

# A Unified Framework for System-level Design: *Modeling and Performance Optimization of Scalable Networking System*

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# Agenda

- Introduction
- Background
- A Unified Modeling Framework
- Performance Optimization
- Experimental Results
- Conclusion

# Introduction

- Realistic system modeling is an important step toward:
  - optimizing performance and energy consumption
  - realizing the target system specification early in design process
- Scalable networking system requires:
  - time-to-market
  - highly efficient design cycle
- Implications of high-functionality / performance design:
  - high power densities
  - elevated temperature
  - low circuit reliability
- A unified system modeling framework enables:
  - Realization of reliable system design
  - Improvement in accuracy and robustness of energy optimization techniques

# Selected Prior Work

- F. Bause (Proc. Petri Net 1993)
  - Petri Net + Queuing Model
- N. L. Benitez (Trans. Reliability 2000)
  - Petri-Net based performance evaluation
- Q. Qiu, et al. (TCAD 2001)
  - Stochastic system modeling w/ GSPN
- A. Bogliolo, et al. (IEEE 2004)
  - Continuous-Time Markov Decision Process (CTMDP) based Model
- S. Kim, et al. (TVLSI 2006)
  - Queuing model-based SOC design

# Motivation

- System modeling framework must handle:
  - Concurrency, synchronization, and heterogeneity

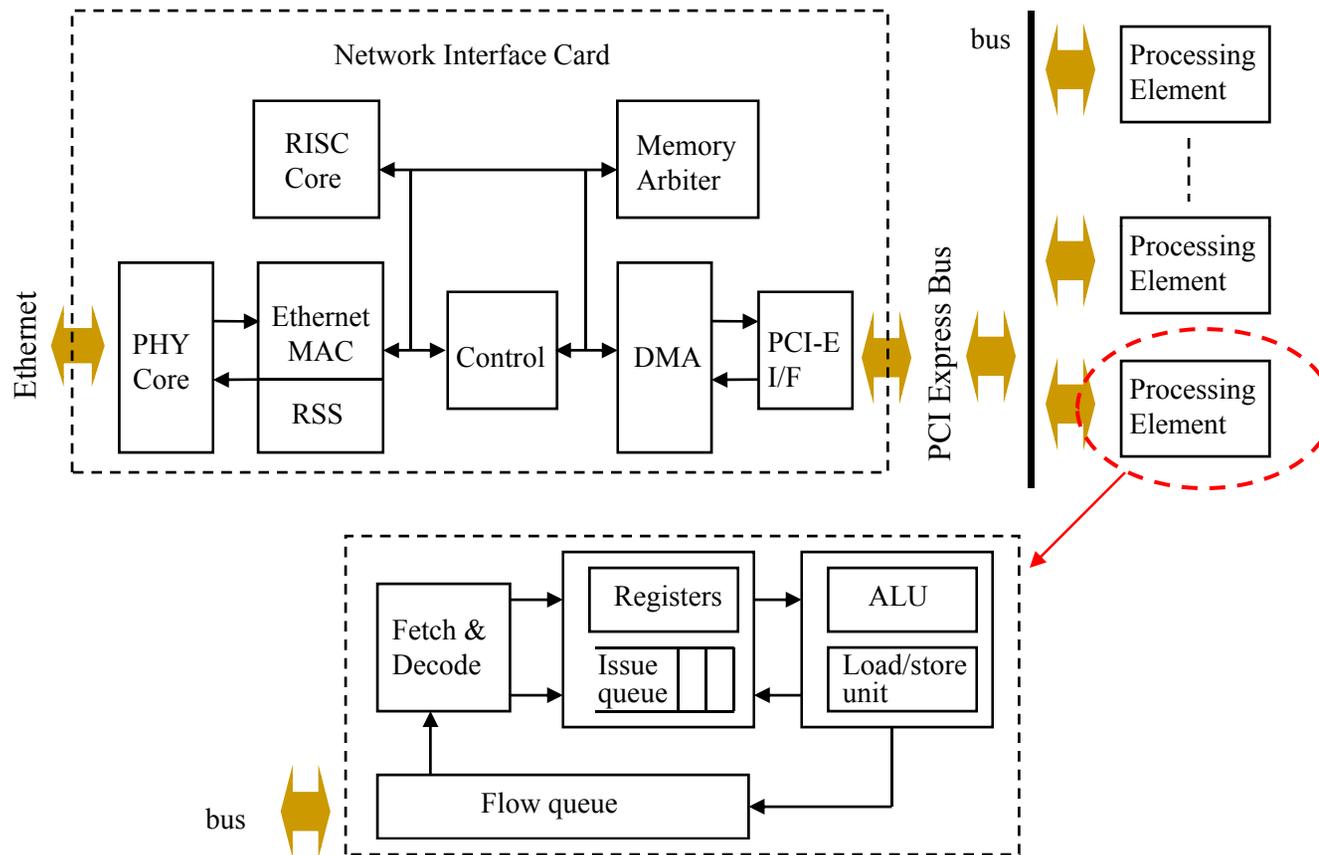
	Pros	Cons
Queuing Network	<ul style="list-style-type: none"><li>• Models resource contention and scheduling strategies</li></ul>	<ul style="list-style-type: none"><li>• Not suitable for representing blocking and synchronization of processes</li></ul>
GSPN	<ul style="list-style-type: none"><li>• Suitable for modeling blocking and synchronization aspects</li><li>• Associated w/ CTMDP</li></ul>	<ul style="list-style-type: none"><li>• Difficulty in representing scheduling strategies</li><li>• Assumes exponential distribution for state transition</li></ul>



- Extended queuing Petri net (EQPN)
  - ESPN (Extended SPN: semi-Markov process) + G/M/1 queuing model

# Background (1)

- Block diagram of a scalable networking system

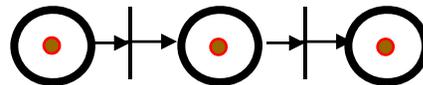


(Refer to: D. Bertozzi, et al., "Xpipes: A Network-on-chip Architecture for Gigascale SOC", *IEEE Magazine*, 2004)

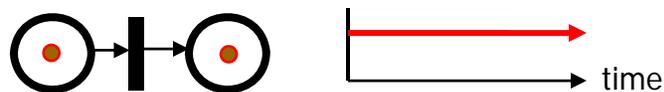
# Background (2)

- ESPN (Extended Stochastic Petri Net), tuple  $(P, T, E, M, F, G)$ 
  - $P$  is a finite set of places
  - $T$  is a finite set of transitions
  - $E$  is a set of arcs
  - $M$  is a marking
  - $F$  is a set of firing rates
  - $G$  is a firing function

- Immediate transition



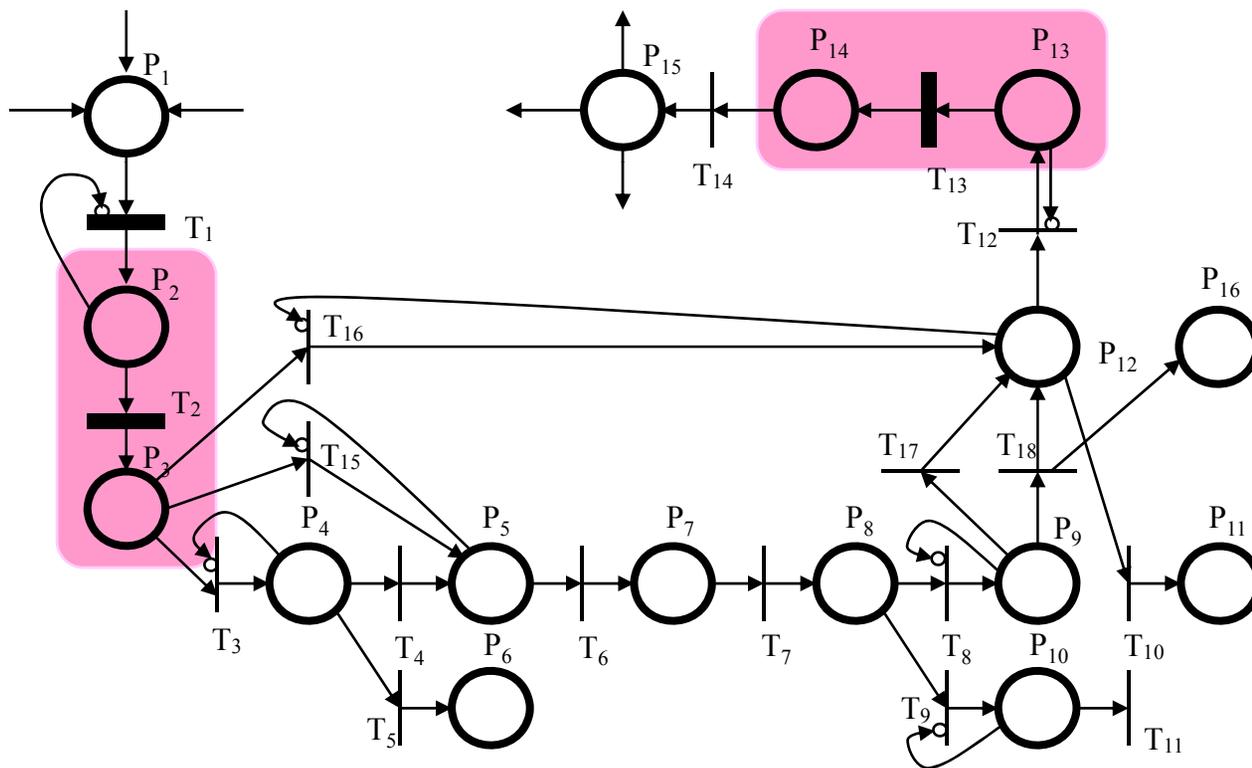
- Timed transition



- The numerical solution for ESPN is based on the Semi-Markov Process (SMP) model

# A Unified Modeling Framework (1)

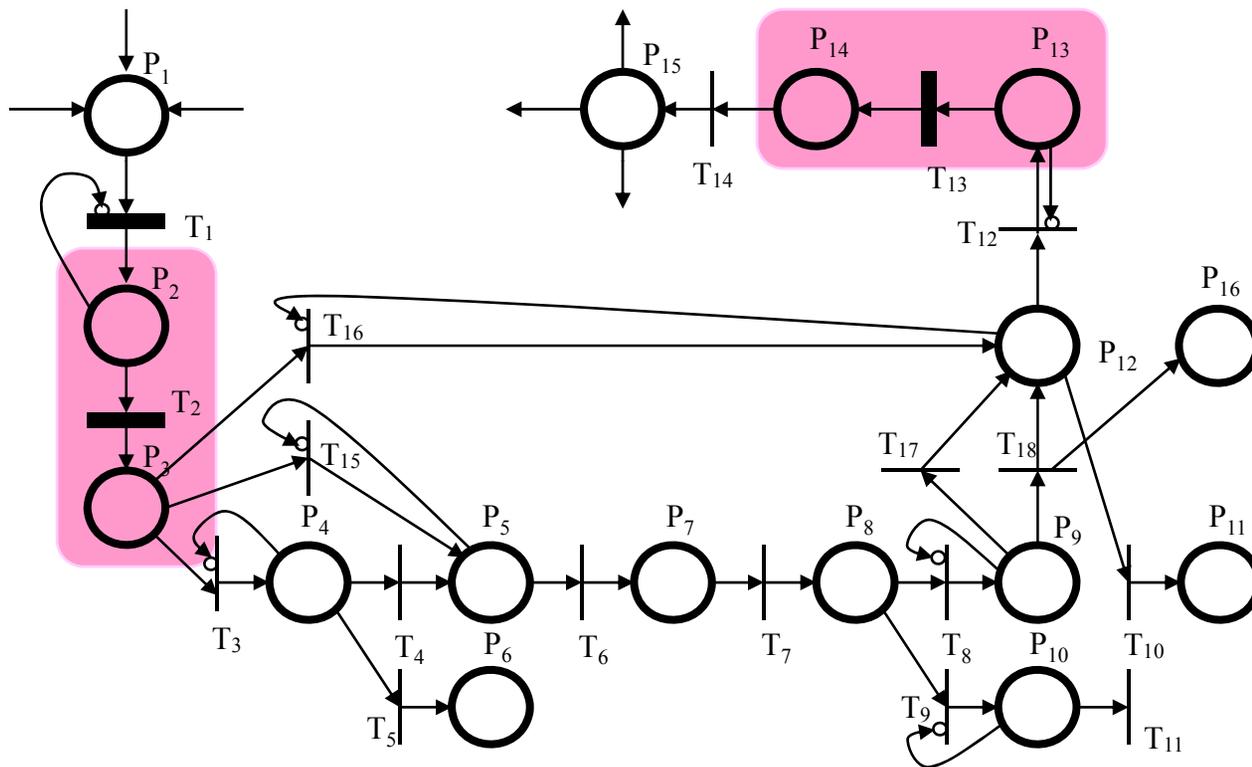
- ESPN model for a PE



Place	Description
P <sub>1</sub>	Inbound switching
P <sub>2</sub>	Inbound flow queue writing
P <sub>3</sub>	Writing done
P <sub>4</sub>	Instruction fetch
P <sub>5</sub>	Instruction cache accessing
P <sub>6</sub>	Instruction cache miss handling
P <sub>7</sub>	Instruction decode
P <sub>8</sub>	Issue queuing
P <sub>9</sub>	Memory inst. executing
P <sub>10</sub>	Integer & FP unit accessing
P <sub>11</sub>	Retirement
P <sub>12</sub>	Data cache accessing
P <sub>13</sub>	Outbound flow queue writing
P <sub>14</sub>	Writing done
P <sub>15</sub>	Outbound switching
P <sub>16</sub>	Data cache miss handling

# A Unified Modeling Framework (2)

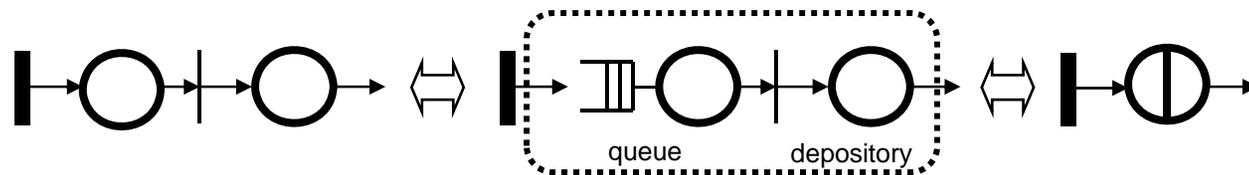
- ESPN model for a PE



Trans	Description
T <sub>1</sub>	Incoming switching delay
T <sub>2</sub>	Queuing delay
T <sub>3</sub>	Immediate transition
T <sub>4</sub>	Immediate transition (cache hit)
T <sub>5</sub>	Immediate transition (cache miss)
T <sub>6</sub>	Immediate transition
T <sub>7</sub>	Immediate transition
T <sub>8</sub>	Memory access
T <sub>9</sub>	Integer & FP unit access
T <sub>10</sub>	Immediate transition (reg. update)
T <sub>11</sub>	Immediate transition (reg. update)
T <sub>12</sub>	Immediate transition
T <sub>13</sub>	Queuing delay
T <sub>14</sub>	Immediate transition
T <sub>15</sub>	Inst. cache update
T <sub>16</sub>	Data cache update
T <sub>17</sub>	Immediate transition (cache hit)
T <sub>18</sub>	Immediate transition (cache miss)

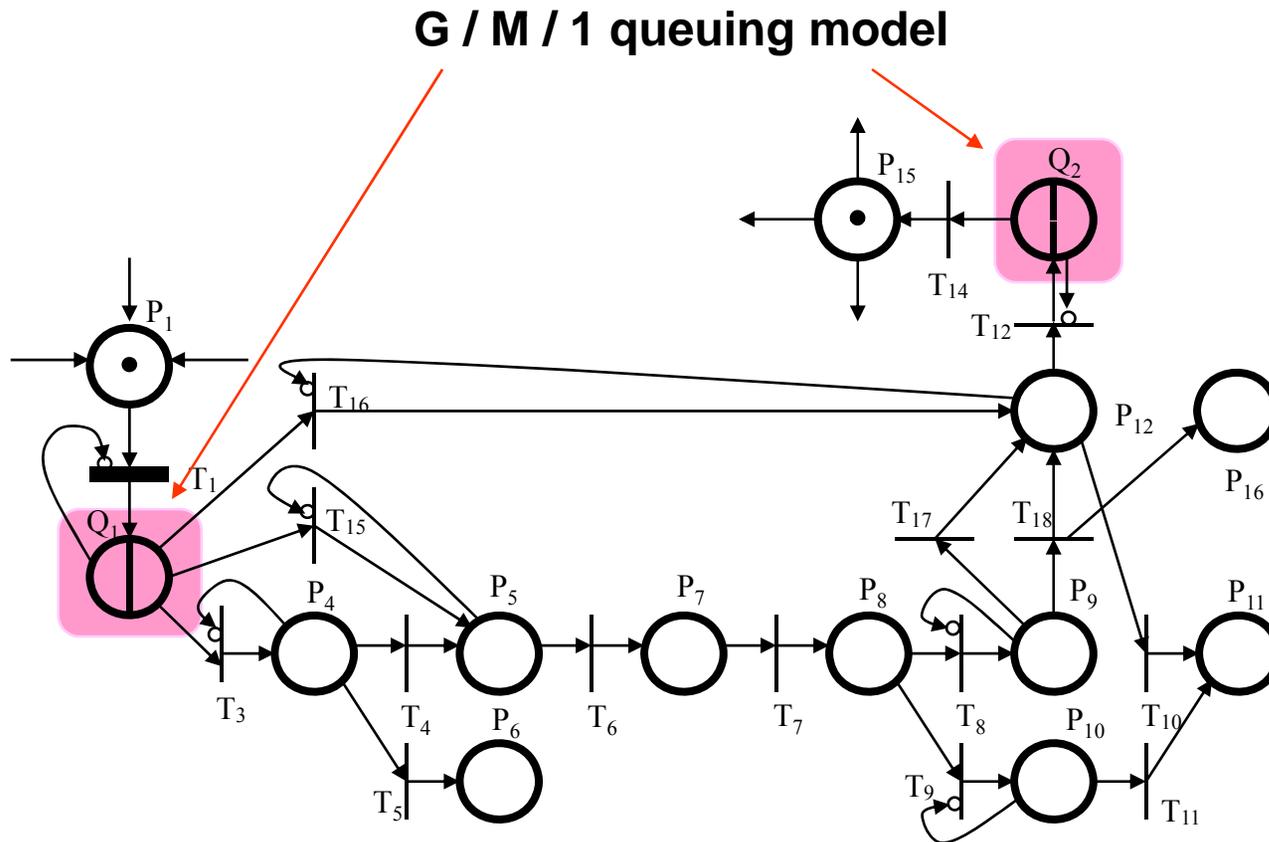
# A Unified Modeling Framework (3)

- Queuing and scheduling mechanisms handle resource contention.
- To facilitate the queuing strategy, we extend previous models.
- **Definition 1:** Extended Queuing Petri Net (EQPN) is a triplet  $(ESPN, PQ, W)$ 
  - $ESPN$  is the underlying Extended Stochastic Petri Net,
  - $PQ = \{PQ_1, PQ_2\}$ , where  $PQ_1$  is the set of timed *queuing places* and  $PQ_2$  is the set of immediate queuing places,
  - $W = \{W_1, W_2\}$ , where  $W_1$  is the set of timed transitions and  $W_2$  is the set of immediate transitions.
- Queuing place consists of a *queue* and a *depository*.



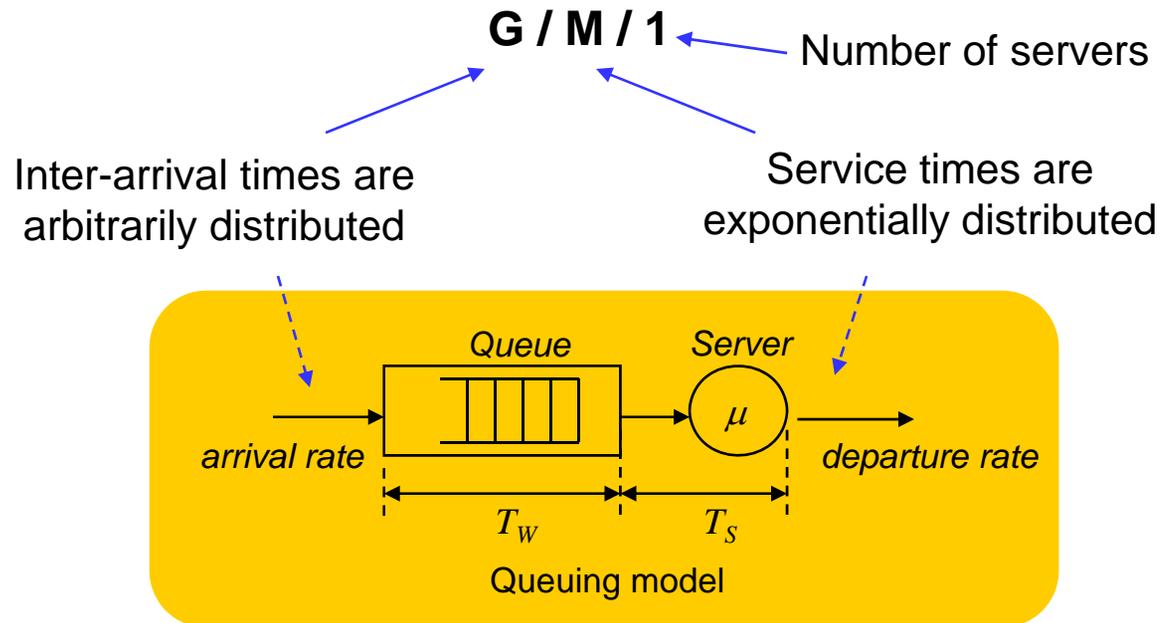
# A Unified Modeling Framework (4)

- EQPN model for a PE



# A Unified Modeling Framework (5)

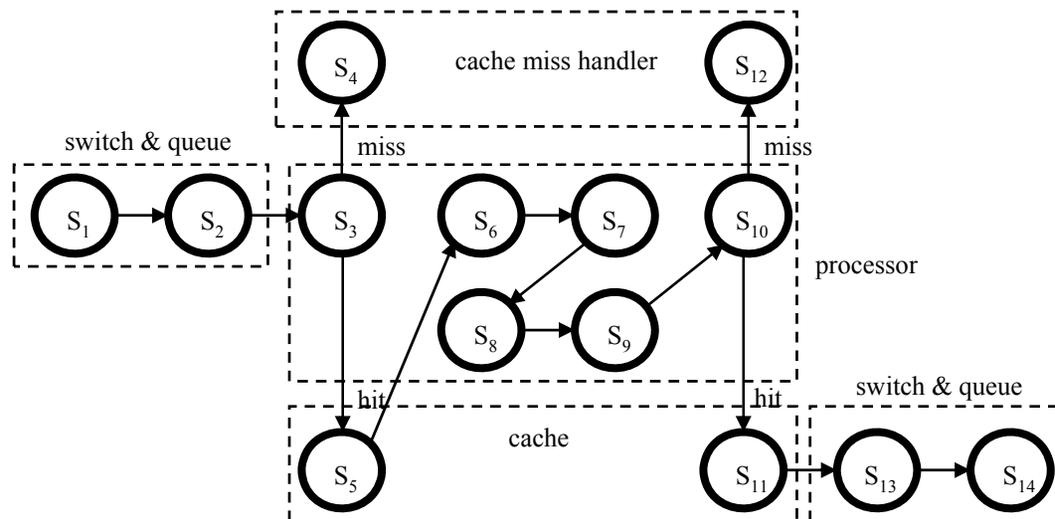
- Queuing place may be represented by the G/M/1 queuing model:



- The more commonly used M/M/1 queuing model underestimates the occurrence probability of requests with long inter-arrival times.

# A Unified Modeling Framework (6)

- Reachability graph contains two types of markings:
  - *Vanishing marking* enables only immediate transitions.
  - *Tangible marking* incurs timed transitions as a function of time.
- Marking process of an EQPN is equivalent to a SMP.
- SMP model enables mathematical programming techniques for performance optimization.



State	Description
S <sub>1</sub>	Inbound switching
S <sub>2</sub>	Inbound flow queue writing
S <sub>3</sub>	Instruction fetch
S <sub>4</sub>	Instruction cache miss handling
S <sub>5</sub>	Instruction cache access
S <sub>6</sub>	Instruction decode
S <sub>7</sub>	Issue queuing
S <sub>8</sub>	Instruction executing
S <sub>9</sub>	Integer & FP unit accessing
S <sub>10</sub>	Retirement
S <sub>11</sub>	Data cache accessing
S <sub>12</sub>	Data cache miss handling
S <sub>13</sub>	Outbound flow queue writing
S <sub>14</sub>	Outbound switching

# Analysis of EQPN Model

- Let  $W$  denote the number of waiting tasks in the PE just before a new task arrives, then we have

$$q_n = Prob\{W = n\} = (1 - \gamma)\gamma^n, \quad n = 0, 1, \dots, \infty$$

where  $\gamma$  is the unique solution (real,  $0 < \gamma < 1$ ) of Laplace-Stieltjes transform (LST) of the inter-arrival time distribution function.

- Let  $T_{W,k}$  represent the *waiting time* in the  $k^{\text{th}}$  PE, given by

$$T_{W,k} = \gamma / [\mu(1 - \gamma)]$$

- The *utilization ratio* of a PE is defined as:

$$u_k = BP_k / (BP_k + IP_k) \quad \text{where } BP \text{ is duration of the busy period of } k^{\text{th}} \text{ PE} \\ IP \text{ is its idle period.}$$

- The *link utilization* (a measure of traffic workload) is defined as:

$$LU(e) = \sum_G D(e, c) / N_{clk} \quad D(e, c) = \begin{cases} 1 & \text{if traffic passes on link } e \text{ at cycle } c \\ 0 & \text{otherwise} \end{cases}$$

where  $G$  is the # of clock cycle,  $e$  is the link path between NIC and PE, and  $N_{clk}$  is the # of clock cycles of the link given to PE.

# Performance Optimization (1)

- The expected power dissipation is the summation of state-dependent power term and a transition dependent energy cost:

$$pow_{\text{exp}}(s, a) = pow_k(s) + \frac{1}{\tau(s, a)} \sum_{s' \in S} Prob(s' | s, a) ene(s, s')$$

- $K$  denotes the set of PE
- $ene(s, s')$  is the energy required to transit from state  $s$  to  $s'$
- $\tau(s, a)$  is the expected duration of the time that the PE spent in the state  $s$  if action  $a$  is chosen.

- Let a sequence of states  $s^0, s^1, \dots, s^k$  denote a processing path  $\delta$  by which the PE moves from  $s^0$  to  $s^k$ .
- For a given policy  $\pi$ , the average total power dissipation can be given over the set of processing paths:

$$actpow_{\text{avg}}^{\pi}(\delta) = EXP\left[\sum_{i=0}^k \alpha^i pow_{\text{exp}}(s^i, a^i)\right] \quad (\alpha: \text{discount factor, } 0 < \alpha < 1)$$

# Performance Optimization (2)

- To find optimal state-action sets, we must solve the following optimization problem:

$$\begin{aligned}
 \min \quad & \sum_s \sum_a \text{actpow}_{\text{avg}}^\pi(\delta) \varphi(s, a) \\
 \text{s.t.} \quad & \sum_a \varphi(s, a) - \sum_{s'} \sum_a \varphi(s', a) \text{Prob}(s' | s, a) = 0 \\
 & \sum_s \sum_a \varphi(s, a) \tau(s, a) = 1 \\
 & \sum_{k \in \delta} (T_{W,k} + T_{S,k}) \leq T_d \quad \forall \delta \in \text{paths} \\
 & BP_k / (BP_k + IP_k) \geq u_k \quad \forall k \in K
 \end{aligned}$$

- $T_{W,k} = \sum_{i=1}^n i \cdot q_{i,k}$ ,  $T_{S,k} = 1/\mu_k$
- $BP_k = \sum_{i=1}^n q_{i,k}$ ,  $IP_k = q_{0,k}$
- $0 \leq q_{i,k} \leq 1 \quad i = 0, \dots, n$
- $\varphi(s, a) \geq 0 \quad \text{all } s \in S, a \in A$
- $\varphi(s, a)$  is the frequency that the system is in  $s$  and  $a$  is issued.

- The average energy dissipation of the PE may be calculated as:

$$\text{ene}_{\text{avg}} = \text{actpow}_{\text{avg}}^\pi(\delta) \cdot \sum_{l \in L} \sum_{k \in K} \text{Texe}_{l,k} + \sum_{k \in K} \text{slpow}_k \cdot (T_d - \sum_{l \in L} \text{Texe}_{l,k})$$

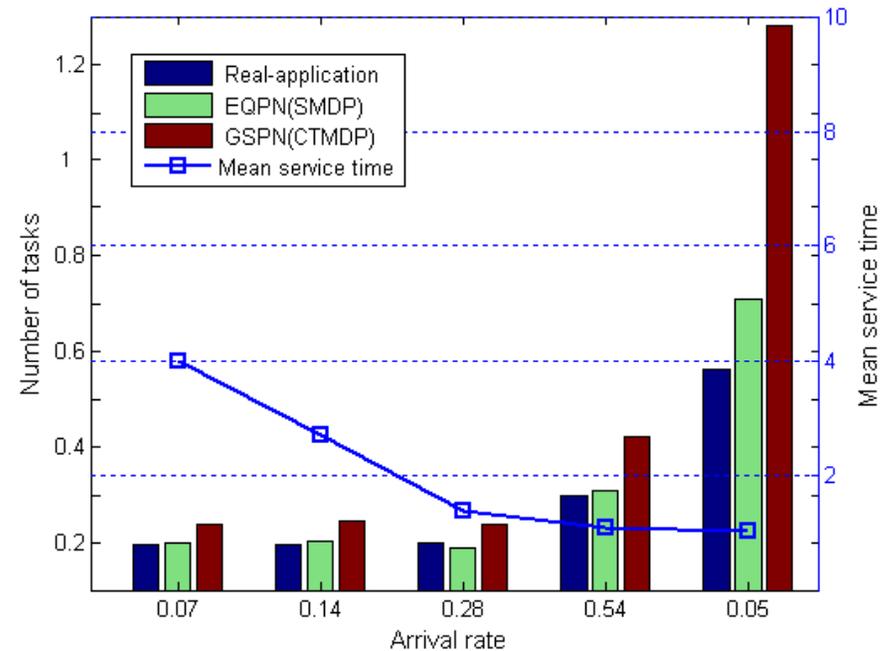
- $L$  denotes the set of tasks
- $\text{Texe}_{l,k}$  is the execution time of task  $l$  on  $k^{\text{th}}$  PE
- $T_d$  is the user-specified total time
- $\text{slpow}_k$  is the sleep power on  $k^{\text{th}}$  PE

# Experimental Results (1)

- Performance characteristics of the NIC
  - Maximum 1000Base-T full duplex bandwidth for each packet size is achieved.
  - The IP packet size is varied; The inter-packet gap is kept at 0.0096us.

Packet size (bytes)	Service rate (pkt/sec)	Inter-arrival time (sec)	Arrival rate (pkt/sec)	Service time (sec)
1518	84819	12.2E-6	81699	11.7E-6
1024	124936	8.28E-6	120656	8.00E-6
512	245100	4.19E-6	238549	4.08E-6
256	317400	2.14E-6	466417	3.15E-6
128	325200	1.12E-6	892857	3.07E-6
64	338000	0.60E-6	1644736	2.95E-6

Performance characteristics



# Experimental Results (2)

- Consider UltraSPARC-III model as the PE
  - Consumes 17.6W (active) at 1.7V, 650MHz, and 20mW (sleep)
  - PE has DVFS set (1.7V/650MHz, 1.6V/325MHz, and 1.5V/108MHz)
  - PE accepts both high and low priority data, where a high-priority data move ahead of all the low-priority data.

Arrival Rate of High-Priority Threads	Original model			SMP-based Optimization						
	Waiting Time at High-Priority Queue	Waiting Time at Low-Priority Queue	Energy	Frequency that the system is in state $s$ and action $a$ (high-priority case) [ $\varphi(s, a_1)$ $\varphi(s, a_2)$ $\varphi(s, a_3)$ ]			Power for High-Priority Threads	Power for Low-Priority Threads	Energy	Energy Savings
0.02	0.53	1.11	64.1	0.61	0.31	0.10	13.1	6.6	62.1	3.3%
0.04	0.56	1.22	66.5	0.59	0.28	0.10	12.9	6.0	65.3	1.8%
0.06	0.60	1.35	69.6	0.55	0.27	0.09	11.9	5.6	64.8	6.9%
0.08	0.63	1.50	72.7	0.53	0.26	0.06	11.4	4.8	65.1	10.5%
0.10	0.67	1.67	76.4	0.49	0.25	0.08	10.8	4.1	64.9	15.1%

SMP-based energy optimization (normalized)

# Experimental Results (3)

- Set the performance constraints on  $T_d$  and  $u_k$ 
  - E.g.,  $T_d = 9$  and  $u_k$  varies on arrival rate
  - Consider different task arrival rates

Arrival rate of data	Original model				Proposed approach			
	Response Time $T_R$	Busy + Idle Period	Util. of PE	Energy	Response Time $T_R$	Util. of PE	Energy	Energy Savings
0.7	1.02	2.08	0.49	17.9	2.04	0.98	15.9	11.4%
0.6	0.89	2.12	0.42	15.7	1.78	0.83	13.9	11.5%
0.5	0.79	2.21	0.35	13.9	1.58	0.71	12.3	11.4%
0.4	0.74	2.64	0.28	13.0	1.48	0.56	11.6	11.4%
0.3	0.71	3.39	0.21	12.5	1.42	0.42	11.2	11.4%
0.2	0.70	5.00	0.14	12.4	1.40	0.28	10.9	11.3%
0.1	0.70	9.99	0.07	12.5	1.40	0.14	11.1	11.2%

Energy optimization under performance constraints (normalized)

# Conclusion

- A unified modeling framework, EQPN, improves the modeling accuracy of the system.
- By modeling the system with EQPN, the model parameters become more realistic.
- Performance optimization problem based on a corresponding SMP was formulated and solved.
- Simulation results demonstrate system-wide energy savings up to 11.5% under performance constraints.