### A Generic Network on Chip Model

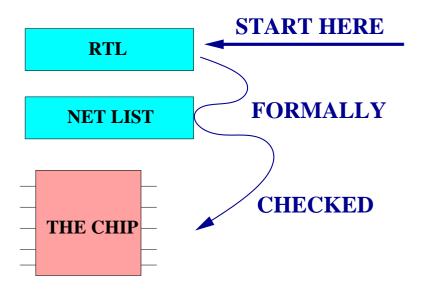
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### **SoC Design Verification Flow**

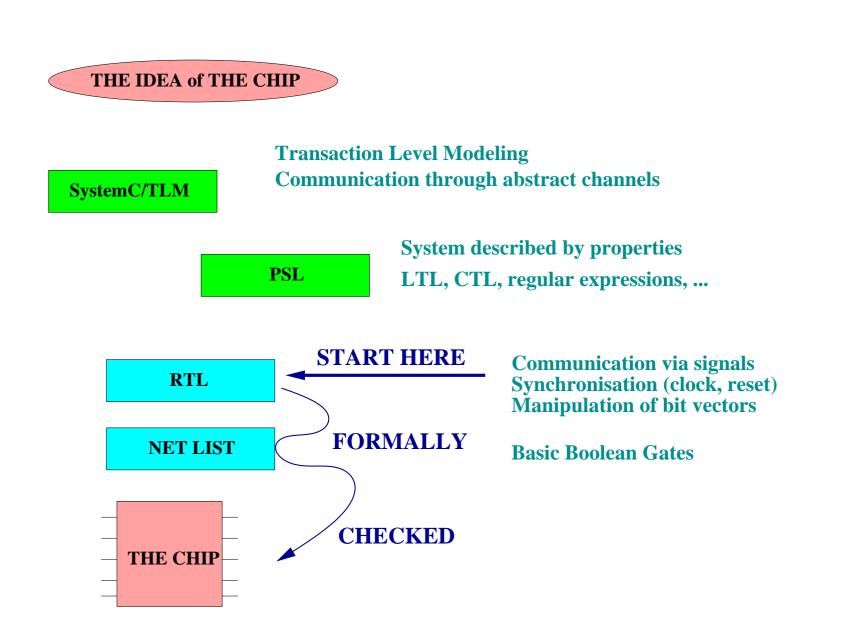
THE IDEA of THE CHIP



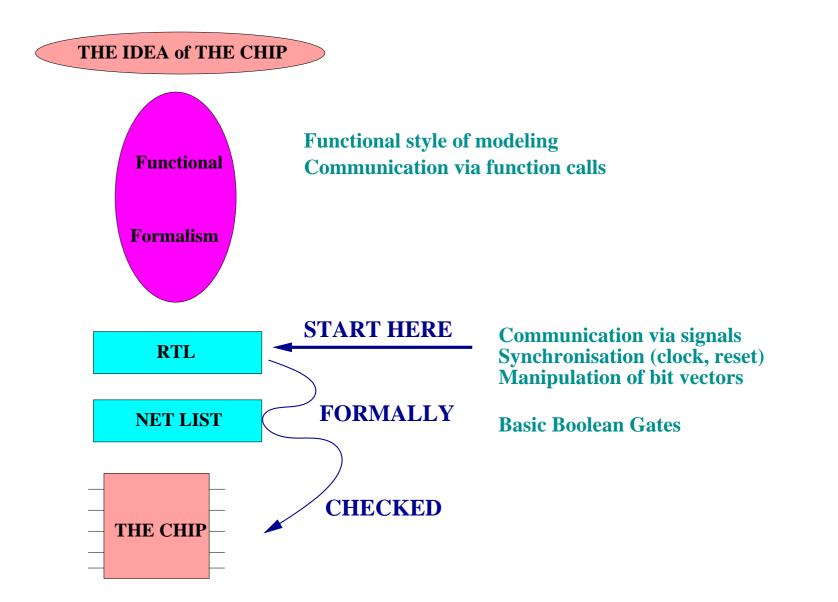
**Communication via signals Synchronisation (clock, reset) Manipulation of bit vectors** 

**Basic Boolean Gates** 

### **SoC Design Verification Flow**



## **SoC Design Verification Flow**



### **Contribution**

Our study considers:

- the initial design steps
- a functional modeling style
- on chip communications

Our achievement is:

A Generic Network On Chip Model (GeNoC)

### **A Generic Network on Chip**

### GeNoC consists in:

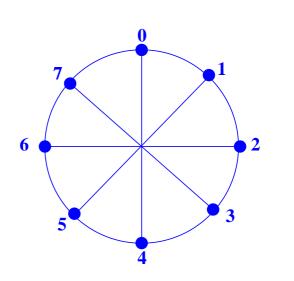
- a functional model of a communication architecture
- correctness criteria about the model
- partitioning the model

#### Modular framework for both design and validation

### **Outline**

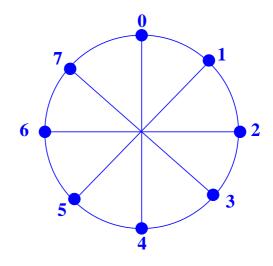
- Octagon Network on Chip
- Communication Principles
- *GeNoC* Definition and Correctness
- ACL2 Theorem and Proof
- *GeNoC* Routing

## **Octagon Network on Chip**



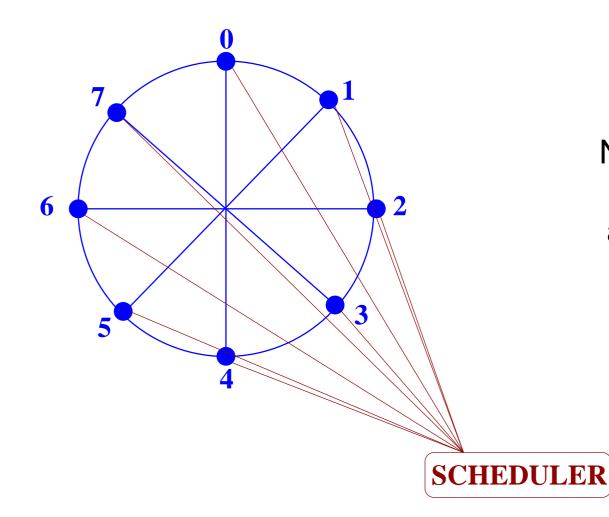
- 8 nodes
- extensible to 4 \* i
- bidirectional links
- simple shortest path routing algorithm
- Design by STMicroelectronics ref: DAC'01 and IEEE Micro 2002 by F. Karim *et al.*

# **Routing Algorithm**



 $REL\_ADDR = (dest - current) \mod 8$ if  $REL\_ADDR = 0$ then Stop elsif  $REL\_ADDR = 1 \lor 2$ then go clockwise elsif  $REL\_ADDR = 6 \lor 7$ then go counter clockwise else go across

### **Octagon Scheduling Policy**



Nodes connected to

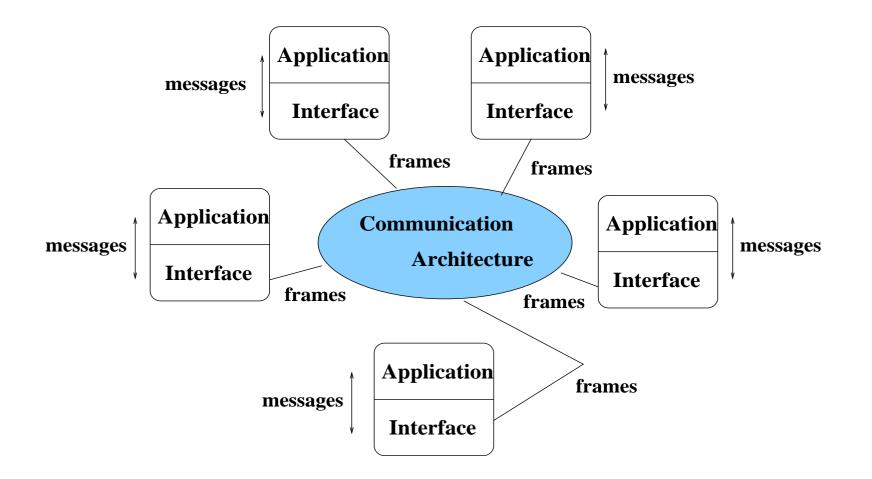
a central scheduler

(c) Julien Schmaltz, TPHOLS 2005, Oxford July 22-25 – p.8/35

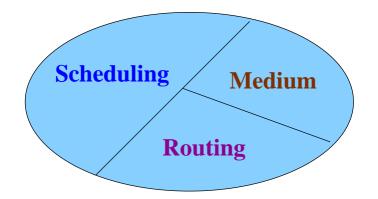
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## **Communication Principles**



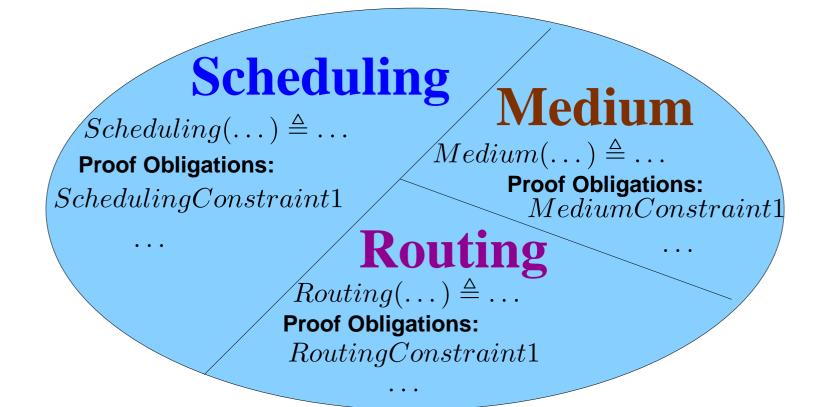
### GeNoC Principles



Partition of the communication architecture into:

- Routing: to compute a route between two nodes
- Scheduling: to schedule or to delay a communication
- Medium (topology): to convey a frame from one node to another

### GeNoC Principles

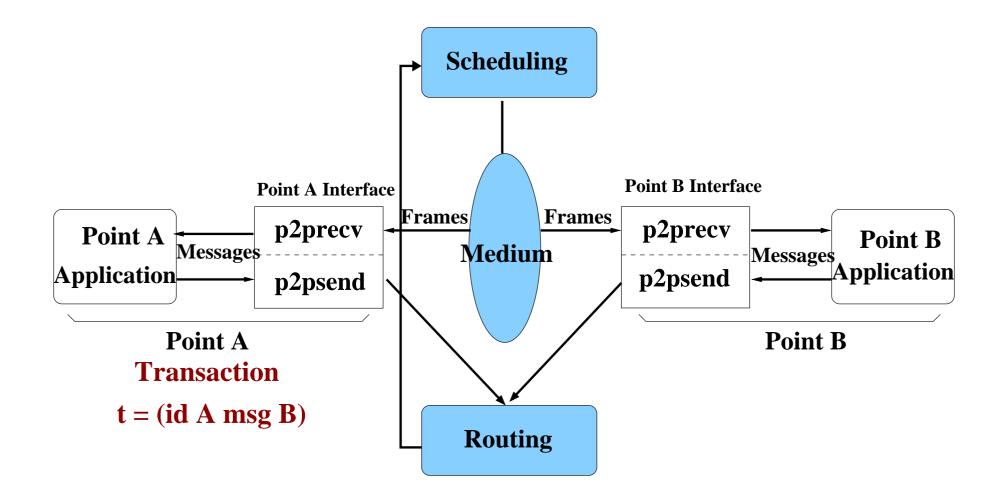


 $GeNoC(...) \triangleq \mathcal{F}(Routing, Scheduling, Medium)$ GeNoC correctness proved from the constraints

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### GeNoC Definition



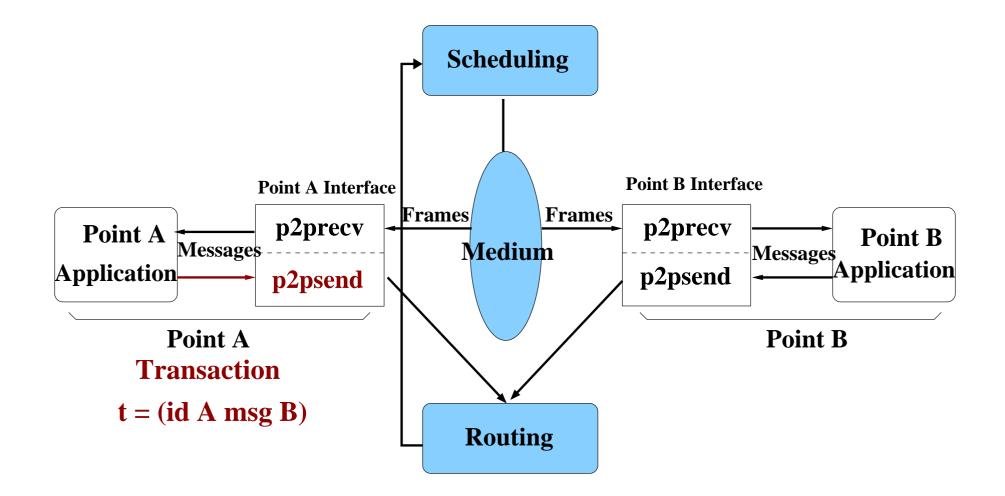
### GeNoC Transaction

A transaction t is a tuple of the form  $(id \ A \ msg \ B)$  where:

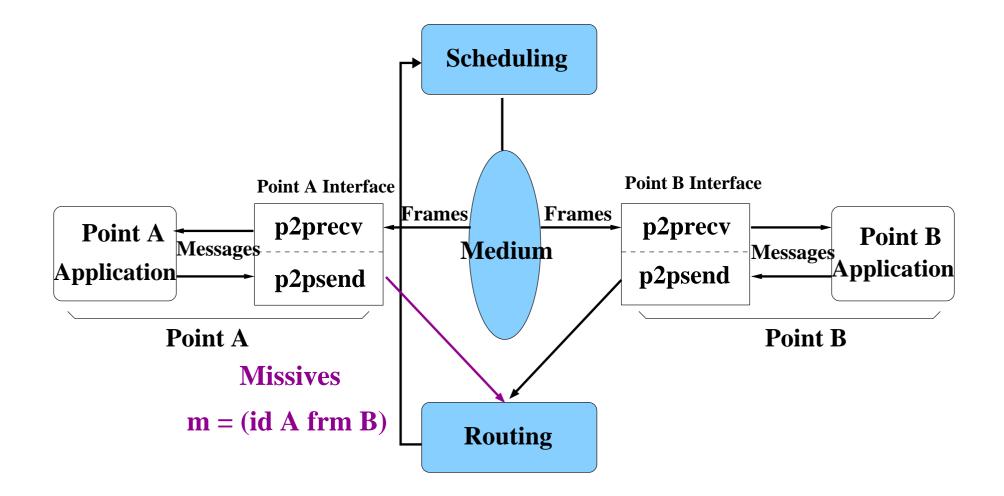
- $id \in \mathbb{N}$ : is a unique identifier
- *msg* is an "abstract" message
- A is the origin, and B is the destination of msg

A transaction represents the intention of A to send msg to B.

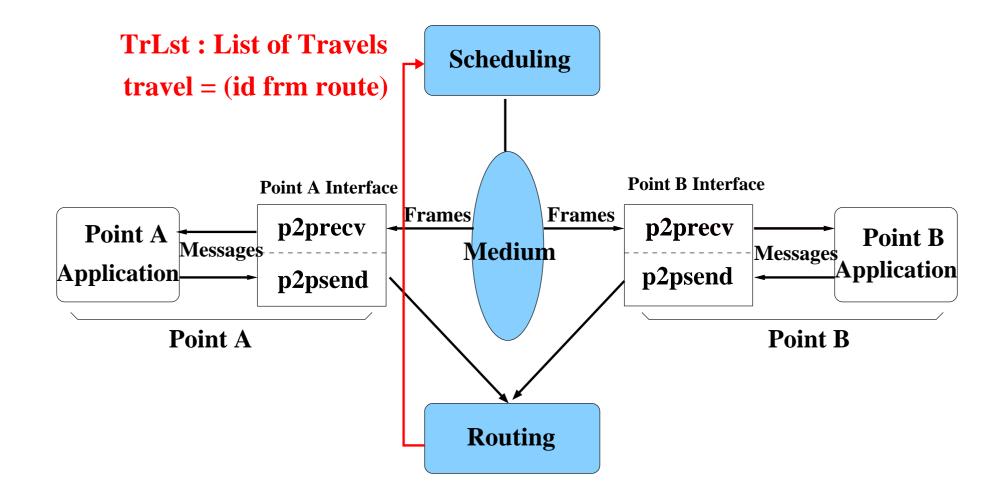
### From transactions to missives



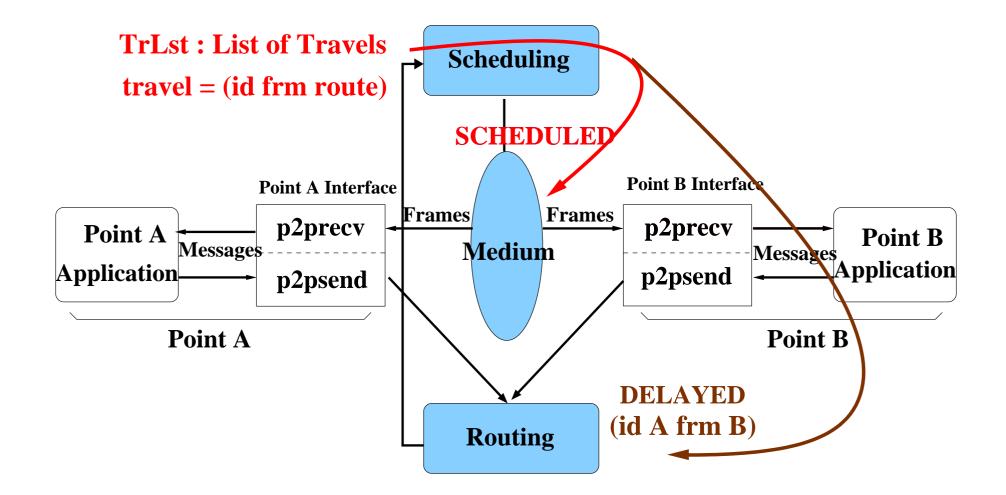
### From transactions to missives



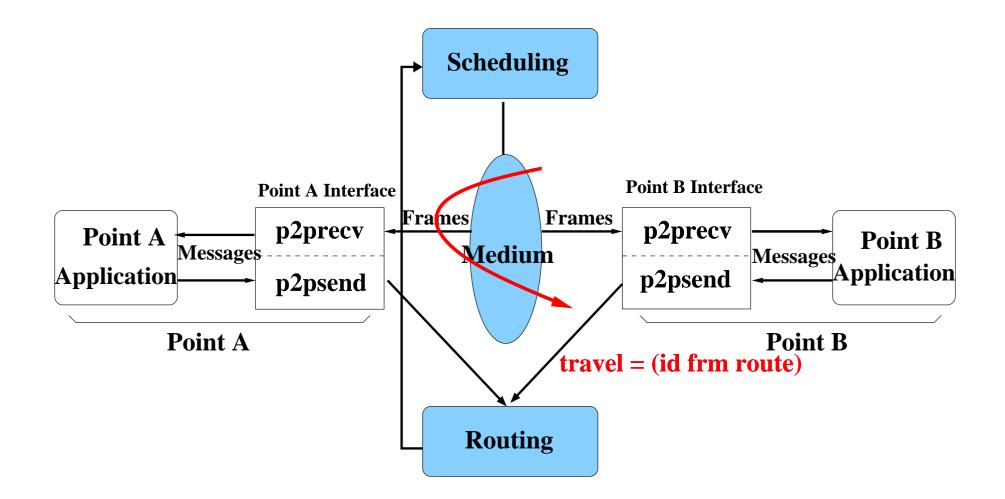
### GeNoC Routing



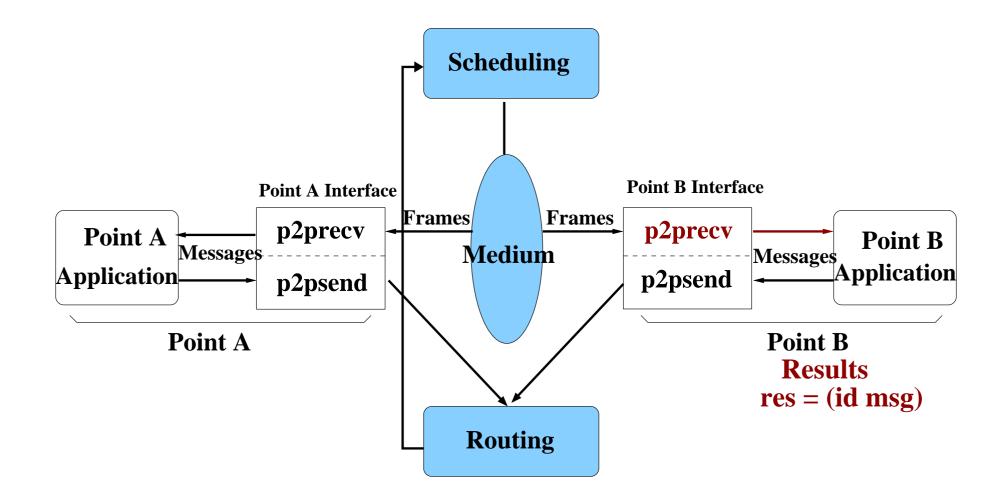
### GeNoC Scheduling



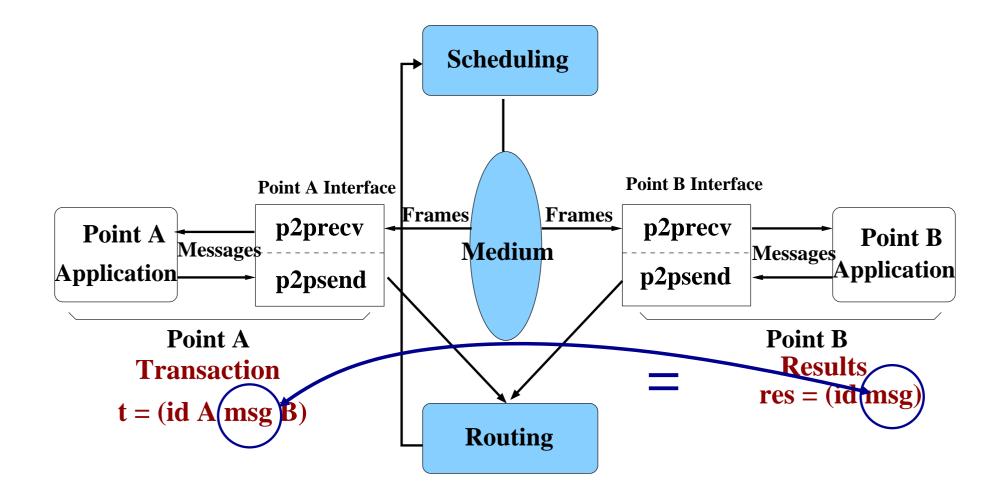
### GeNoC Medium



### GeNoC Receive



### GeNoC Correctness



### GeNoC Termination

*GeNoC* is a recursive function and must be proved to terminate because:

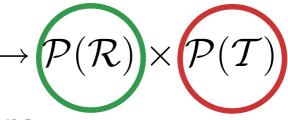
- it is a prerequisite for mechanized reasoning (here ACL2)
- the input list of transactions is *finite*

To ensure the termination, we associate to every point a *finite* number of attempts. At every recursive call of GeNoC, every point with a pending transaction consumes one attempt.

### GeNoC Definition

- $\mathcal{T}$ : input list of transactions
- *NodeSet*: set of existing nodes
- *GenericNodeSet*: generic domain of *NodeSet*
- *AttLst*: domain for the lists of attempts
- R: list of results

 $GeNoC: \mathcal{P}(\mathcal{T}) \times GenericNodeSet \times AttLst$ 



**Completed Transactions** 

**Aborted Transactions** 

### GeNoC Correctness

#### Theorem.

# $\forall (id_r \ msg_r) \in \mathcal{R}, \\ \exists ! (id_t \ a_t \ msg_t \ b_t) \in \mathcal{T} \mid id_r = id_t \wedge msg_r = msg_t$

For any result r, there exists a unique initial transaction t such that t has the same id and msg as r.

### GeNoC Correctness

#### Theorem.

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For any result r, there exists a unique initial transaction t such that t has the same id and msg as r.

This theorem is complemented by a condition (*TravelCondition*) which proves that every transaction is received by the correct destination.

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### **ACL2** Theorem

 $Messages(\mathcal{T}/\mathcal{R}_{ids}) = Messages(\mathcal{R})$ 

### **Constraints Overview**

### • Medium

- (M1) Medium(TrLst) = TrLst iff every route in TrLst is consistent with the topology
- Routing
  - (R1) Every route ends with the correct destination (*Travel Condition*)
  - (R2) Every route is consistent with the topology
  - (R3) Frames are not modified by the routing function

### **Constraints Overview**

### • Scheduling

- (S1) Preserve route correctness
- (S2) *Delayed* and *Scheduled* are distinct sublists of *TrLst*
- Interfaces

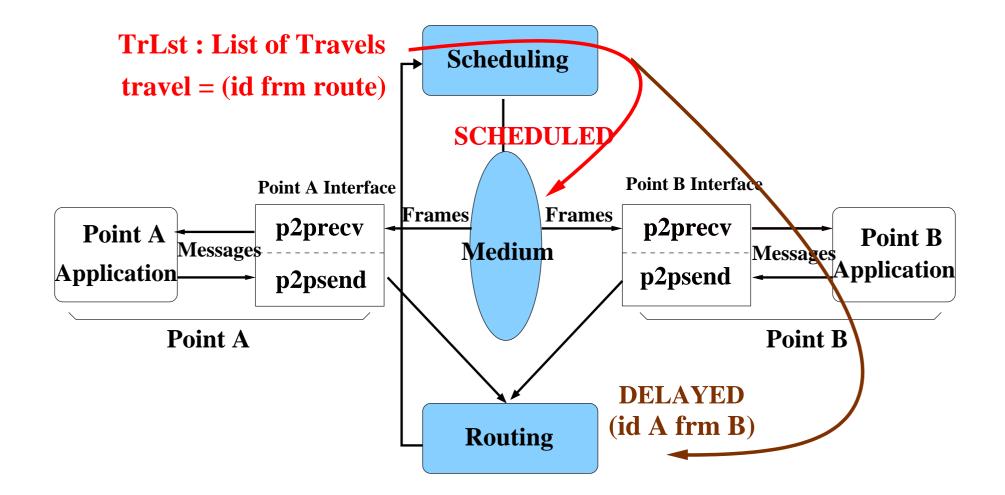
• (11)  $p2p_{recv} \circ p2p_{send}(msg) = msg$ 

### **ACL2 Proof Sketch**

Proof by induction on the structure of *GeNoC* 

- Base Case: trivial (SumOfAttempts =  $0 \Rightarrow R_{ids} = \epsilon$ )
- Induction Step
  - Induction Hypothesis  $\Rightarrow$  *Delayed* is correct
  - Remaining Goal: prove that Scheduled is correct

### **ACL2 Proof Sketch**



### **Proof of** Scheduled **Correctness**

- Constraints M1, R2 and S1 ⇒ remove calls to Medium
- Constraints S2 and R3 ⇒ every result is produced by p2p<sub>recv</sub> ∘ p2p<sub>send</sub>(msg)
- Constraints I1 concludes that the message that is received is equal to the message that is sent

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# **Routing**

- The routing algorithm is represented by function *Routing*:
  - Routing :  $\mathcal{P}(Missives) \times GenericNodeSet \rightarrow \mathcal{P}(Travels)$
- Function *Routing* associates a route to a travel without modifying it
  - ToMissives(Routing(Missives, NodeSet)) = Missives

Routing

 $(id \ A \ frm \ B)$  ToMissives

 $(id \ frm \ (A \ \ldots B))$ 

# **Desired Topology**

The predicate AvailableMovesp(TrLst, NodeSet)defines what the topology of the network should be, *i.e* the designer's intent. It defines the different available moves in the network.



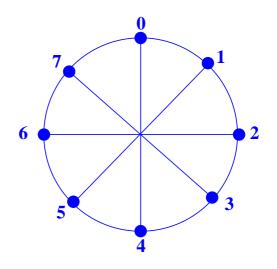
### A route is correct if:

### CorrectRoutesp(Routing(Missives, NodeSet))

 $\wedge$ 

### Available moves p(Routing(Missives, NodeSet))

# **Octagon Topology**



bidirectional links  $Num_Node = number of$ nodes  $Num_Node$  is natural and a multiple of 4

- $NodeSet = naturals up to Num_Node 1$
- available moves:
  - clockwise, counterclockwise, across (OctagonAvailableMovesp)

# **Octagon Routing Validation**

- We prove that *OctagonRouting* satisfies:
  - CorrectRoutesp
  - $\bullet \ Octagon Available Moves p$
- We prove that each path is bounded by  $\underline{Num\_Node}_{\underline{A}}$

### **Conclusions**

- About the ACL2 model
  - 1500 lines, 40 functions and 85 theorems
  - Intensive use of the *functional instanciation* principle
  - Most induction schemes are guessed automatically by ACL2
- A generic model for networks on chip (*GeNoC*)
  - Functional modeling style at first design steps
  - Considers a *complete* communication system
  - Based on three independent parts
    - Modular approach for design

### **Conclusions**

- Correctness criteria
  - Messages are either lost or reach properly their expected destination
  - Sufficient constraints on each part
    - Modular approach for validation
- Applications of *GeNoC*:
  - Octagon
  - a 2D-mesh with an XY-routing algorithm

### **Perspectives**

- Extending GeNoC
  - Work on adaptive routing algorithms
  - Extend the model to master/slave communications
- Translation to standard HDLs
  - SystemC
  - VHDL Synthesis Subset 2004

### THANK YOU !!