

ECE/CS 552: Nanophotonics

Instructor: Mikko H Lipasti

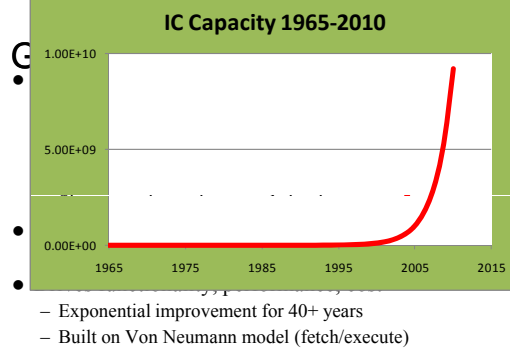
Fall 2010
University of Wisconsin-Madison

Nanophotonics

- ☑ Nanophotonics overview
- Sharing the nanophotonic channel
 - Light-speed arbitration [MICRO 09]
- Utilizing the nanophotonic channel
 - Atomic coherence [HPCA 11]

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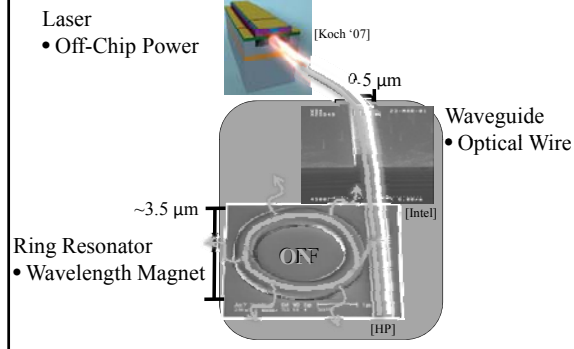
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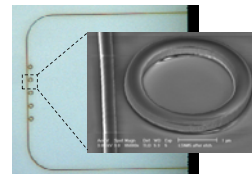
Distributed processing on chip

- Future chips rely on distributed processing
 - Many computation/cache/DRAM/IO nodes
 - Placement, topology, core arch/strength, tbd
- Conventional interconnects may not suffice
 - Buses not viable
 - Crossbars are slow, power-hungry, expensive
 - NOCs impose latency, power overhead
- Nanophotonics to the rescue
 - Communicate with photons
 - Inherent bandwidth, latency, energy advantages
 - Silicon integration becoming a reality
- Challenges & opportunities remain

Si Photonics: How it works



Ring Resonators



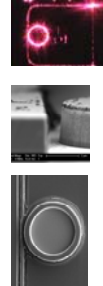
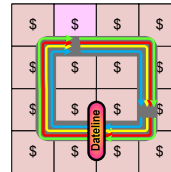
Key attributes of Si photonics

- Very low latency, very high bandwidth
- Up to 1000x energy efficiency gain
- Challenges
 - Resonator thermal tuning: heaters
 - Integration, fabrication, *is this real?*
- Opportunities
 - Static power dominant (laser, thermal)
 - Destructive reads: fast wired or

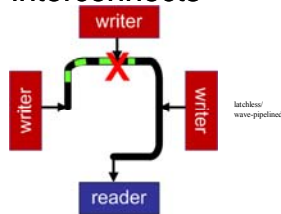
Corona substrate [ISCA08]

Targeting Year 2017

- Logically a ring topology
- One concentric ring per node
- 3D stacked: optical, analog, digital



Multiple writer single reader (MWSR) interconnects



Arbitration prevents corruption of in-flight data

Motivating an optical arbitration solution

MWSR Arbiter must be:

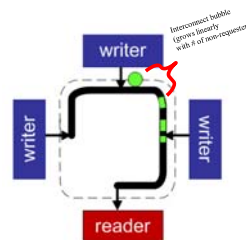
1. **Global** - Many writers requesting access
2. **Very fast** - Otherwise bottleneck

Optical arbiter avoids OEO conversion delays, provides light-speed arbitration

Proposed optical protocols

- Token-based protocols
 - Inspired by classic token ring
 - Token == transmission rights
 - Fits well with ring-shaped interconnect
 - Distributed, Scalable
 - (limited to ring)

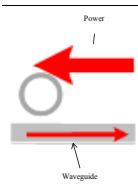
Baseline



- Based on traditional token protocols
- Repeat token at each node
 - But data is not repeated!
 - Poor utilization

Optical arbitration basics

Token - Inject



Token - Seize



Token - Pass

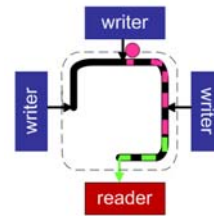


- No Repeat!
- Token latency bounded by the time of flight between requesters.

Arbitration solutions

Token Channel

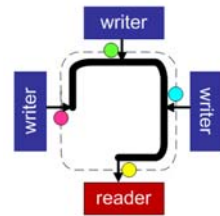
Single Token / Serial Writes



Token passing allows token to pace transmission tail (no bubbles)

Token Slot

Multiple Tokens / Simultaneous Writes



Token passing allows token to directly precede slot

Flow control and fairness

Flow Control:

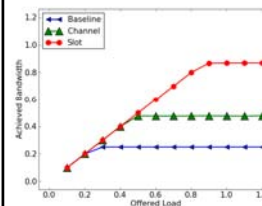
- Use token refresh as opportunity to encode flow control information (credits available)
- Arbitration winners decrement credit count

Fairness:

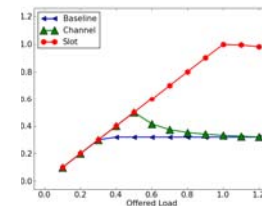
- Upstream nodes get first shot at tokens
- Need mechanism to prevent starvation of downstream nodes

Results - Performance

Uniform



HotSpot

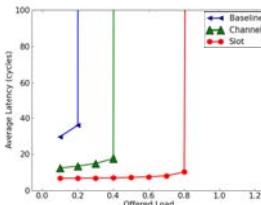


Token Slot benefits from

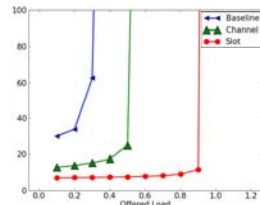
- the availability of multiple tokens (multiple writers)
- fast turn-around time of flow-control mechanism

Results - Latency

Uniform



HotSpot



Token Slot has the lowest latency and saturates at 80%+ load

Optical arbitration summary

- Arbitration speed has to match transfer speed for fine-grained communication
 - Arbiter has to be optical
- High throughput is achievable
 - 85+% for token slot
- Limited to simple topologies (MWSR)
- Implementation challenges
 - Opt-elec-logic-elec-opt in 200ps (@5GHz)

Nanophotonics

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- Utilizing the nanophotonic channel
 - Atomic coherence [HPCA 11]

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What makes coherence hard?

Unordered interconnects

- split transaction buses, meshes, etc

Speculation

- Sharer-prediction, speculative data use, etc.

Multiple initiators of coherence requests

- L1-to-L2, Directory Caches, Coherence Domains, etc

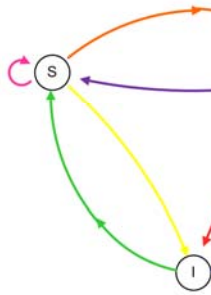
→ State-event pair explosion

- → Verification headache



Example: MSI (SGI-Origin-like, directory, invalidate)

Stable States

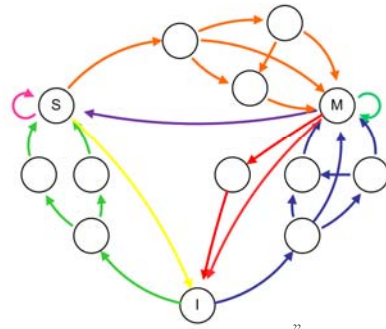


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Example: MSI (SGI-Origin-like, directory, invalidate)

Stable States

Busy States



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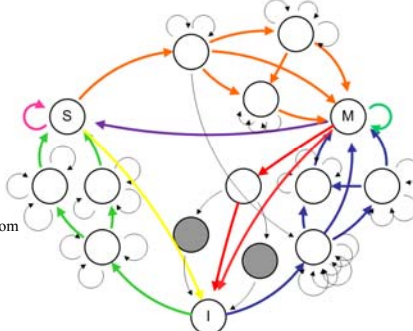
Example: MSI (SGI-Origin-like, directory, invalidate)

Stable States

Busy States

Races

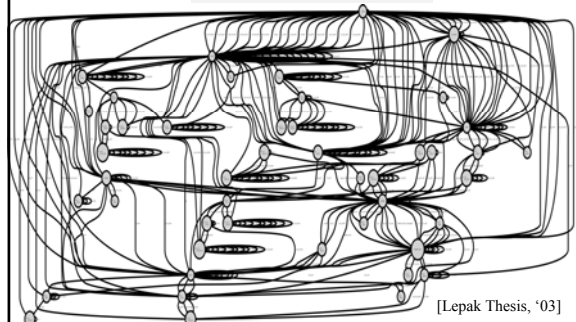
↑
“unexpected” events from concurrent requests to same block



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Cache coherence complexity

L2 MOETSI Transitions

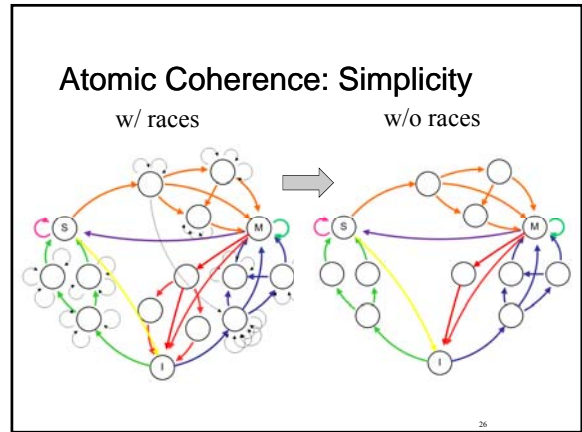


[Lepak Thesis, '03]

Cache coherence verification headache

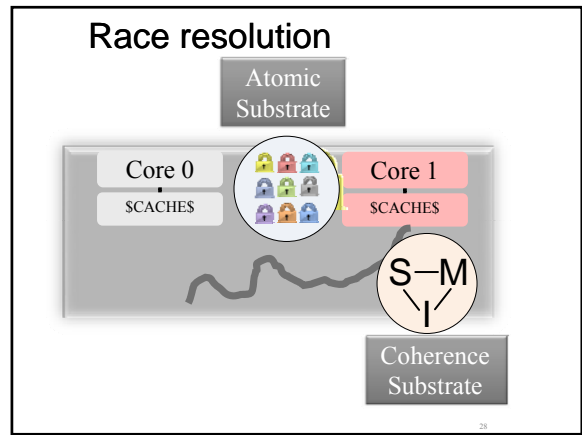
Simple Protocol = Simple Verification

Formal Methods
e.g. Leslie Lamport's T
specification language
System Behavior



Race resolution

- Cause:
- Concurrently active coherence requests to block A
- Remedy:
- Only allow one coherence request to block A to be active at a time!



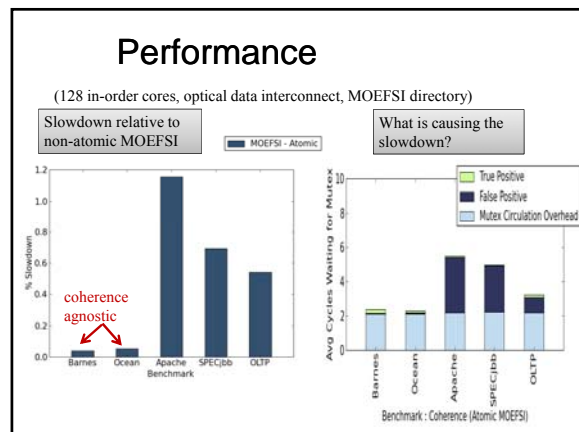
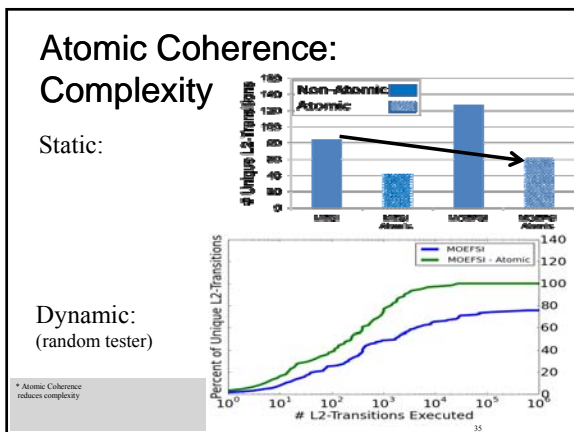
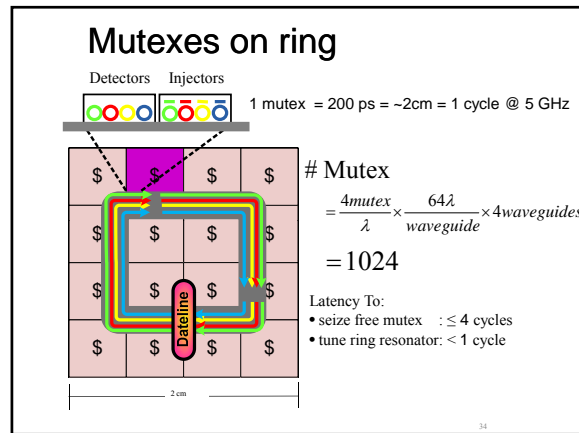
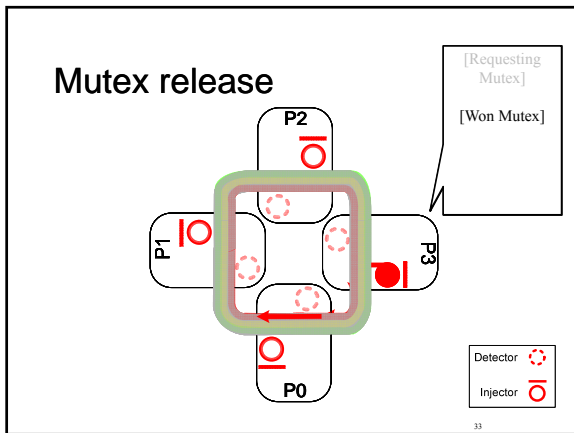
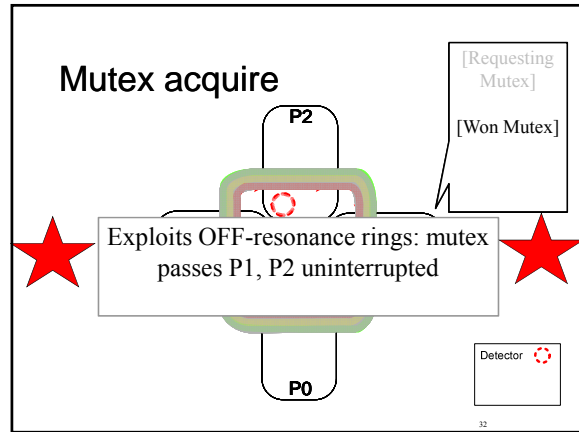
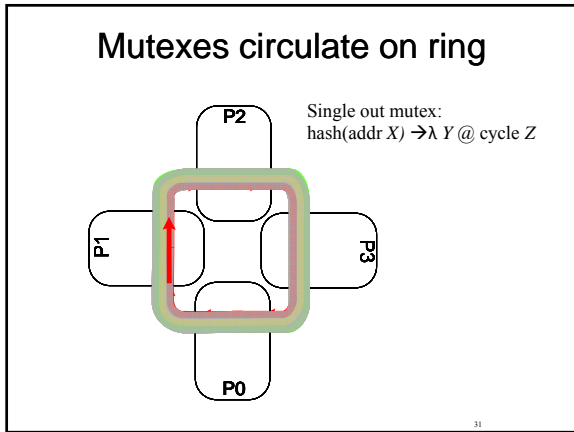
Race resolution

-- Atomic Substrate is on critical path
+ Can optimize substrates separately

Atomic & Coherence Substrates

aggressive Atomic Substrate *aggressive* Coherence Substrate

(Apply Fancy Nanophotonics Here) (Add speculation to a traditional protocol)



Optimizing coherence

Observation:

Holding Block B's mutex gives holder free reign over coherence activity related to block B

O.wned and F.oward State:

- Responsible for satisfying on-chip read misses

Opportunity:

- Try to keep O/F alive
- If O (or F) block evicted:
 - While mutex is held, 'shift' O/F state to sharer

(or hand-off responsibility)

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Optimizing coherence

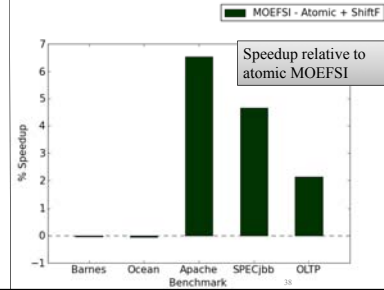
- If O (or F) block evicted: 'Shift' O/F state to sharer

Complexity

L2 transitions

(b/c less variety in sharing possibilities)

Performance:



Speedup relative to atomic MOEFSI

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Atomic Coherence Summary

- Nanophotonics as enabler
 - Very fast chip-wide consensus
- Atomic Protocols are simpler protocols
 - And can have minimal cost to performance (w/ nanophotonics)
 - Opportunity for straightforward protocol enhancements: ShiftF
- More details in HPCA-11 paper
 - Push protocol (update-like)



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