

Proposition of a benchmark for evaluation of cores mapping onto NoC architectures

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Abstract—Complex application specific SoC are often based on the NoC approach [1]. NoC are under investigation since several years and many architectures have been proposed[2]. Generic NoC are often proposed with their synthesis tool in order to rapidly tailor a solution for a specific application implementation [4][5]. The optimised mapping of cores on a NoC [3] and the optimised NoC configuration in terms of topology, FIFO and link sizes for instance is a new research area which is now investigated deeply. Validation and evaluation of solutions is often conducted through simulations for deterministic applications. Comparisons between proposed optimisation approach is difficult as they use their own evaluative application. Benchmarking is a classical solution to normalize comparisons. We are proposing in this paper a set of application tasks behaviours in order to evaluate NoC topologies as well as NoC core mapping techniques. We illustrate this benchmark proposition on a specific NoC simulation.

Index—SoC, IP, 4G, NoC, benchmark.

I. INTRODUCTION

Future Systems-on-Chip (SoC) for multimedia, video or telecommunication will contain a great amount of IP blocks. All of these have to be connected together and require a high bandwidth to satisfy the Quality of Service (QoS). The leading features for SoC Design are scalability, flexibility, reusability, and reprogrammability.

In this way, the Network-on-Chip (NoC) paradigm has been proposed and used for interconnecting the cores and replacing bus topology. The use of NoC interconnection has several advantages including better structure, performance and modularity. As a consequence, CAD tools have to explore NoC parameters before synthesis with regards to the target set of applications. Our approach here is to have a benchmarking simulation of the NoC by using a communication behaviour model of each computing resource interconnected to the cycle accurate model of the NoC. Our approach is based on SystemC cycle accurate simulations.

The proposed application is a mobile terminal MC-CDMA chain applied to the future 4G Radio telecommunication standard. This study is part of the 4MORE [6] European project we are involved in. This application is divided in 21 cores which have been evaluated separately. Throughput, data size, treatment latency are provided for each computing resources. With such data it is possible to conduct a full NoC architectural exploration. The second part of the paper illustrates the generic mapping of those cores on a given NoC named FAUST[13].

II. RADIO COMMUNICATION APPLICATION

Future telecommunication systems need to be more and more performant with greater bandwidth, higher mobility and autonomy to answer the needs of a growing market. 3G standard technologies are not yet fully operational, but researches already work to specify the fourth generation of mobile systems. Performance and optimized power consumption are still the key factors for these systems. These new systems have to be the most flexible as possible and have to support different standards to allow evolution and updating of SoCs. Such constraints imply a radical change on the actual conception methodologies to designed future SoCs. This kind of application is a good candidate to NoC based SoC implementation.

A high-performance candidate for future mobile systems is the Multi-Carrier Code Division Multiple Access (MC-CDMA) technique [7]. This new modulation technique brings new algorithms and computation constraints. So designers have to face with new implementation constraints in the way to propose suitable solutions. We focus here on the physical layer, precisely on the implementation of a MC-CDMA transmitter and receiver in a baseband modem. This baseband modem implements different chained processing sub-systems schematically presented on Figure 1. The different functions in the physical layer impose strong constraints on IP blocks concerning power calculation, performances and complexity.

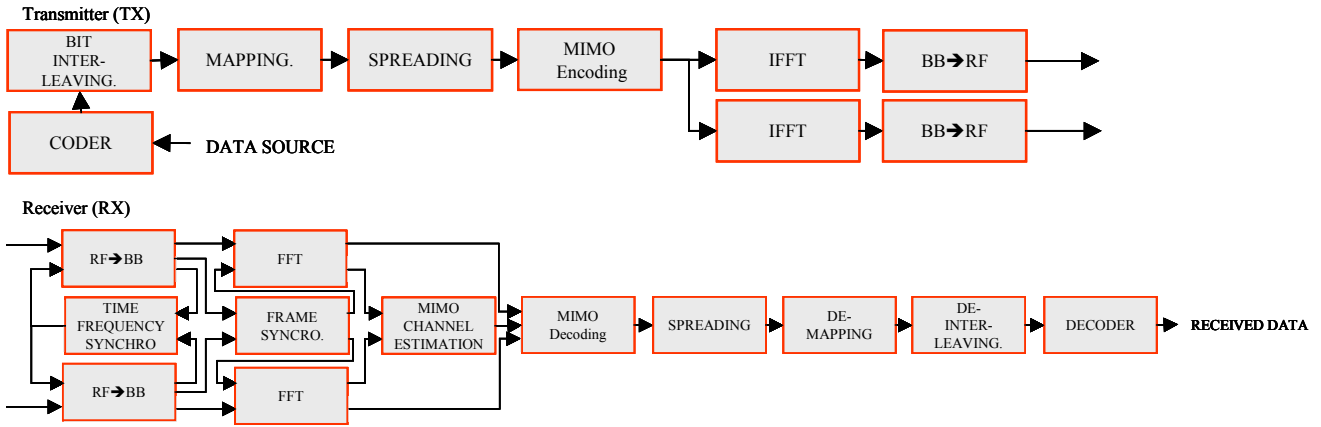


Figure 1: Block diagram of the TX and RX MC-CDMA physical layer

III. IP BLOCKS BENCHMARKING

As we mentioned before, the idea of our benchmarking method is to model each computing resources of the future 4G chain presented in Figure 1 with several parameters. In deed, each resource requires different input data sizes and produces different output data sizes. Moreover, they do not have the same data treatment time implying different

latencies between blocks which are data dependent.

As a consequence, in a NoC implementation this kind of evaluation is mandatory to respect real-time constraints due to a too long latency between resources. It is especially true in our case where we have to respect the frame time conditions as mentioned on Figure 2. Also all the blocks can be pipelined. The bandwidth constraint is then only to respect the treatment of OFDM data per 20.8 microseconds.

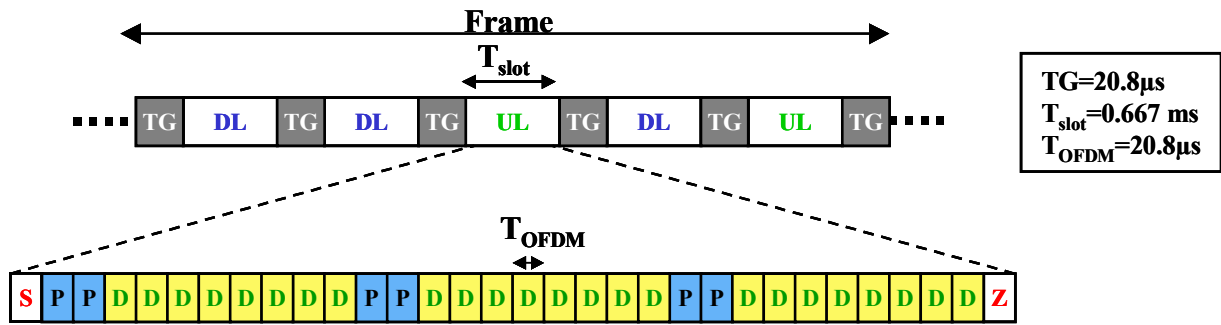


Figure 2: 4MORE frame

We have modelled all the resources of the Figure 1 and parameterised them with the necessary parameters: input data size, output data size, computing time, input data path (source), output data path (destination).

With this information we can model the global behaviour of each block inside the chain without modelling precisely the algorithms used. Thus for instance the parameters of the coder core of the TX chain can be specified as below:

- Input data size: 32 bits
- Output data size: 64 bits
- Computing time: 64 Cycles
- Input data path: Mac Layer
- Output data path: Bit Interleaving

Figure 1 mentions the block diagram which gives the paths between the different resources, thus only input and output data size and compute time of the whole TX chain are mentioned in the Table 1.

TX	Input data	Output data	Compute Time
Channel Coder	32	64	64
Bit Interleaving	256	256	64
Mapping Unit	32	192	6
Spreading	256	256	48
MIMO encoding	1536	1536	50
FFT 1024	768	40960	2 620
RF to Base band	32	32	10

Table 1: TX chain resource parameters

Input and output data size are expressed in bits and compute time is in clock cycles to be technology and design frequency independent. In the same manner, Table 2 gives parameters for the whole RX chain.

RX	Input data	Output data	Compute Time
RF to Base BB	96	96	10
Frame synchro	40960	32	1 280
Frequency/timing synchronisation	44480	32	1 043
MIMO channel estimation	88960	43008	1 390
IFFT 1024	40960	21504	2 620
MIMO decoding	86016	21504	2 016
De-spreading	21504	2688	4 032
De-mapping	2688	2016	504
De-interleaving	1024	1024	256
Convolutional Decoder	256	32	32

Table 2: RX chain resource parameters

All these parameters specify the core treatment of each block of the TX and RX chain but do not represent the treatment for a complete OFDM symbol. Some computing resources have to realize several loops to treat a complete OFDM symbol. These particular cases with long treatment times like FFT treatment can be a bottleneck to satisfy the real-time constraints request for the whole frame.

With these constraints, we have chosen to study the feasibility of the integration of this 4G radiocommunication MIMO MC-CDMA chain on the FAUST NoC topology.

IV. FAUST NOC DESCRIPTION

In this study, we use this benchmark to dimension and build the interconnection between hardware modules with a Network-on-Chip (NoC) structure. NoC are flexible, and offer significant aggregated bandwidth since they allow simultaneous communications.

As mentioned earlier, a solution based on independent data processing units interconnected by a NoC seems the most appropriate for a high data rate Baseband system. In the context of radio telecommunication applications, specific characteristics can be taken into account to have a well adapted network. It is for this reason that we plan to use the FAUST NoC of CEA/LETI whose characteristics fits the requirements of 4G radiocommunication. The NoC mechanism are more detailed in [13].

With FAUST, we can build a topology with four links per swith and one link for the IP core. The mapping of the MC-CDMA application exhibits mainly communications with few neighbours for each core. In consequence, the network doesn't need a high order topology, a 2D mesh topology is enough [9].

Secondly, data processing units are specialized and traffic is rather predictable here.

Finally, communications are often bursty and short, so packet switching is preferable to circuit-switching since no connection time is needed, which is time-consuming. FAUST uses wormhole switching mode [11] with a credit based control flow. It has low latency, saves memory buffers and, with an appropriate routing algorithm, deadlock are avoided [12].

Functional units are connected to the Network on chip through network interface (NI) as showed on Figure 3. The NI manages the NoC communication mechanism by use of credits to fill input FIFO and empty output FIFO of the application core (HW or SW). Also the NoC architecture is well adapted to our radiocommunication application because it decouples computing from communication.

In our case, we check if the latency induced by the NoC communication mechanism added to the compute time of resources respect the time frame constraint. More precisely, we studied the output throughput of the most time consuming IFFT core to check if we respect the timing constraint of 20.8 μ s mentioned before Figure 2 for each OFDM symbol. The simulation have to demonstrate that the system fulfils the real-time requirements.

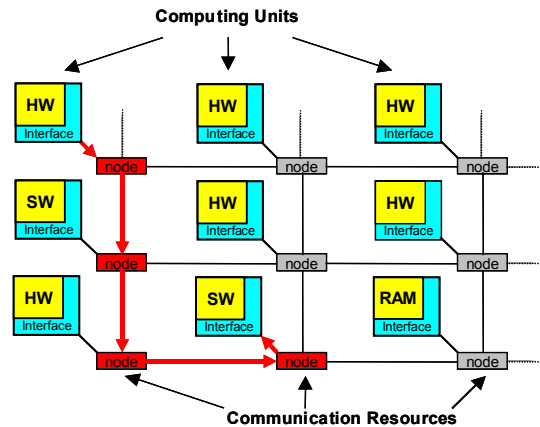


Figure 3: FAUST communication concept

Once function partitioning is done, the mapping of functional units must be done cleverly in order to minimize routing path lengths. All these issues are not trivial and architecture exploration and validation is necessary to find good configurations before designing the NoC. To achieve this aim, we propose in this study to use a first topology as mention on Figure 4. This choice have been done manually to check rapidly if timing constraints could be satisfied.

In case of non respect of timing constraints, the NoC have several parameters (Size of FIFO, packet size,...) that can be modified to reach the constraints. This possibility to change the sizes of FIFO can reduce traffic congestion which is frequent in NoC.

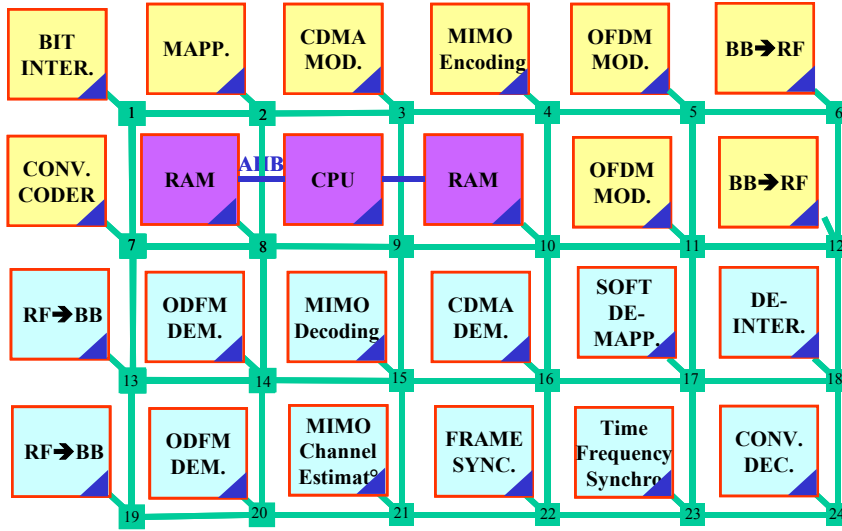


Figure 4: Function mapping topology on NoC

The FAUST NoC is based on 32 bits node to node and node to computing resources links. As a consequence the smallest entity exchange on the NoC is 32 bits which is called a flit. For the simulation point of view, data given in Table 1 and Table 2 have to be divided by 32. In the next section is presented the first results obtained on the SystemC TX chain simulations.

V. SIMULATION RESULTS

As we have mentioned before, the aim of our simulations is to check the respect of the timing constraints of the radiocommunication frame.

For this aspect we have focused our study on the IFFT which transmits the OFDM symbol to the DAC. We have decided to measure the elapse time between the reception of data in input FIFO of the NI and the complete emptying of the output FIFO.

The size of FIFOs in input can be bigger than the requested flits required by the computing resources. So the elapsed time is measured as below:

$$T = T_i + T_t + T_o$$

where T_i is the time elapsed between the first flit read and the last flit read in the input FIFO until the amount required by the resource is satisfied. T_t is the time elapsed for the treatment of data. T_o is the time elapsed between the first flit and the last flit sent from the output FIFO to the target resource until the amount specified by the resource is satisfied.

The first results are presented on Figure 5. The timing constraints on the IFFT is respected compared to the frame timing specification but the margin between results shows that some effort could be done on FIFO mechanism and packet sizes. For this simulation, we have an input FIFO size of 1344 flits and an output FIFO size of 1280 flits.

The input credit size is of 92 flits and the output credit size is of 124 flits whereas core requirements are 672 flits in and 1280 flits out.

Some simulations have to be made to show the impact of these parameters on the throughput of the IFFT and the other resources.

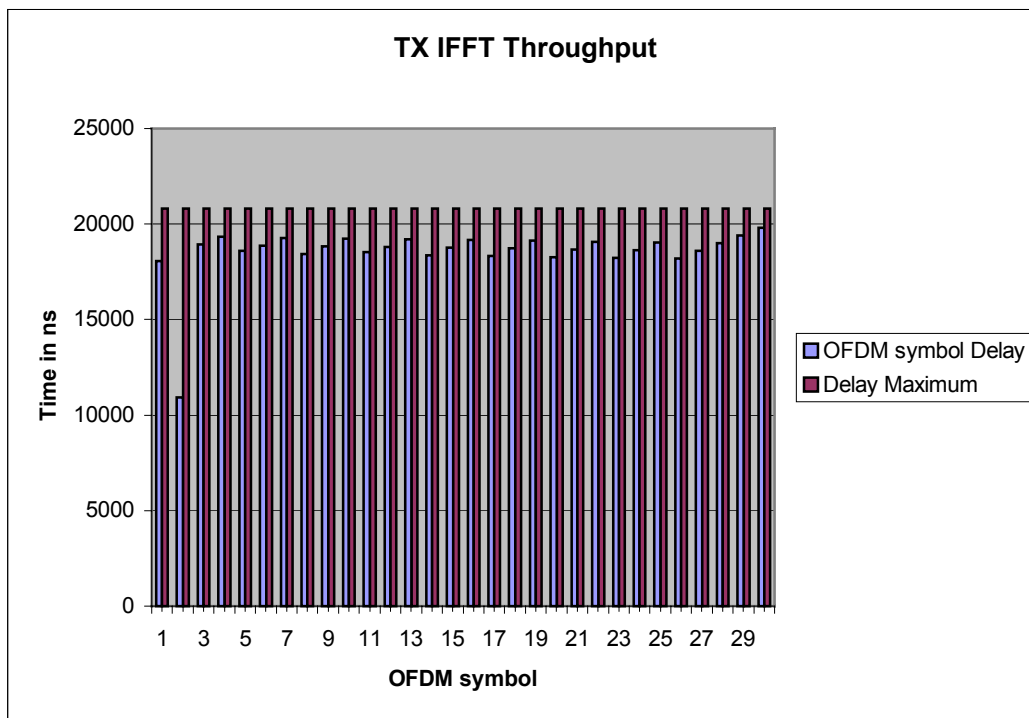


Figure 5:TX IFFT throughput

VI. CONCLUSIONS AND FUTURE WORK

In this paper we have presented a new application benchmark for the evaluation of cores mapping onto NoC architectures. We have proposed a portable benchmark for any NoC evaluation. We have also illustrated that the NoC architecture based on packet switching is realistic for future chips, particularly for the future radiocommunication standards. We have shown the feasibility of the mapping of a 4G chain onto a NoC system but some more exploration have to be realized to improve the throughput.

Our future work is to continue our study on NoC architectures for telecommunication systems. We are working on the validation of the whole chain (RX and TX), and explore NoC dimensioning concerning the FIFO sizes, credit sizes and influence of topology.

VII. ACKNOWLEDGMENT

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