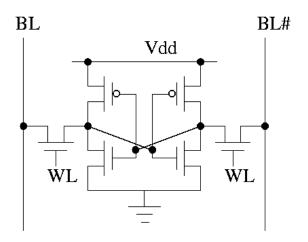


- Noise (inductive and/or capacitive)
 - Signal deviation
- Overclocking
 - Reduced immunity



Approach

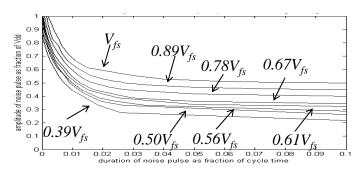
Analyze each component separately



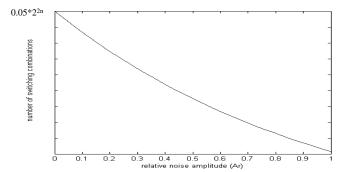
- 6-transistor SRAM cell
 - Input, clock, feedback loop



Modeling Faults



Noise immunity curves



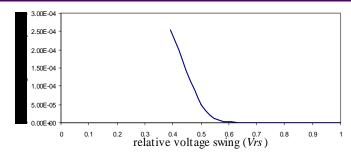
Noise amplitude for switching comb.

- Analyze the impact of noise on the feedback loop ⇒ Noise immunity curves
- Different noise amplitude probabilities
 - Check all switching combinations

$$P(A_r) = 28.8 * e^{-28.8} A_r$$

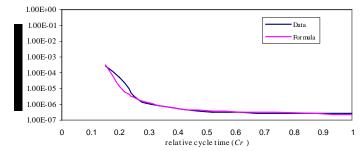


Estimation model



Fault probability versus voltage swing

- Fit distribution into immunity
- Combine it with voltage swing vs. time

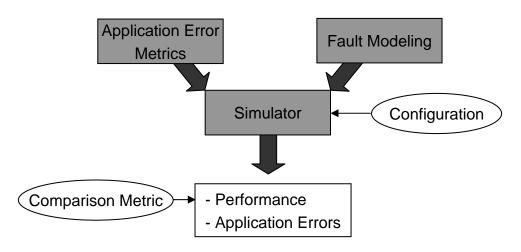


Fault probability versus relative clock frequency

$$P_E = 2.59 * 10^{-7} * e^{\frac{1}{6*C_r^2}} = 2.59 * 10^{-7} * e^{\frac{F_r^2}{6}}$$



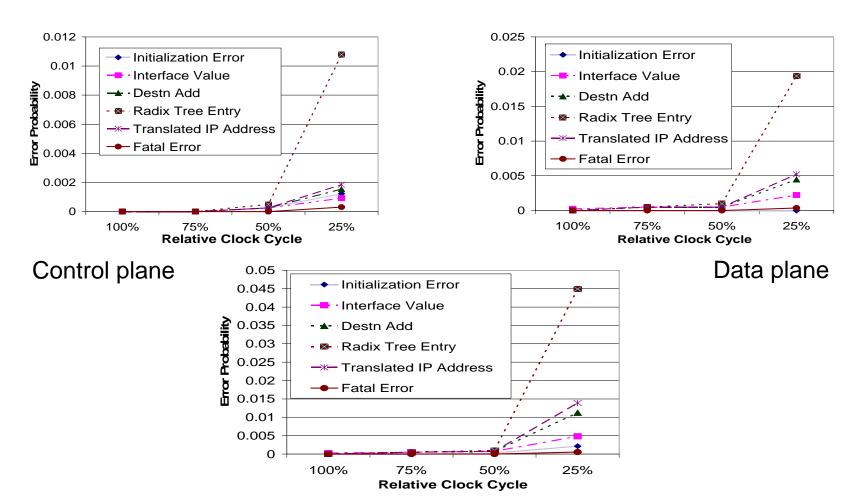
Task 2: Measuring Impact on a Processor



- Mark data structures in apps
 - Important Data Structures
 - Outputs of Key Function Units
- Perform simulation
 - Introduce hardware faults
- Mark the change
- Define the application error rate



Preliminary Results



Error introduced in both control and data plane



Activity Plan

- Task 3: System/Network modeling
- Continue on feasibility studies
 - Hardware
 - Simulation framework, testbed, application measurements
- Task 1: New design methodologies
- Task 2: New applications
 - Security



Activities

Publications

- A. Mallik, M. C. Wildrick, G. Memik, "Application-Level Error Measurements for Network Processors", to appear in IEICE Transactions on Information and Systems
- G. Memik, M. Chowdhury, A. Mallik, Y. Ismail, "Engineering Over-Clocking: Reliability-Performance Trade-Offs for High-Performance Register Files", in Proc. of IEEE/ACM *International Conference on Dependable Systems and Networks* (DSN), Yokohoma, Japan, June - July 2005
- A. Mallik and G. Memik, "A Case for Clumsy Packet Processors", in Proc. of IEEE/ACM International Symposium on Microarchitecture, Portland, OR, Dec. 2004
- A. Mallik, M. C. Wildrick, G. Memik, "Measuring Application Error Rates for Network Processors", in Proc. of *IEEE International Midwest Symposium on Circuits and* Systems (MWSCAS), Hiroshima, Japan, July 2004

Invited Talks

- Providing Application-Specific Reliability at the Microarchitecture Level (University of Wisconsin, Apr. 2005)
- Application-Specific Microarchitecture Optimizations (University of Toronto, Feb. 2005)



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Thanks!