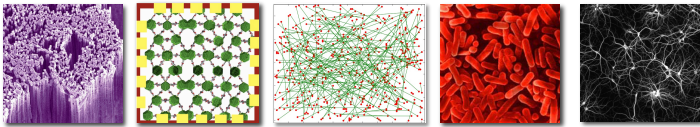


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Wire Cost and Communication Analysis of Self-Assembled Interconnect Models for Networks-on-Chip

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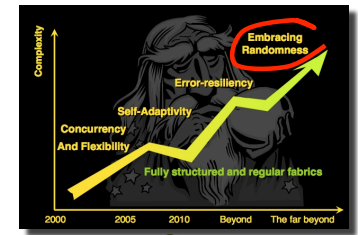
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Emerging Interconnects

- The top-down way we fabricate electronic chips is not sustainable at the current pace of progress.
- Bottom-up self-assembled computers are the holy grail of molecular and nanotechnology.
- We lack control over such techniques, thus, interconnects will be partly or largely **unstructured** and **imperfect**.
- Such interconnects would be **easier** and **cheaper** to build in **massive scale**.

"It is unclear whether it is necessary or even possible to control the precise regular placement and interconnection of these diminutive molecular systems." (Tour, 2002)

"Self-assembly makes it relatively easy to form a random array of wires with randomly attached switches." (Zhimov & Herr, 2001)

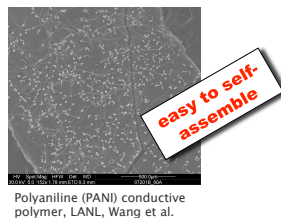
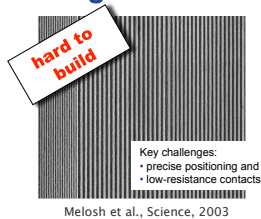


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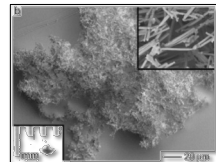
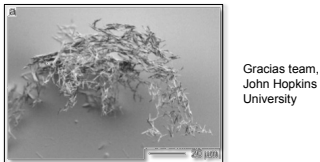
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Fabricating Unstructured Nanowire Assemblies



- Prototypes of randomly assembled nanowire assemblies for novel interconnects are currently being built by collaborators at Los Alamos National Laboratory (LANL).



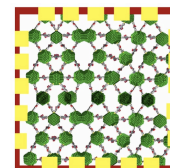
Gu et al., Three-Dimensional Electrically Interconnected Nanowire Networks Formed by Diffusion Bonding, *Langmuir* 2007, 23, 979-982.

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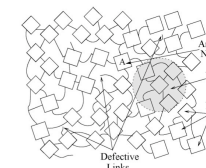
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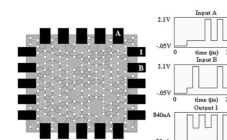
Examples of Unstructured Devices



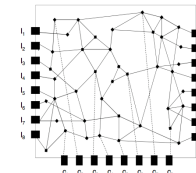
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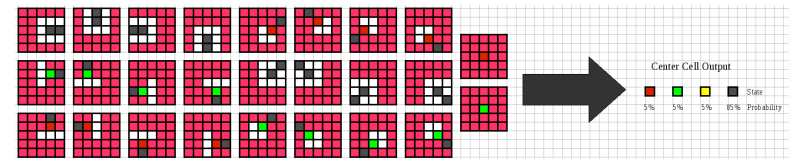
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Contributions of this Paper

- Two physically-plausible models for generating unstructured NoC interconnects:
 - wire deposition
 - direct wire growth
- Consider the wiring cost
- Investigate NoC design trade-offs of these models.
- Compare with other non-classical NoC models
- Use of evolutionary algorithms to validate assumptions.

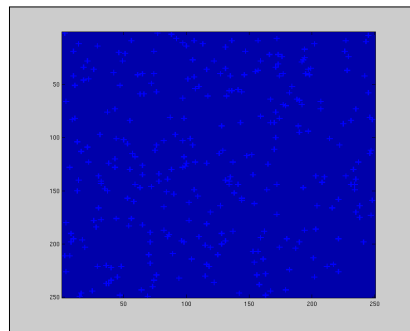
Wire Growth Model

- Probabilistic cellular automata (CA)
- Grid of cells
 - Each cell can be in one of multiple states
 - Cell states are updated depending on the neighbor cells
- Wires start growing from seed points in a random direction
- Wires turn with a certain probability t
- Wires stop growing with a certain probability s

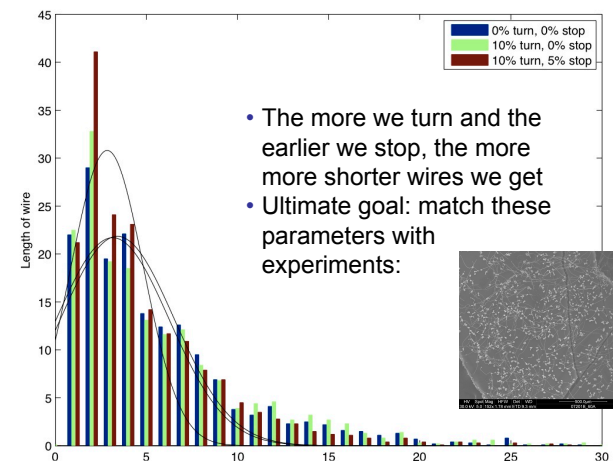


Wire Growth Model

- Model parameters: (1) number of seed points N , (2) turn probability t , (2) stop probability s



Results: Wire-length Distribution



- The more we turn and the earlier we stop, the more more shorter wires we get
- Ultimate goal: match these parameters with experiments:

Levitan's Model

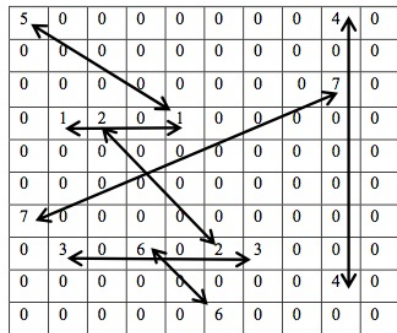
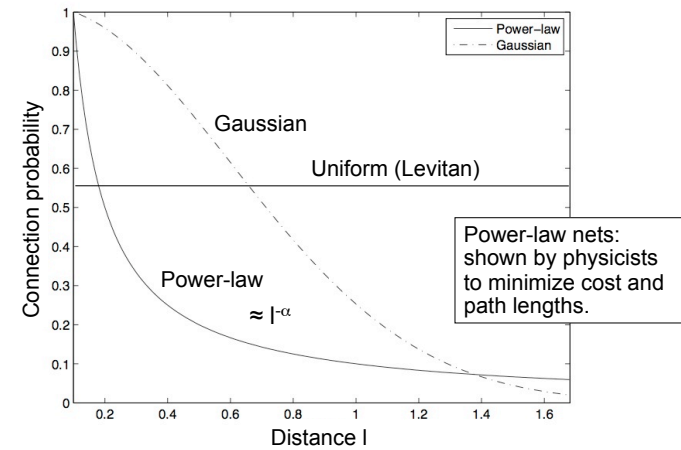


Figure 1: 10x10 Lattice after the addition of 7 links

- Drop wires with uniform length distribution on a surface
- They form a network
- On a $\sqrt{N} \times \sqrt{N}$ grid, 80% of the cells can be connected into a single spanning tree with only N wires
- Example: 100 wires

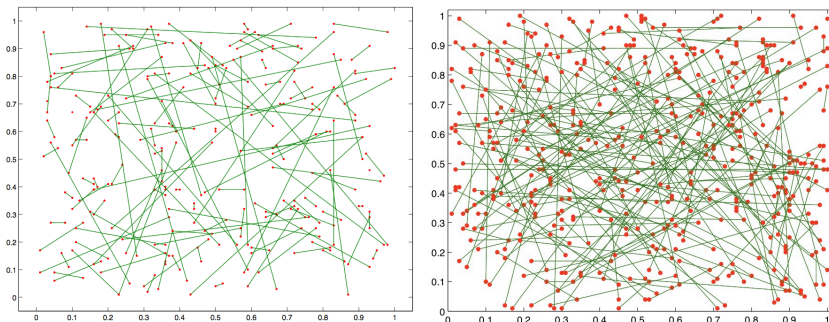
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Power-law Wire Length Distribution

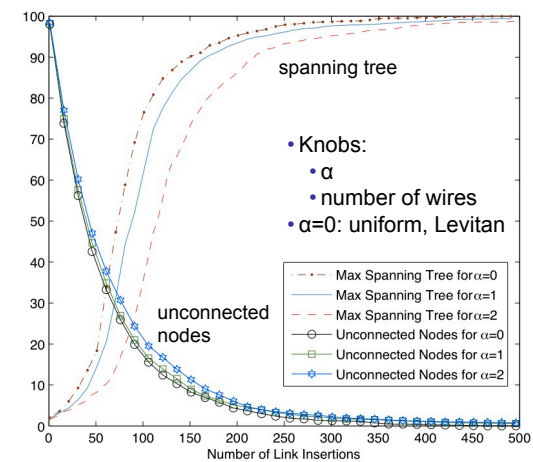


Our Wire Drop Model

- Drop wires with power-law length distribution on a surface: $l^{-\alpha}$
- Decreases the total number of additional wires required and thus the wiring cost.

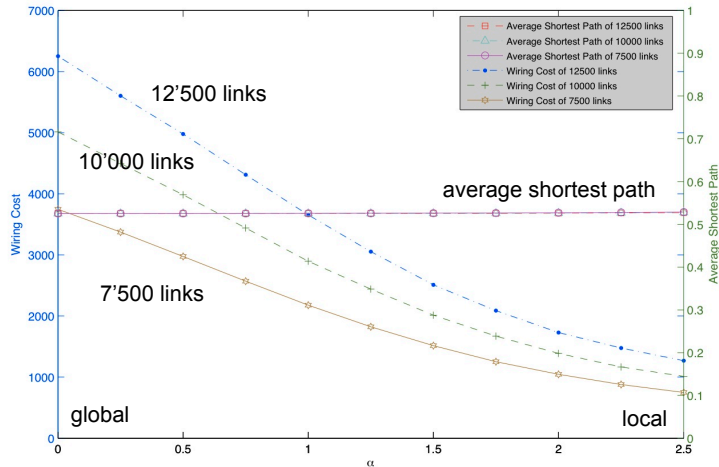


Results: Spanning Tree and Unconnected Nodes



- Knobs:
 - α
 - number of wires
- $\alpha=0$: uniform, Levitan

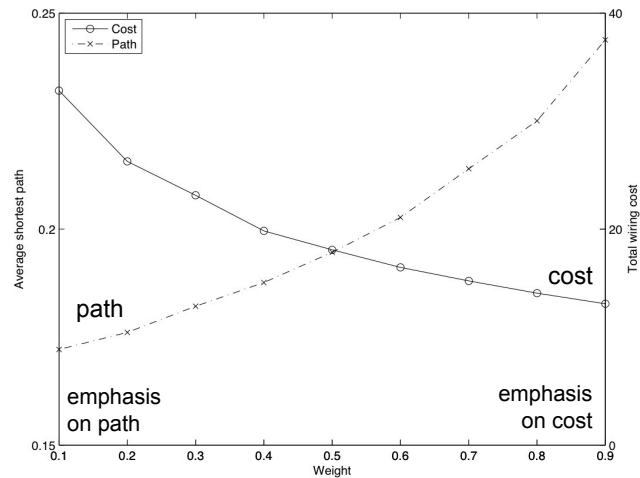
Results: Wiring Cost



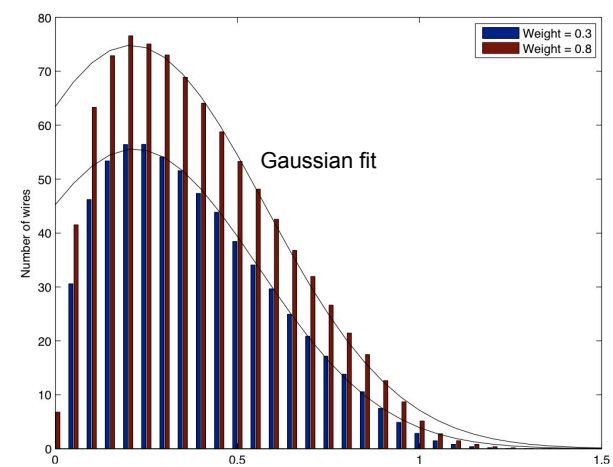
Network Optimization by Evolutionary Algorithms

- Evolutionary algorithms (EA) are a metaheuristic optimization technique inspired by natural evolution.
- **Given:** N nodes
- **Questions:**
 - how to interconnect these nodes to maximize performance (average shortest path) and minimize cost (wire length)
 - what wire-length distribution evolves?
- **Model parameter:**
 - weight factor a
 - $f = a \times \text{average shortest path} + (1 - a) \times \text{cost}$

Results: Cost versus Average Path Length



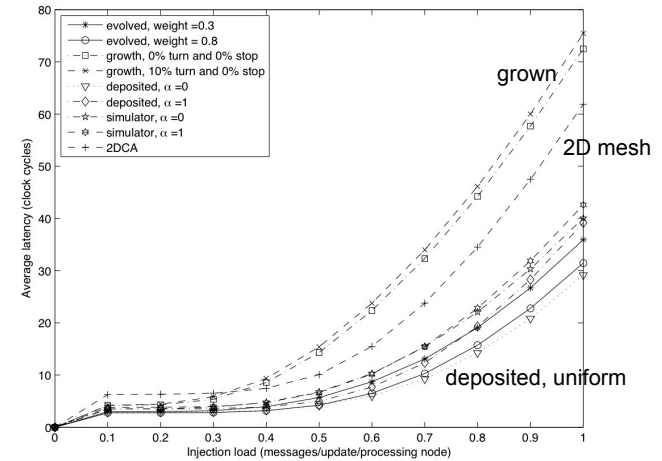
Results: Wire Length Distribution



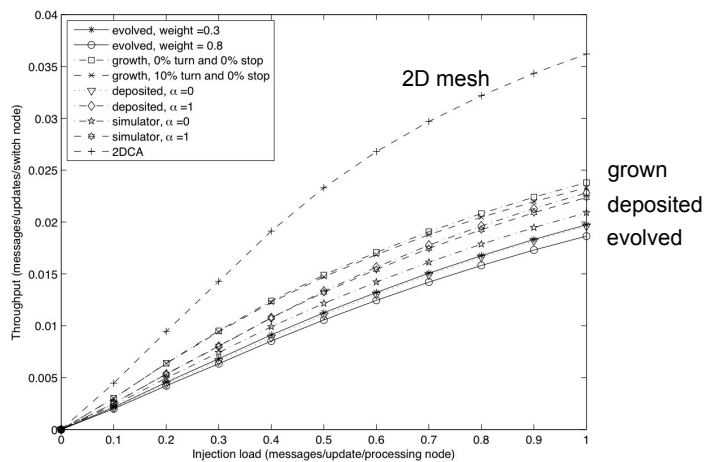
Evaluation in NoC Framework

- Evaluate the networks from the two models and the evolutionary algorithm in a more realistic framework.
- Processing and switch nodes
- Virtual channels
- Shortest path routing
- Random traffic model
- 64 nodes
- 2D mesh for a baseline comparison

Results: Average Latency



Results: Throughput



Results: Average Path and Wiring Cost

Network	Average shortest path [dist. units]	Total wire cost [dist. units]
Evolved, Weight = 0.3	0.54	226.52
Evolved, Weight = 0.8	0.53	326.43
Deposited, $\alpha = 0$	0.60	292.07
Deposited, $\alpha = 1$	0.57	95.679
Growth, 0%turn, 0%stop	0.54	58.374
Growth, 10%turn, 0%stop	0.56	57.403
2D CA mesh, simulator,	0.76	16.905
2D random, $\alpha = 0$, simulator	0.87	186.6
2D random, $\alpha = 1$, simulator	0.61	94.697



Conclusions

- Self-assembled NoCs will be largely unstructured.
- This is much better than it sounds: with the right paradigms, they are beneficial in terms of **performance, wiring cost, robustness, and scalability** against failures.
- Reason: bottom-up fabrication results in wire-length distributions that are driven by resource constraints (volume, area, time). We are in a **“physical sweet spot”**
- Specific wire-length distributions allow to reduce the total wiring cost (and thus the energy consumption).



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