# A Beneš-Based NoC Switching Architecture for Mixed Criticality Embedded Systems

## **Problem description**

## A predictable processor attached to an unpredictable *interconnect* is no longer a predictable processor.

Existing NoC structures have the following problems:

- Topologies produce variable timing bounds.
- Congestion can introduce further delays.
- Task placement highly sensitive to topology.

## Contributions

- Specification of a NoC switching architecture that meets multi-core MCE needs.
- A novel, non-blocking and timing-predictable implementation addressing these requirements.
- Demonstration of **scaling** and performance.
- **Formal verification** [1] to prove correct behaviour.

## **Beneš networks**

- Multi-stage networks: Clos [2], Beneš [3].
- Low switching costs (telephony, VLSI [4]).
- All nodes equidistant (num. stages).

Figure: Eight port, three stage Clos / Five stage Beneš conceptual comparison.



**Figure:** Folding a Beneš network to create node connections.



**Figure:** An eight-node network using two-port switching elements, eight routes established.



**Figure:** Two sub-networks of four nodes each, created from an eight node system.





# Verification goals

Set of high-level requirements, e.g.:

- Communication between two nodes is non-blocking.
- Invalid or erroneous communications cannot interfere with more critical communications.
- Routing decisions must be **statically resolvable** with minimal overhead at large scales.

Refined into system-, network- and switch-level specs:

#### **ID Description**

#### Property

- C1 No two active inputs can share the same output channel. no\_shared\_direction
- **C2** Incoming data to an active switch propagates to the data\_fwd\_timing, ... correct output on the next clock cycle.
- C15 A port rejects further data in the event of an inbound reject\_on\_err error signal and propagates the error signal.
- N4 All routes through the network connect to the expected route\_correct destination if no routing conflict arises and the target port does not assert an error.
- S4 Higher priority tasks must create their routes before N/A lower priority tasks.

These can then be formalised during implementation.

# **Ongoing & Future work**

► Integrating with RISC-V cores in FPGA: 32-way system is now synthesized and implemented at 100 MHz, 25.6 Gbit/s bisection bandwidth.

# **MCENoC** implementation & verification [5]

- SystemVerilog & Verilog HDL.
- SystemVerilog Assertions (SVA). E.g. C2: property data\_fwd\_timing(i);
  - ( port\_is\_active(i) and act\_in[i] ) |=>
  - ( dat\_out[direction[i]] == \$past(dat\_in[i], 1)

and clm\_out[direction[i]] and act\_out[direction[i]] ); endproperty

Configurable switch size to reduce stage-count.

Verified formally using Cadence Jasper Gold.





(a) Proof time for a single switching element

(b) Proof time for networks of varying stage-count & switching element size

Routing setup/teardown scales into thousands of nodes, retaining **real-time response** capabilities.

Figure: Time to cycle through N communications in an N-node network at 364 Mbit/s/port with 2-port switches.

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$\mathbf{s}$		
Ð	10°   Payload efficiency	

- Gathering use cases for applicationlevel benchmarks. Interested in:
  - Different communication patterns (mesh, graph, . . . ).
  - Mixed use cases.
  - Talk to us!
- Combining static and dynamic communication scheduling.
- Formal verification of the software (kernel).
- Fault injection & handling.





#### References

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