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Wavelength Stealing: An Opportunistic Approach to Channel Sharing in Multi-chip Photonic Interconnects

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MICRO-46

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EXECUTIVE SUMMARY

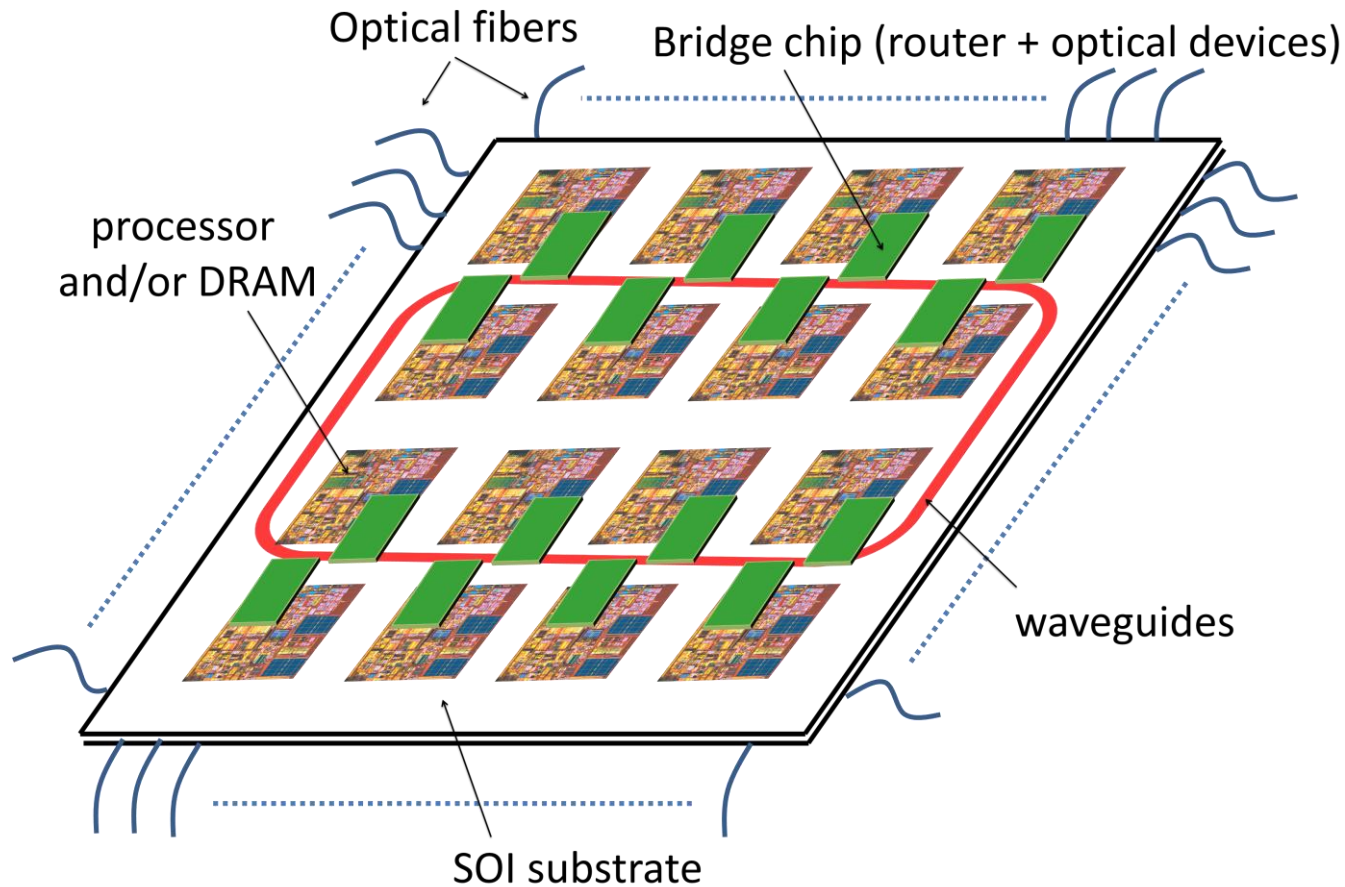
- Silicon-photonics offers integration of multiple chips
 - High sustainable performance
 - Improved process yields
 - Lower energy-per-bit consumption
- This work:
 - Focus on **channel sharing** nanophotonic designs
 - Model to determine limits and gains of channel sharing
 - Novel shared channel architecture: **Wavelength Stealing**
 - Arbitration-free
 - Strong fairness guarantees
 - Up to 28% better EDP than baseline on HPC workloads

MOTIVATION

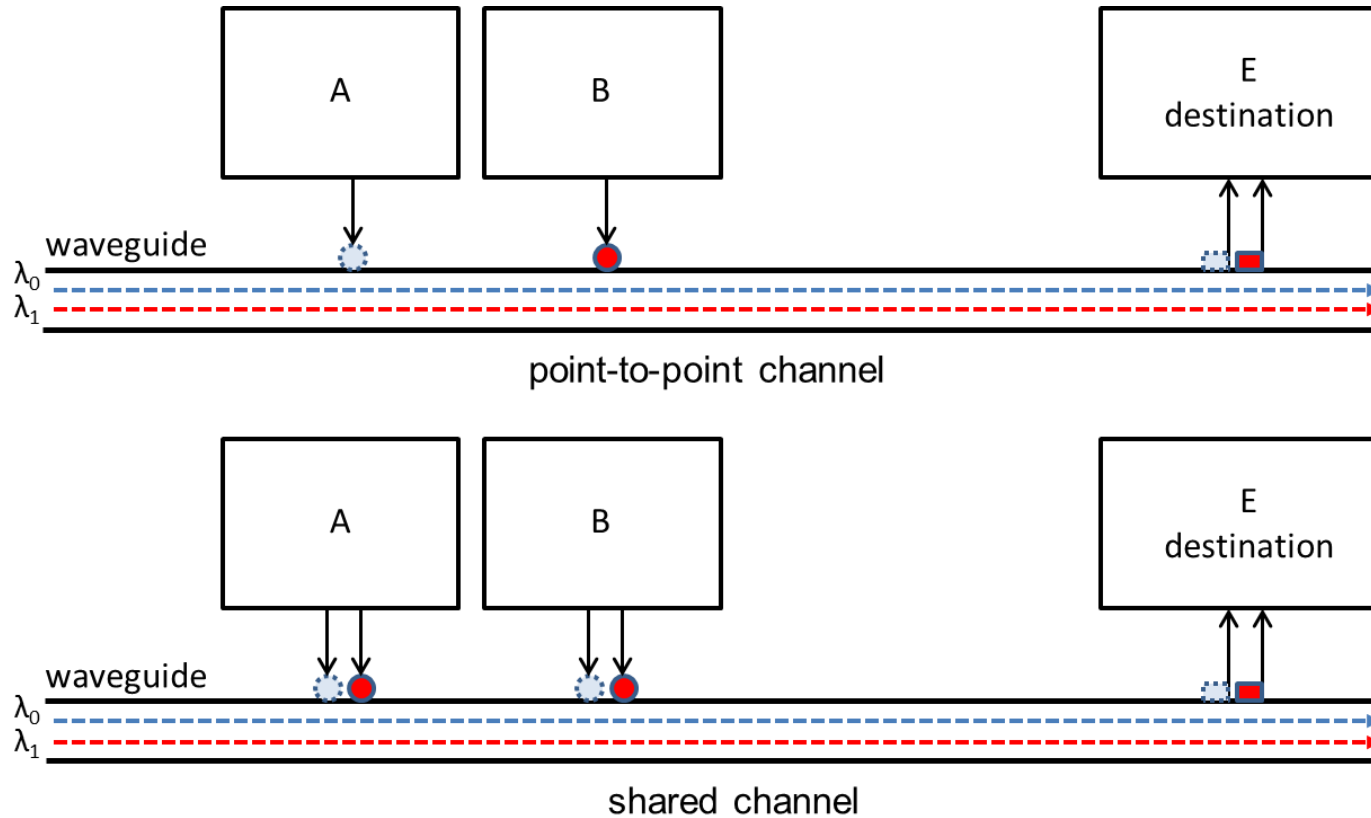
- Technology trend: More cores
- Scaling single chip systems
 - Increasing fabrication costs
 - Low process yields
 - Power delivery limitations
- Multichip systems – require enormous off-chip communication
 - Low bandwidth densities for off-chip I/O
 - High power consumption of serial links

ORACLE'S "MACROCHIP" VISION

- Aggregate multiple chips with photonic communication



WAVELENGTH SHARING LOSSES



Extra ring-resonators on shared wavelengths increase link-loss leading to higher laser power consumption

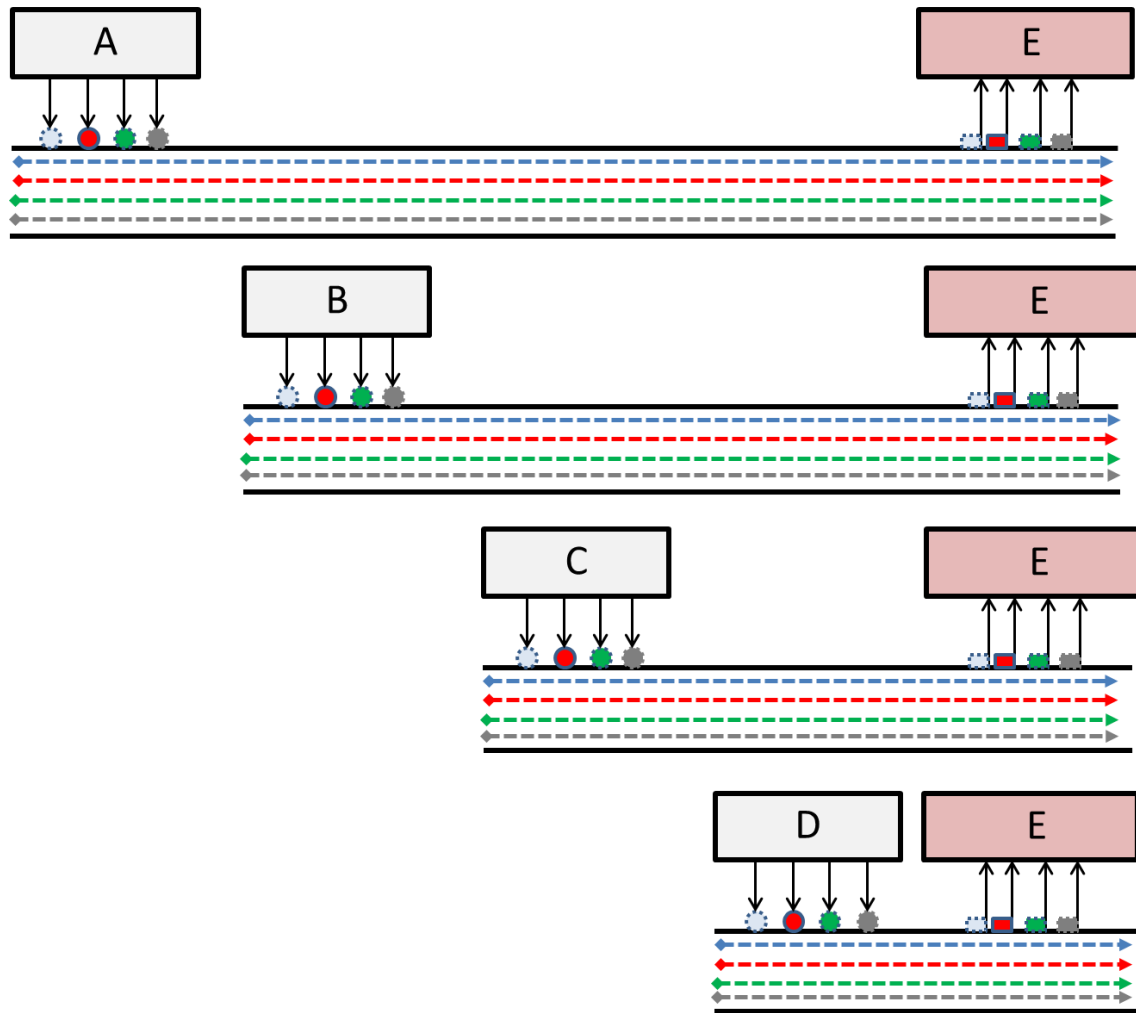
TECHNOLOGY IMPLICATIONS

- Photonic networks are static power dominated
 - Laser power
 - Ring tuning power
- Efficiencies of commercial WDM lasers: **1 – 5%**
 - Laser power consumption biggest contributor to static power
- Optimizing for laser power first-order design constraint

Fixed input laser-power budget for all designs

IMPLICATIONS OF LASER POWER BUDGET (I)

P2P (unshared)



All-to-All traffic

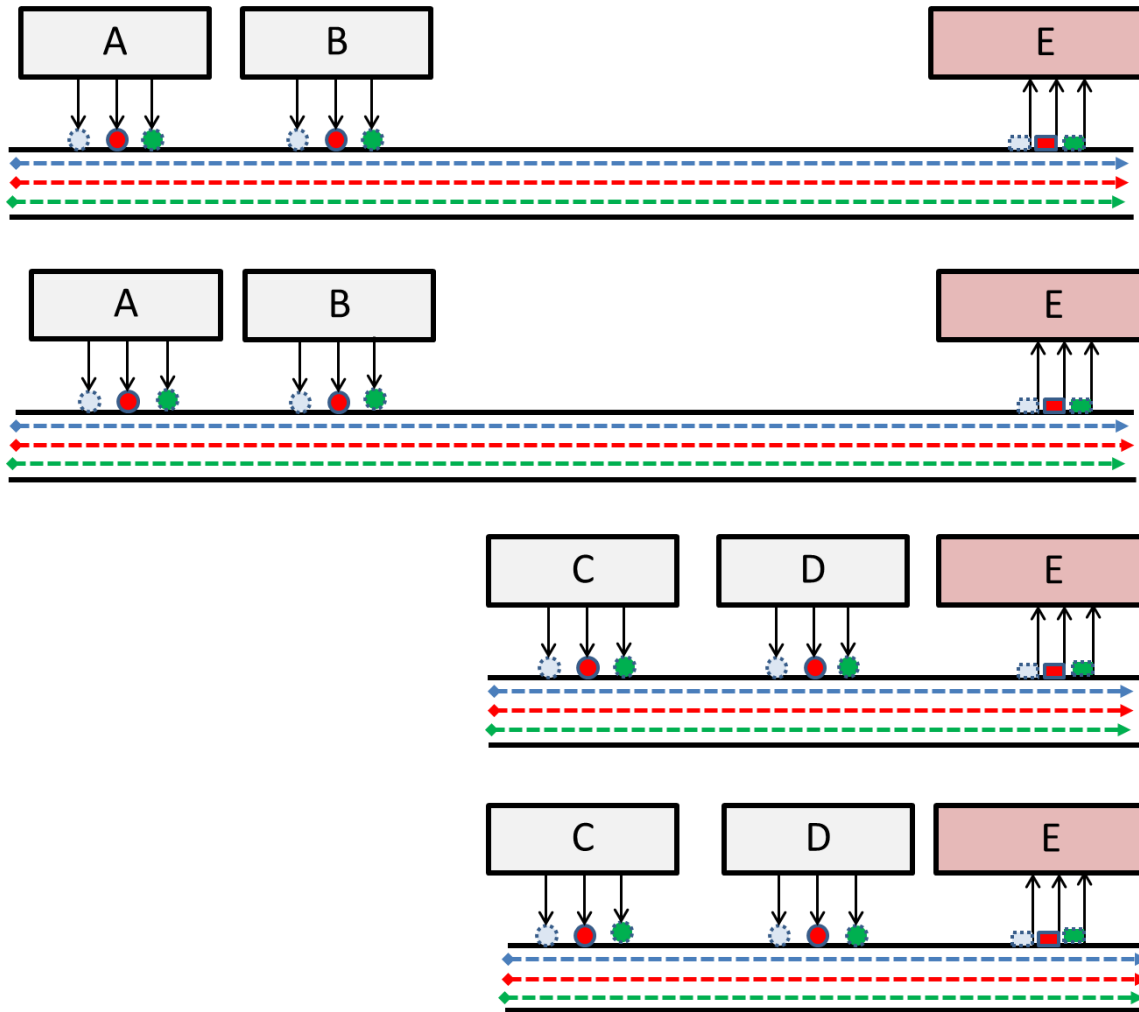
- 4 x 4b/cycle
= 16b/cycle

Permutation traffic

- 4b/cycle

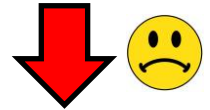
IMPLICATIONS OF LASER POWER BUDGET (II)

2-way sharing



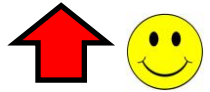
All-to-All traffic

- 4 x 3b/cycle
= 12b/cycle



Permutation traffic

- 6b/cycle



vs

All-to-All traffic

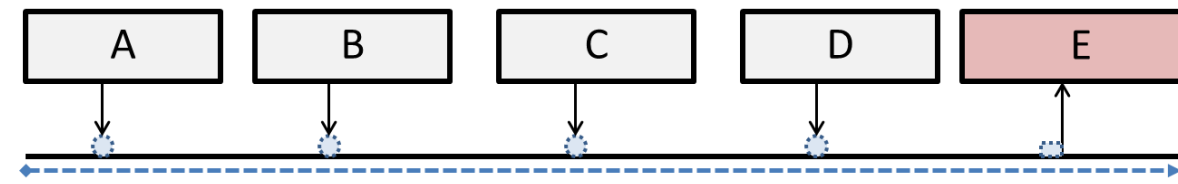
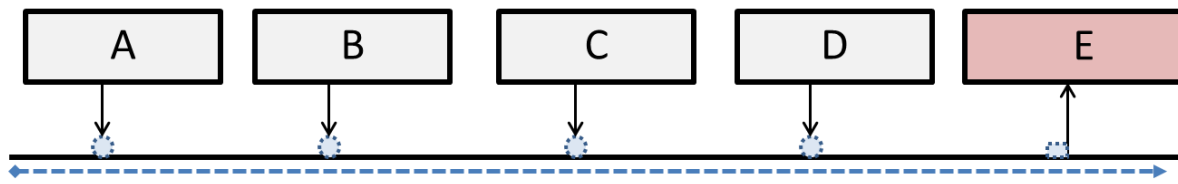
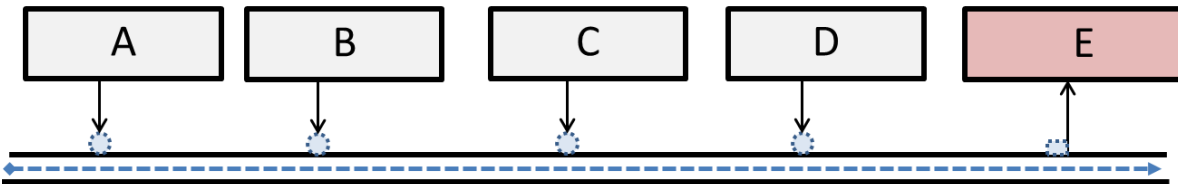
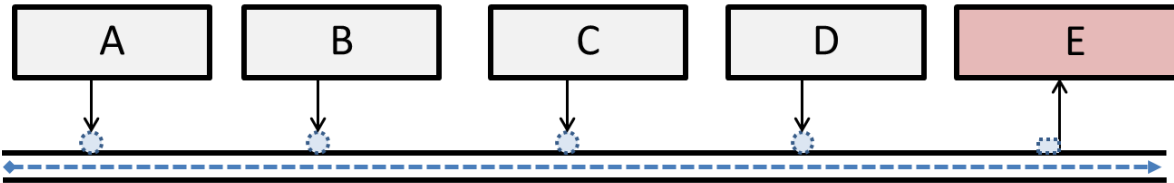
- 4 x 4b/cycle
= 16b/cycle

Permutation traffic

- 4b/cycle

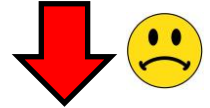
IMPLICATIONS OF LASER POWER BUDGET (III)

4-way sharing



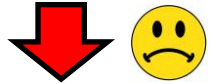
All-to-All traffic

- $4 \times 1\text{b/cycle}$
= 4b/cycle



Permutation traffic

- 4b/cycle



vs

All-to-All traffic

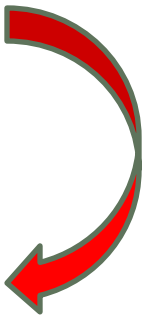
- $4 \times 3\text{b/cycle}$
= 12b/cycle

Permutation traffic

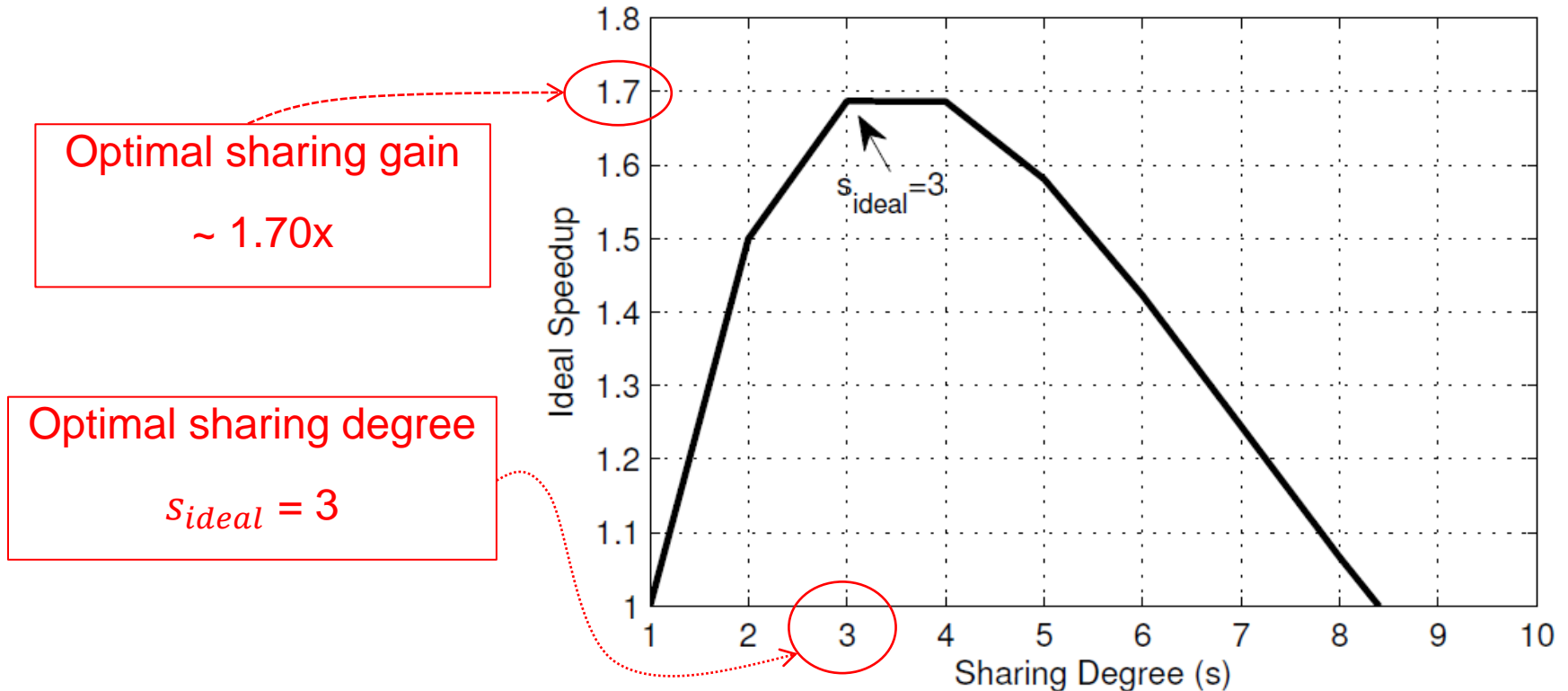
- 6b/cycle

IMPLICATIONS OF LASER POWER BUDGET (IV)

- Increasing sharing degree: 's'
 - **Reduces effective capacity**
 - Lower performance on all-to-all (uniform random) traffic than P2P
 - **Increases peak node-node BW followed by drop-off**
 - Potentially better performance on permutation traffic than P2P
- **Can we estimate ideal sharing degree ' s_{ideal} ' and ideal node-node BW gain over P2P? **Yes****



IDEAL SHARING GAINS



- Ignore wavelength/ time overheads of sharing
- Conservative device assumptions

IDEAL SHARING GAINS SUMMARY

P2P

(+) High capacity

- High-radix traffic

(-) Low N-N BW

- Low-radix traffic

Channel Sharing

(+) High N-N BW only
when $2 \leq s \leq 3$

- Speedup $\leq 1.70 \times$
- Low-radix traffic

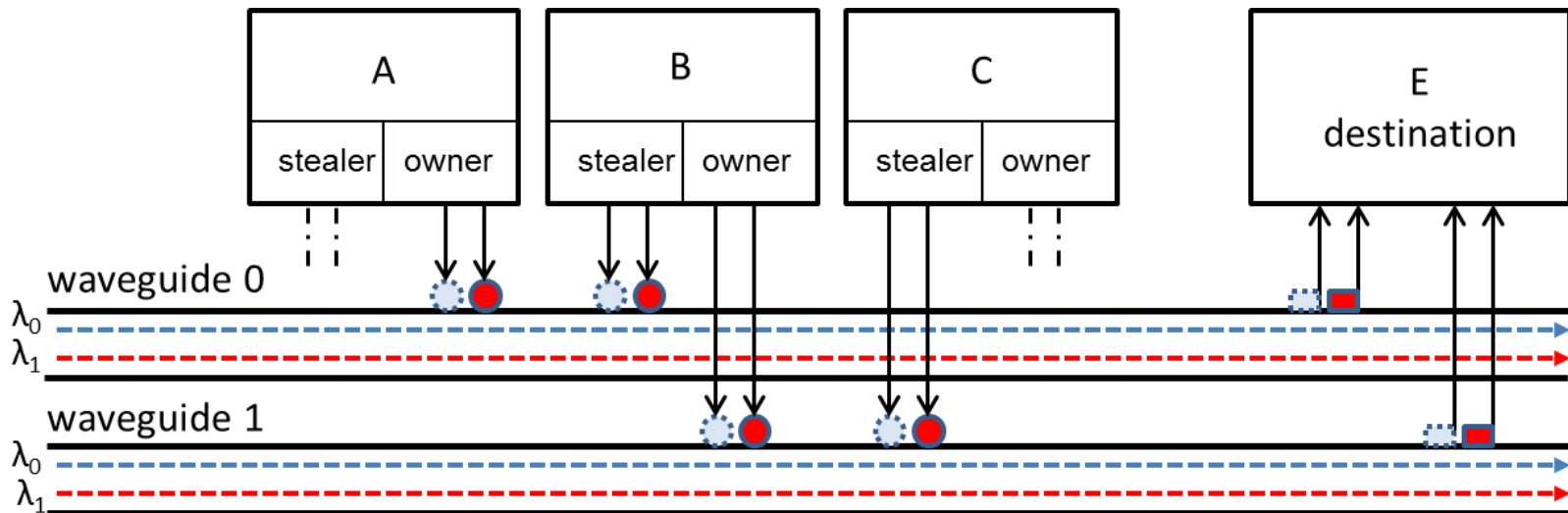
(-) Low capacity

- High-radix traffic

WAVELENGTH STEALING

- Same topology as the P2P network: N^2 channels
- Every channel has **one owner** and **one or more stealers**

2-way stealing



IMPLEMENTATION REQUIREMENTS

- **Owner node**
 - Guaranteed non-blocking access
- **Stealer node**
 - Arbitration-free access on an owner's channel: possible packet corruption
 - Notification to halt stealing when channel busy
- **Destination node**
 - Valid phit: identify sender (owner or stealer?)
 - Corrupted phit: perform correction

IMPLEMENTATION MECHANISM

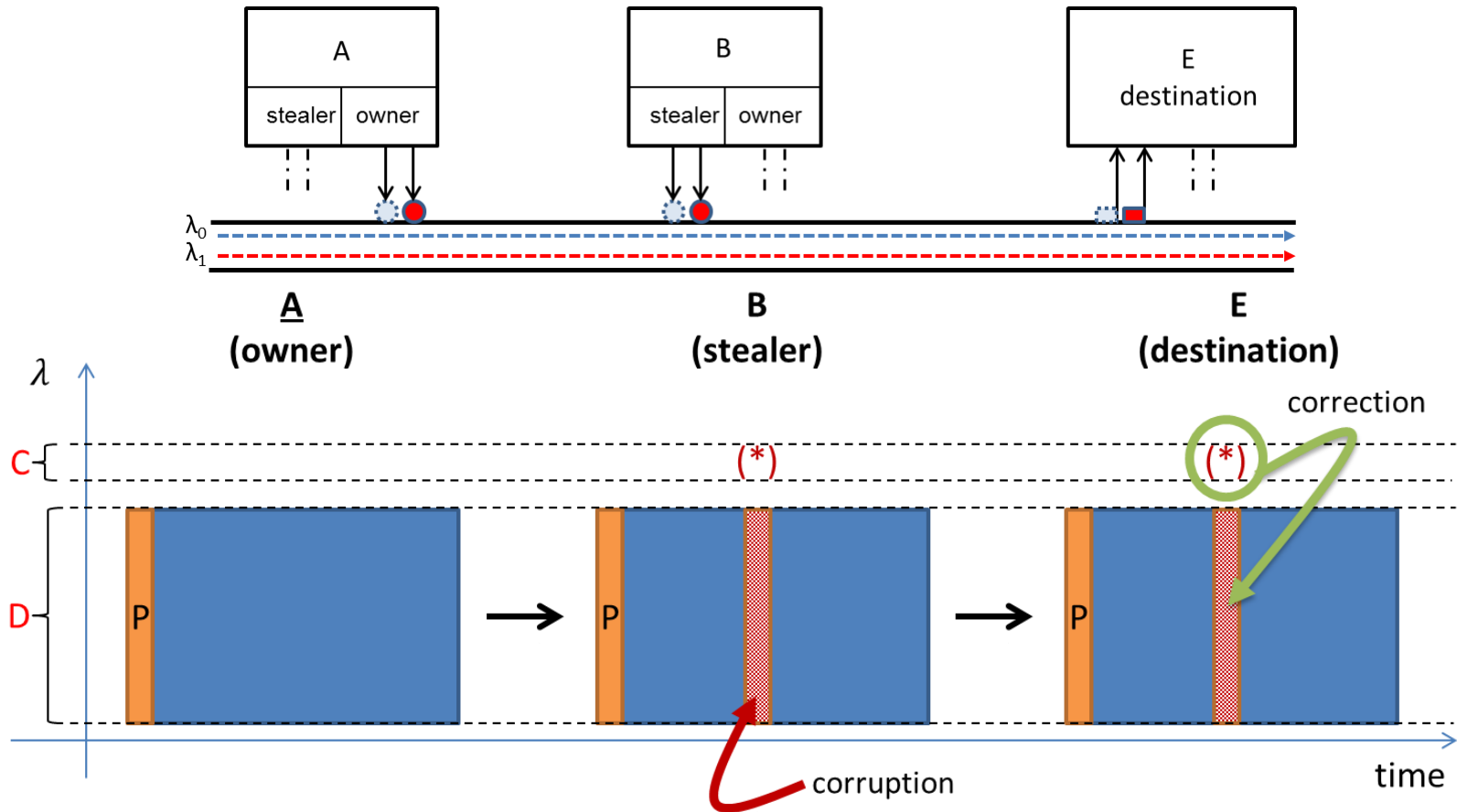
ERASURE CODING



CONTROL
WAVELENGTHS PER
CHANNEL

ERASURE CODING

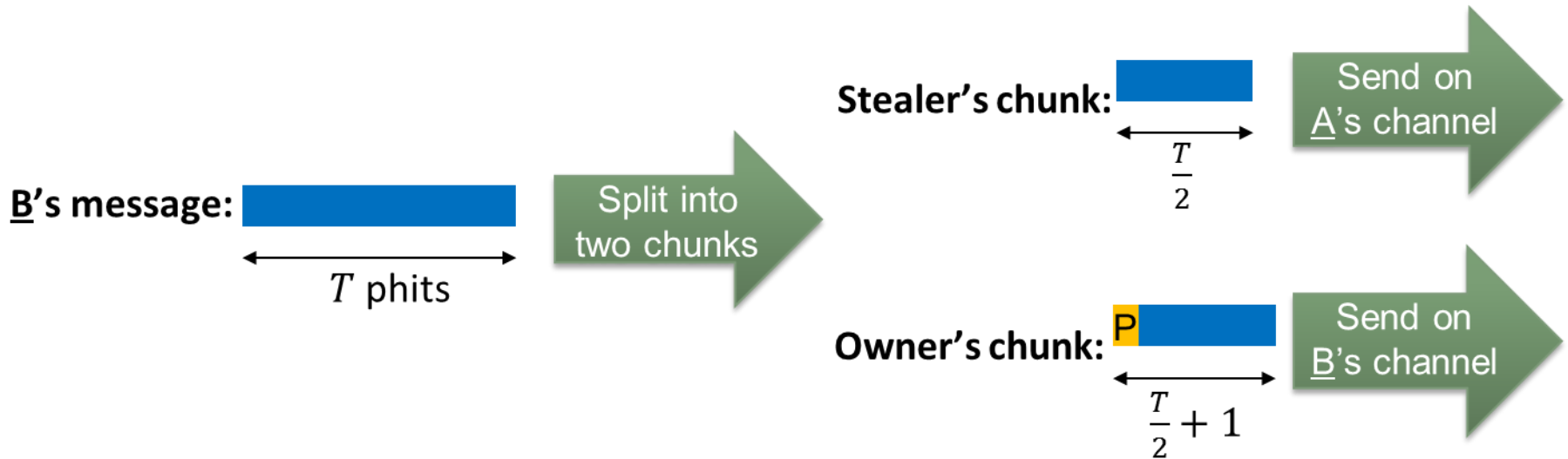
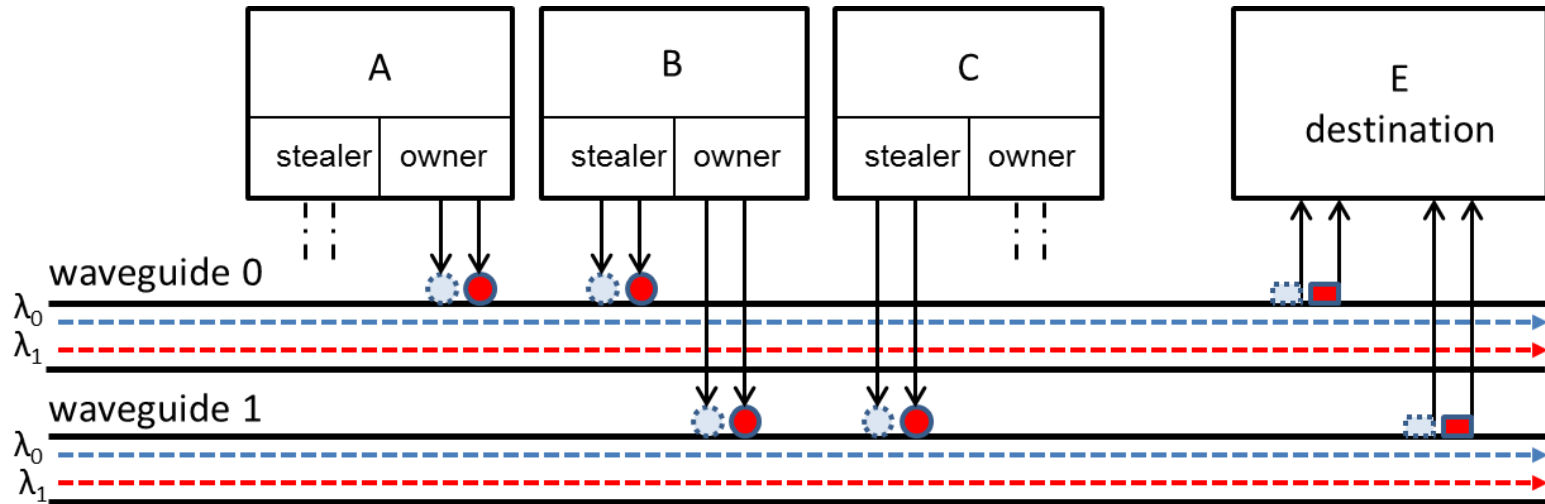
- Erasure coding is used at the destination to correct corruptions due to a collision



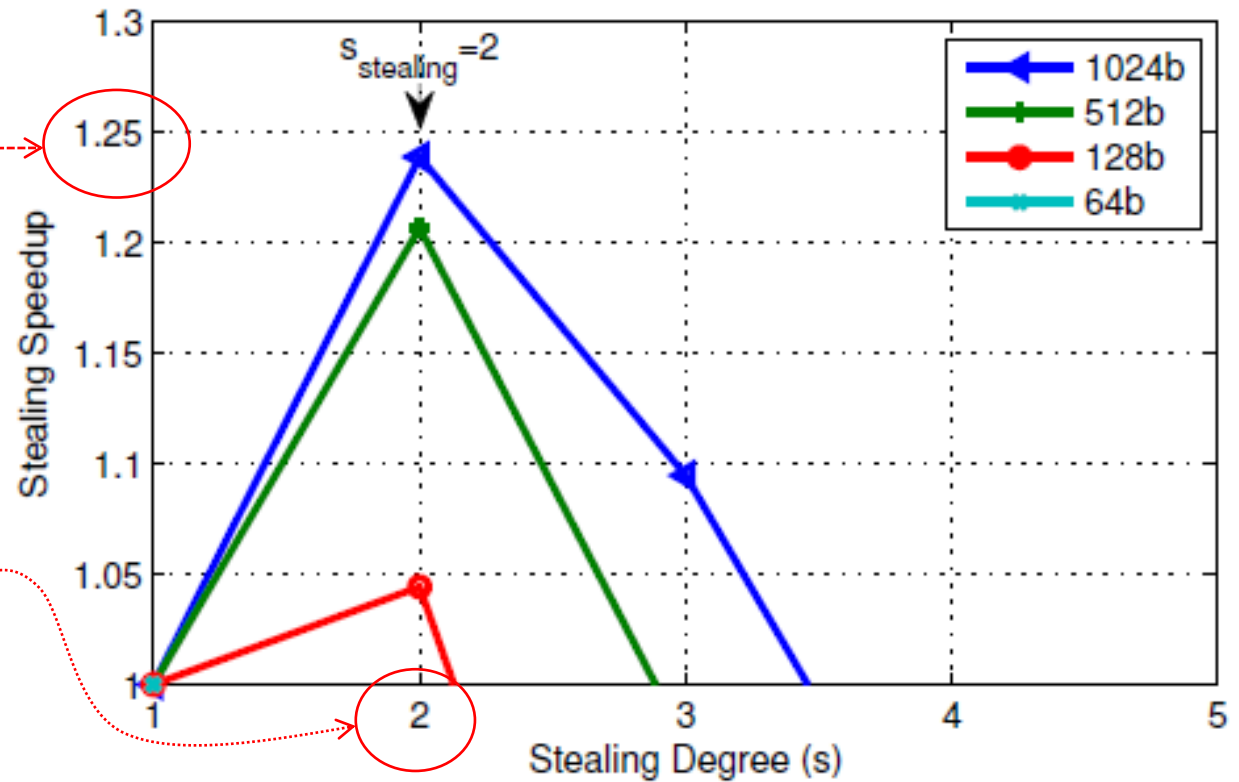
CONTROL WAVELENGTHS

- **Functionality**
 - Mark location of corruption for erasure correction
 - Inform stealer to halt stealing when owner becomes active
 - Inform destination of the ID (owner, stealer, corrupted) of the received communication (phit)
- **Two designs – different trade-offs**
 - **Abort**
 - **Sense**

PROTOCOL OPERATION



WAVELENGTH STEALING GAINS

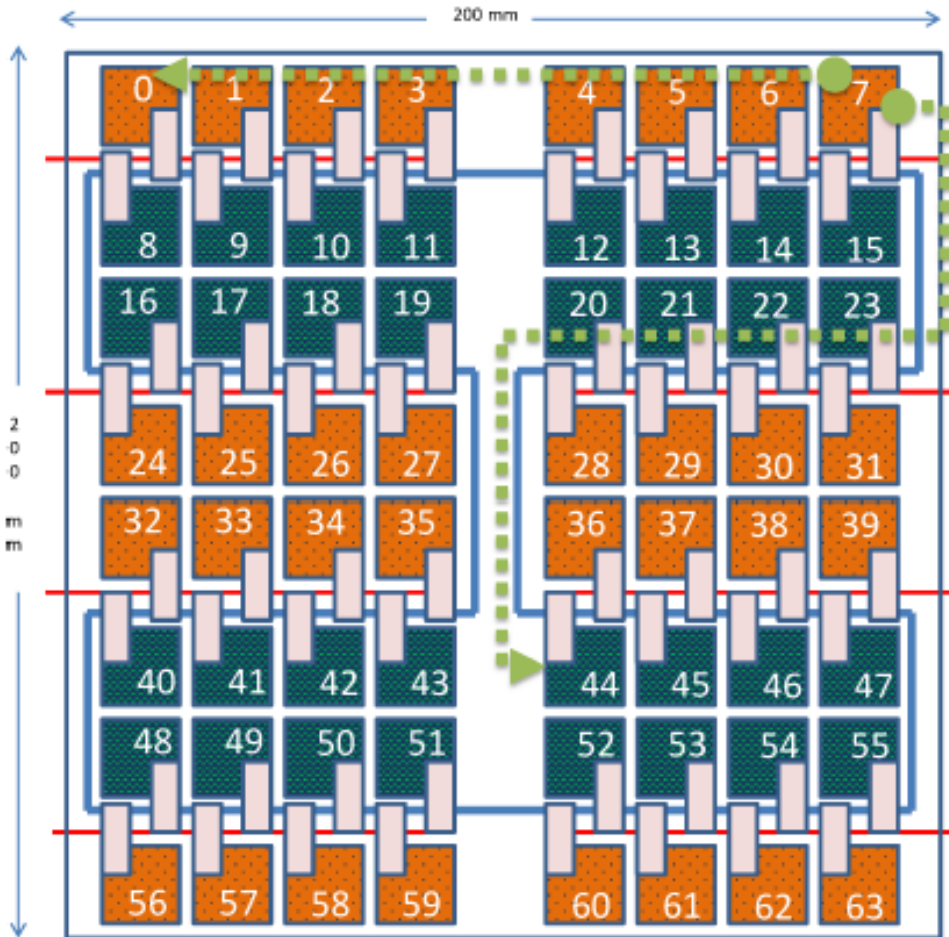


- Loss in performance due to

- Control (wavelength) overheads $\propto \frac{1}{\text{data wavelengths}}$
- Coding (time) overheads $\propto \frac{1}{\text{message size}}$

EVALUATION – SETUP

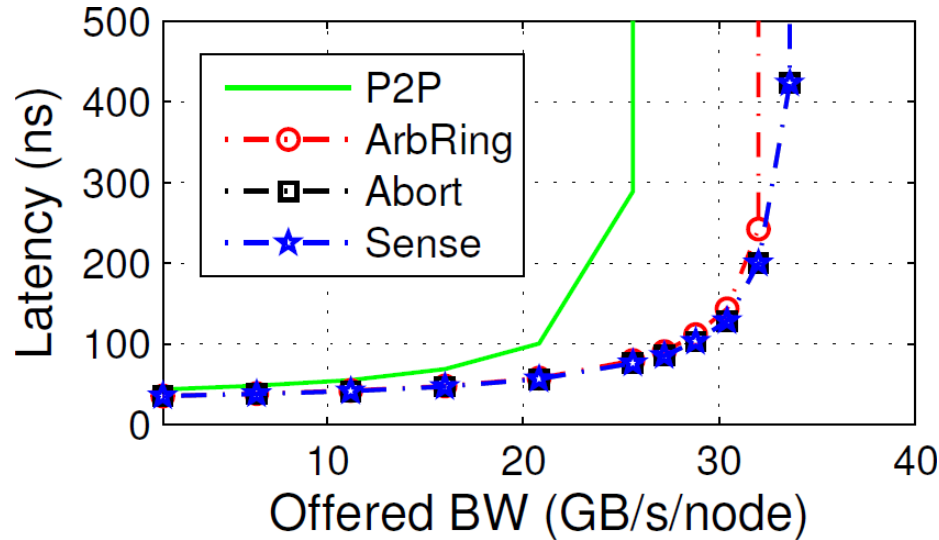
8 x 8 Macrochip System



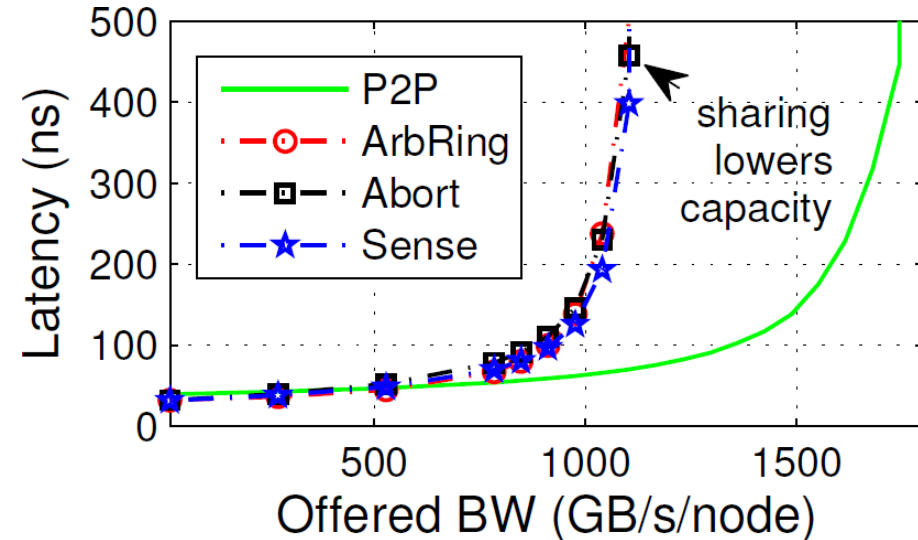
- Synthetic workloads
 - Uniform random
 - Permutation
 - Asymmetric
- Application workloads: NAS
 - BT: Block tri-diagonal solver
 - CG: Conjugate gradient kernel
 - DT WH: “White Hole” graph analysis
 - DT BH: “Black Hole” graph analysis
 - DT SH: “Shuffle” graph analysis

EVALUATION – SYNTHETIC WORKLOADS (I)

Bit-Complement (No Contention)



Unif. Random (Unif. Contention)



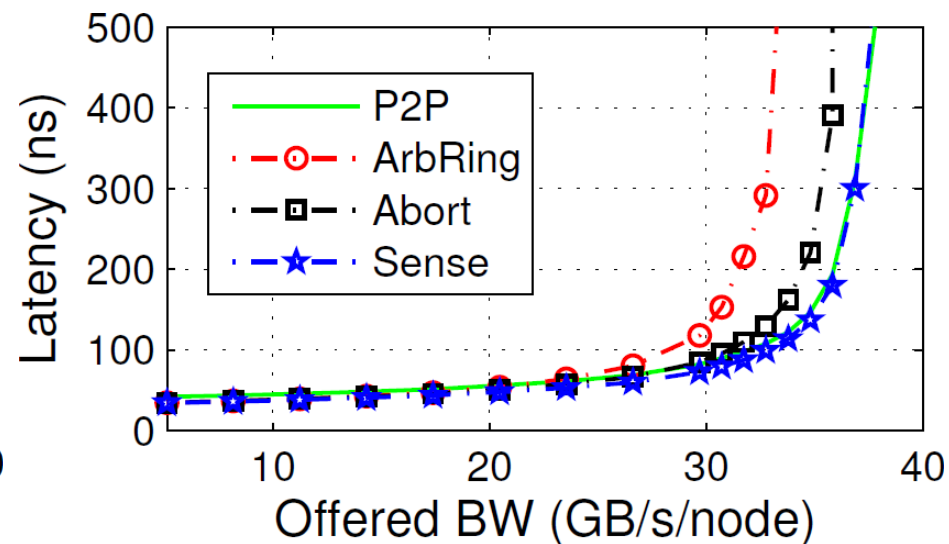
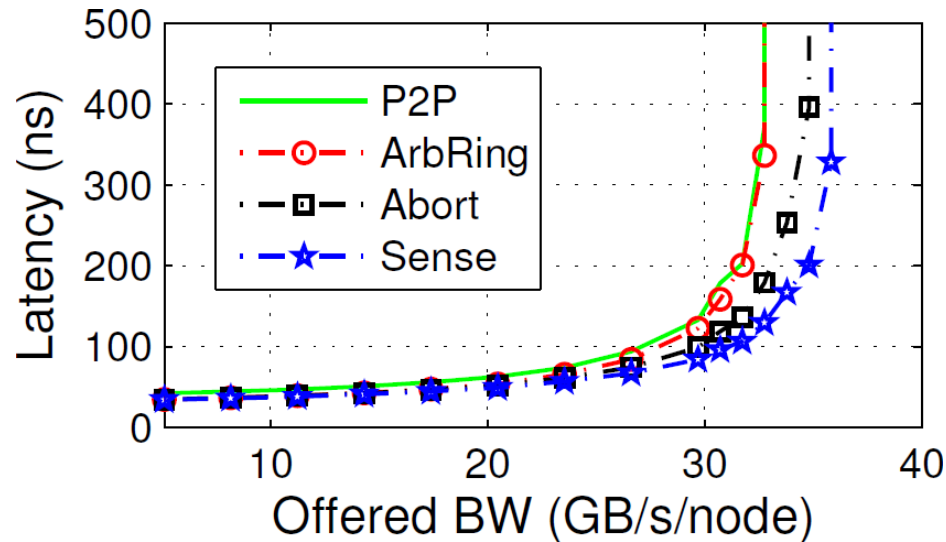
- Sharing designs provide higher (lower) throughput than P2P in the absence (presence) of contention
- Sharing designs exhibit lower capacity

EVALUATION – SYNTHETIC WORKLOADS (II)

Asymmetric K (Variable Contention)

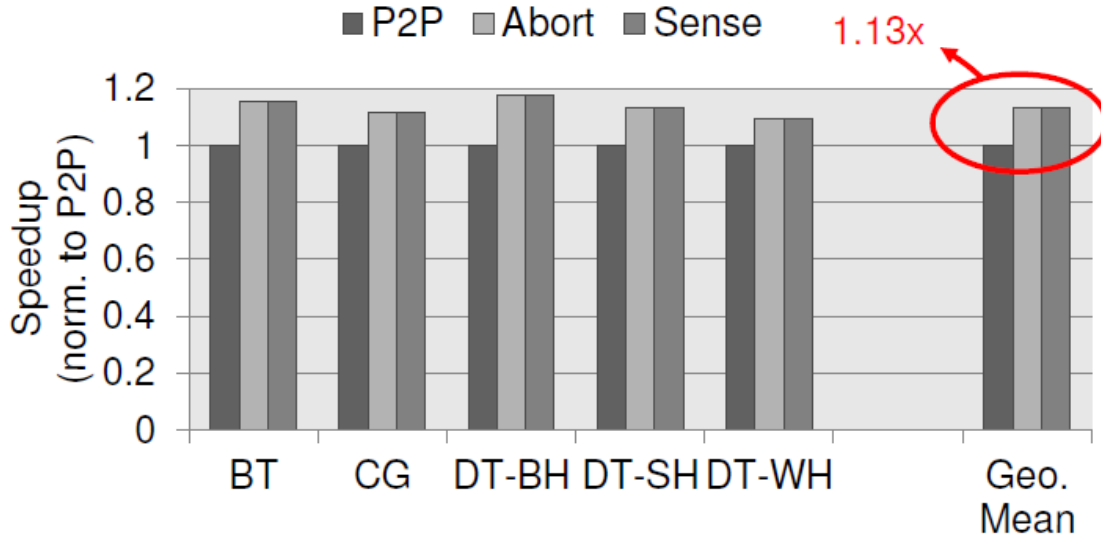
K = 20

K = 30



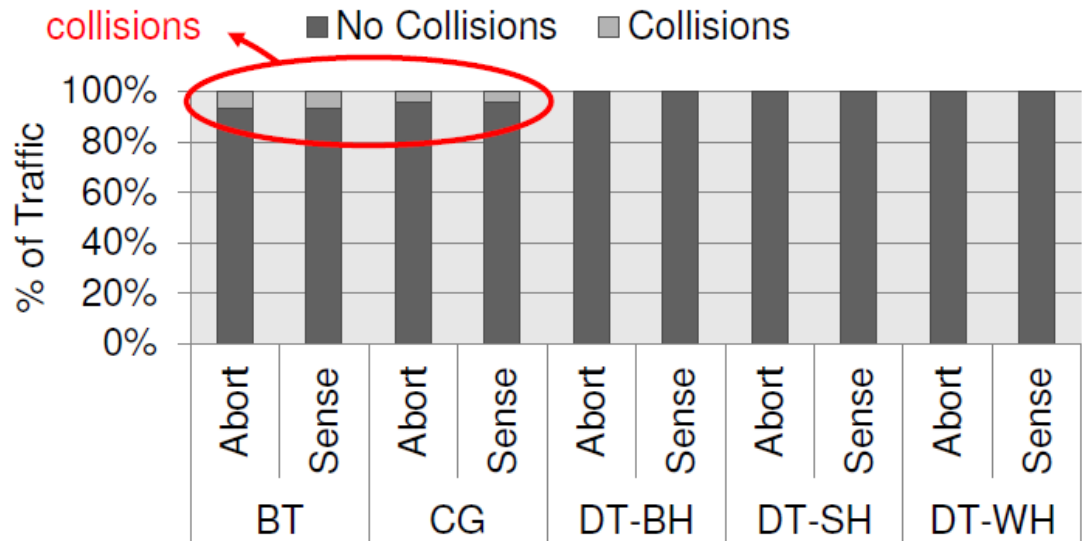
- As contention is increased
 - Wavelength stealing provides better throughput than Token-ring design
 - Sense design outperforms abort design
 - Throughput performance of P2P improves

EVALUATION – APPLICATION WORKLOADS (I)

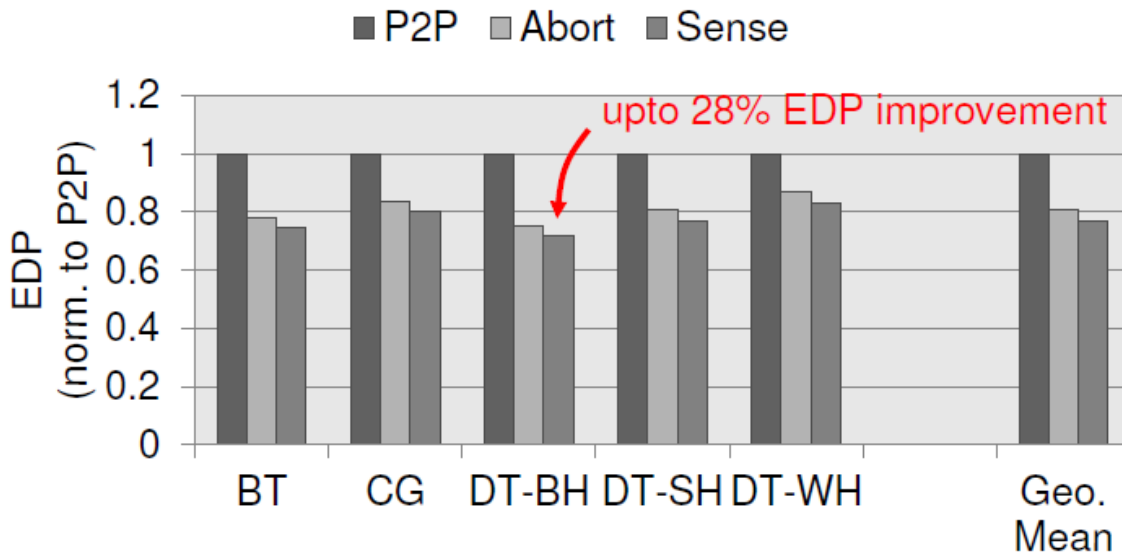


- All workloads exhibit speedups
 - Max: **1.17x**
 - Average: **1.13x**

- Differences in speedups due to
 - Traffic patterns
 - Message sizes
 - Message frequencies



EVALUATION – APPLICATION WORKLOADS (II)



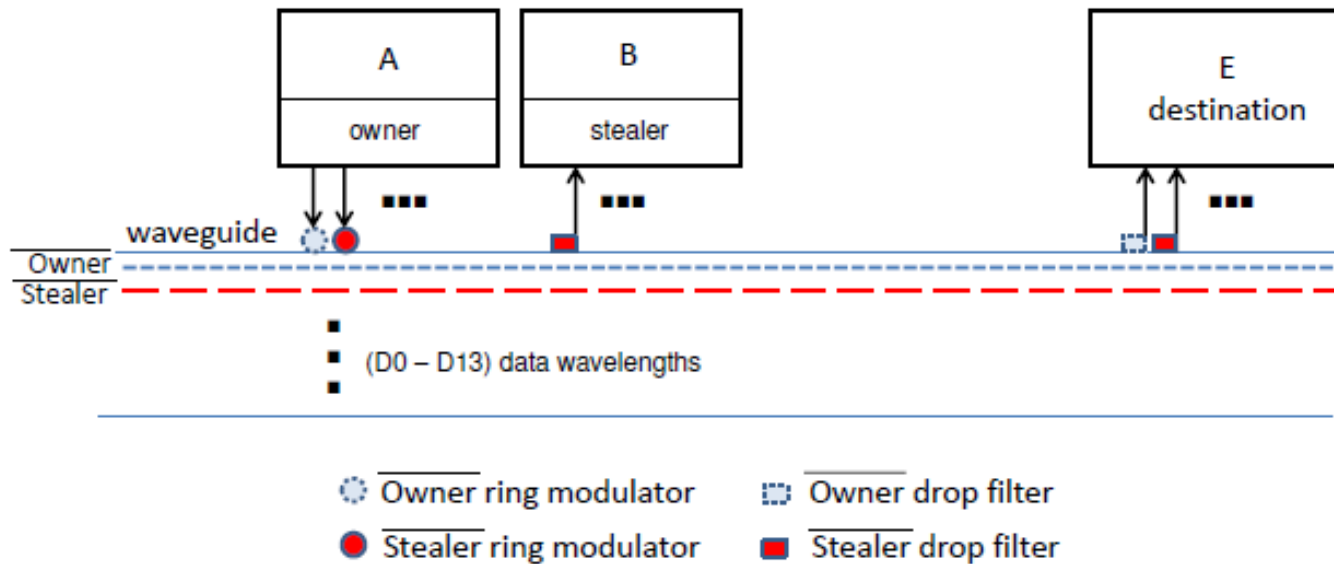
- Wavelength stealing architectures achieve up to 28% lower EDP than the P2P network
- Average EDP improvement: 20% for Abort, 23% for Sense
 - Sense uses fewer ring-resonators

CONCLUSION

- Channel sharing improves peak node-node BW compared to P2P but at the cost of reduced capacity
- Developed an analytical model to quantify limits and gains of channel sharing
 - sharing degree ≤ 3
 - sharing gain $\leq 1.70x$
- Wavelength Stealing architecture
 - Arbitration-free accesses
 - Strong fairness guarantees
 - **Guaranteed gains on VMs**

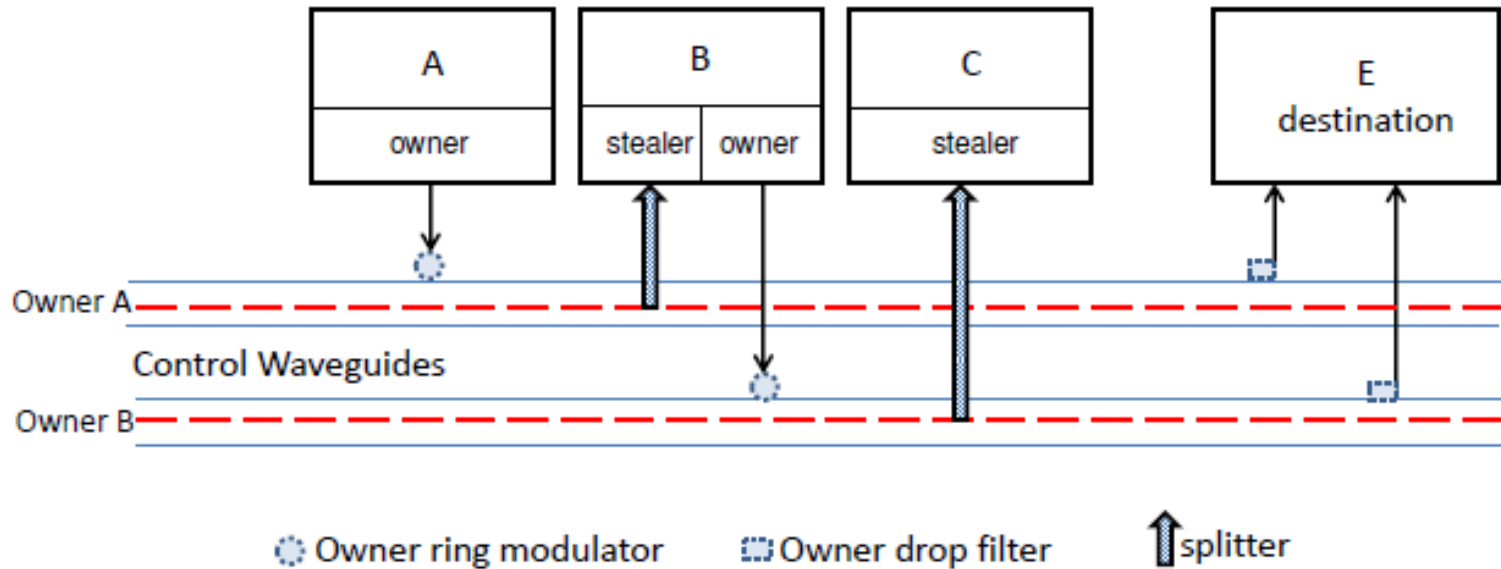
Backup Slides

ABORT DESIGN



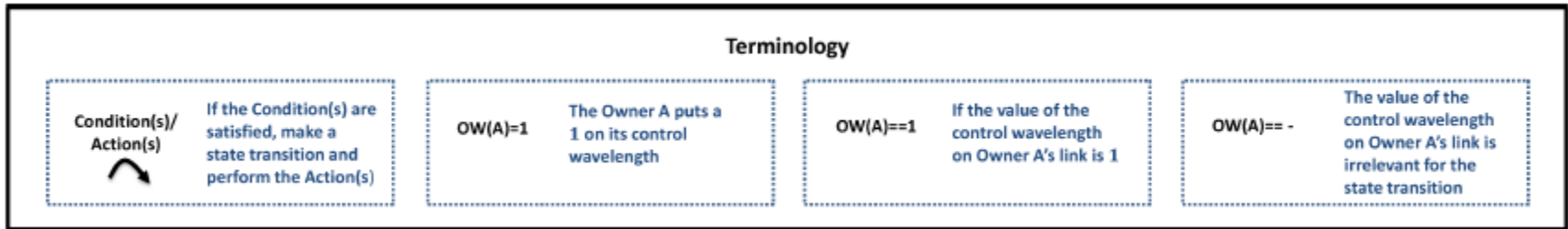
Active Sender	A		B	E		Received
	$\overline{Own.}$	$\overline{St.}$	$\overline{St.}$	$\overline{Own.}$	$\overline{St.}$	
A	0	1	—	0	1	A
B	1	0	0	1	0	B
A, B	0	1	1	0	0	Collision
(Invalid)	1	1	—	1	1	(Invalid)

SENSE DESIGN

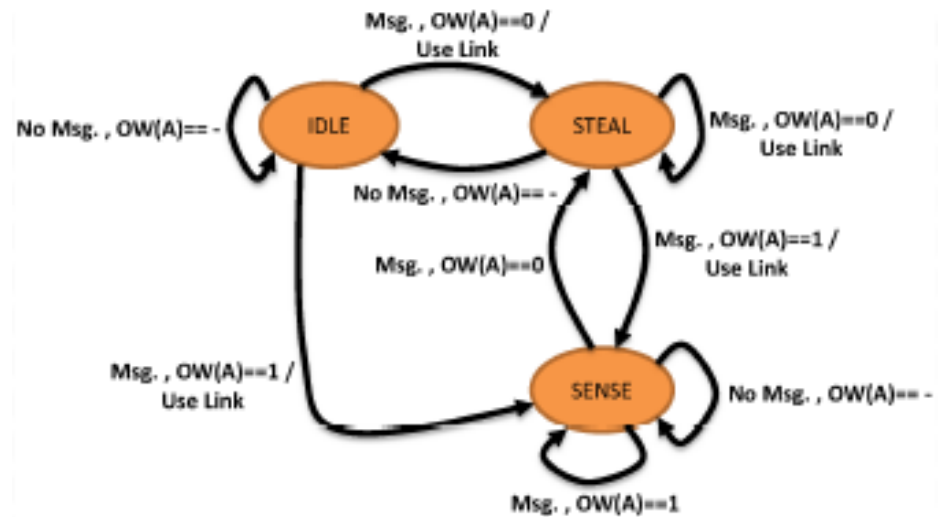


- Employs broadband splitters (non-destructive reads)
- Implemented using state machines at
 - Owner
 - Stealer
 - Destination

SENSE DESIGN FUNCTIONALITY (I)

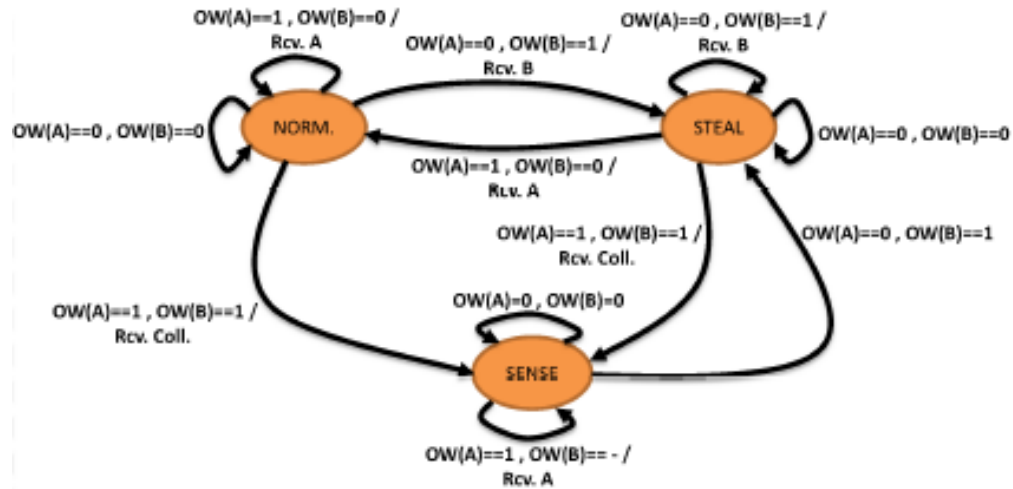


Owner (A) State Machine



Stealer (B) State Machine

SENSE DESIGN FUNCTIONALITY (II)



Destination (E) State Machine

ABORT VS. SENSE TRADE-OFFS

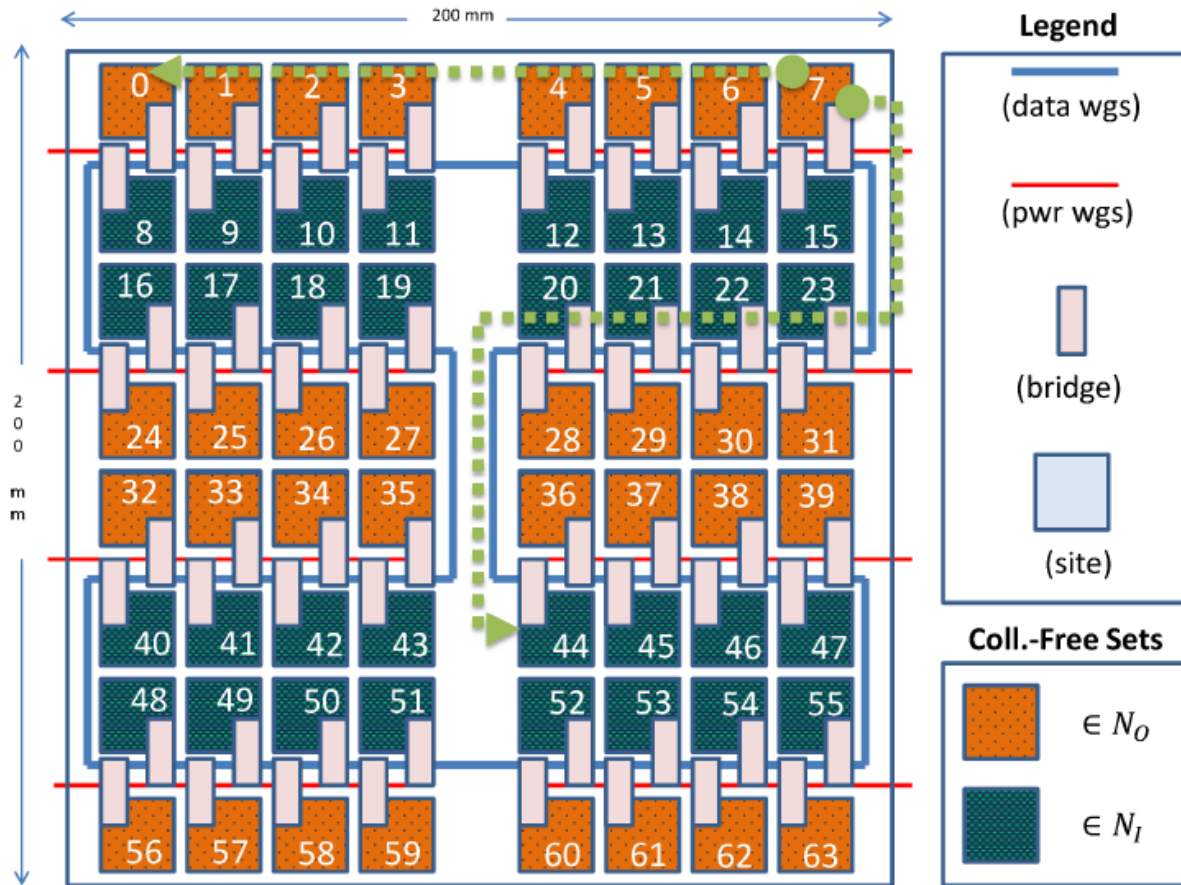
- Abort
 - (+) Fewer waveguides
 - (-) Conservative performance
 - (-) More ring-resonators
- Sense
 - (+) Aggressive performance
 - (+) Fewer ring-resonators
 - (-) More waveguides

OPTICAL DEVICE PARAMETERS

Parameter	Assumption
Mod. (Insertion) Ring Loss	$4dB$
Inactive Mod. Ring Loss	$0.5dB$
Active Drop-Filter Ring Loss	$1dB$
Passive Ring Loss	$0.05dB$
Waveguide Loss	$0.05dB/cm$
Bridge Chip Waveguide Loss	$1dB$
Coupler Loss	$2dB$
Receiver Sensitivity Margin	$4dB$
Receiver Sensitivity Level	$-21dBm$
Ring Tuning Power	$0.3mW/ring$
Mod. Driver	$35fJ/bit$
Detector Driver	$65fJ/bit$
Max. Fiber WDM-Factor	32
Max. Waveguide WDM-Factor	16
Max. Port Fibers	2500
Power per Fiber	$32mW$

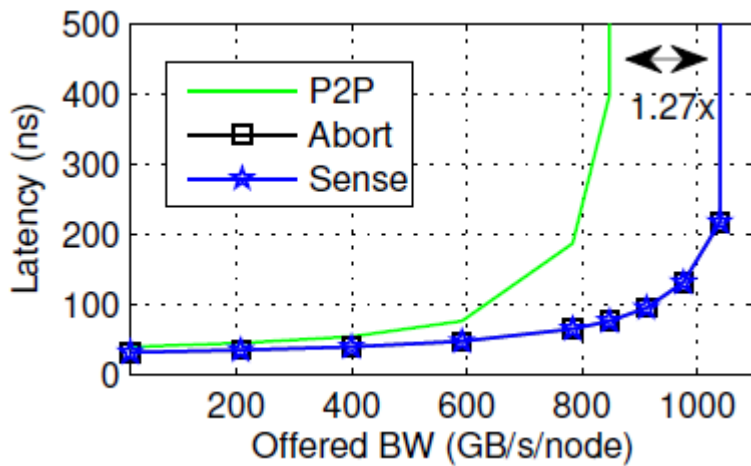
VIRTUALIZATION GAINS (I)

- Virtualization: many VMs share the system
 - Better utilization of system resources



VIRTUALIZATION GAINS (II)

Domain Uniform Random



Four 16-Node VMs

