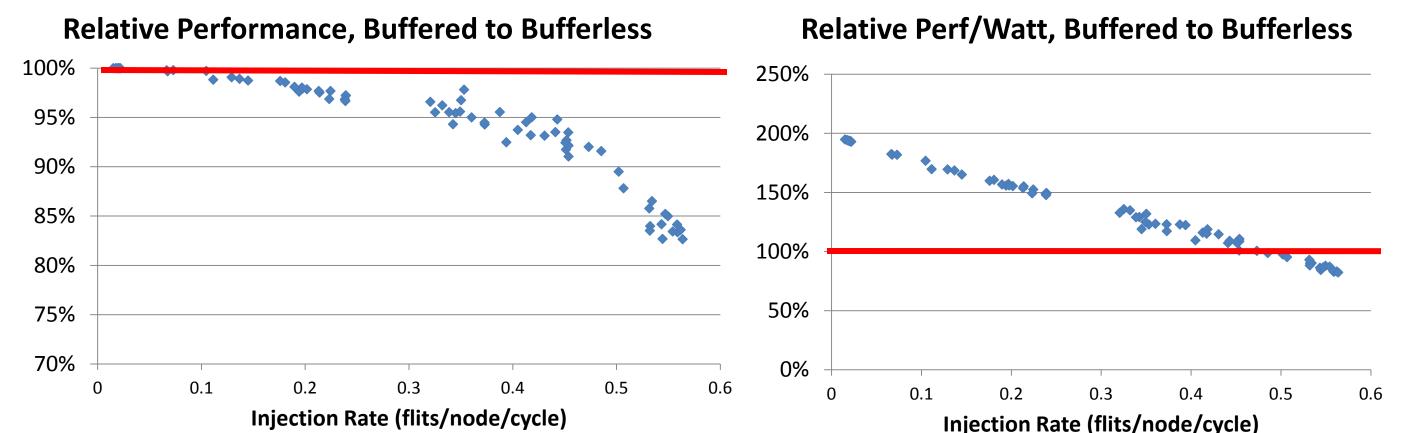
MinBD: Minimally-Buffered Deflection Routing for Energy-Efficient Interconnect

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# **Bufferless Routing Reduces Power But Also Degrades Performance**

Pure bufferless deflection routing (CHIPPER) reduces network throughput  $\rightarrow$  reduced application performance But, reduced power and area are desirable



# **MinBD: Buffered Deflection Routing**

### Side Buffering

- When flits arrive, perform deflection routing first.
- Buffer up to one deflected flit in a small "side buffer".
- Re-inject side-buffered flits when space is available.

### Dual-width Ejection

Replicate ejector module to allow two flits/cycle to eject (captures most demand, eliminates bottleneck)

## Silver-Flit Prioritization

- Introduce lower Silver Flit priority locally at router
- Does not interfere with **Golden Flit** correctness
- Allows for coordinated deflection arbitration

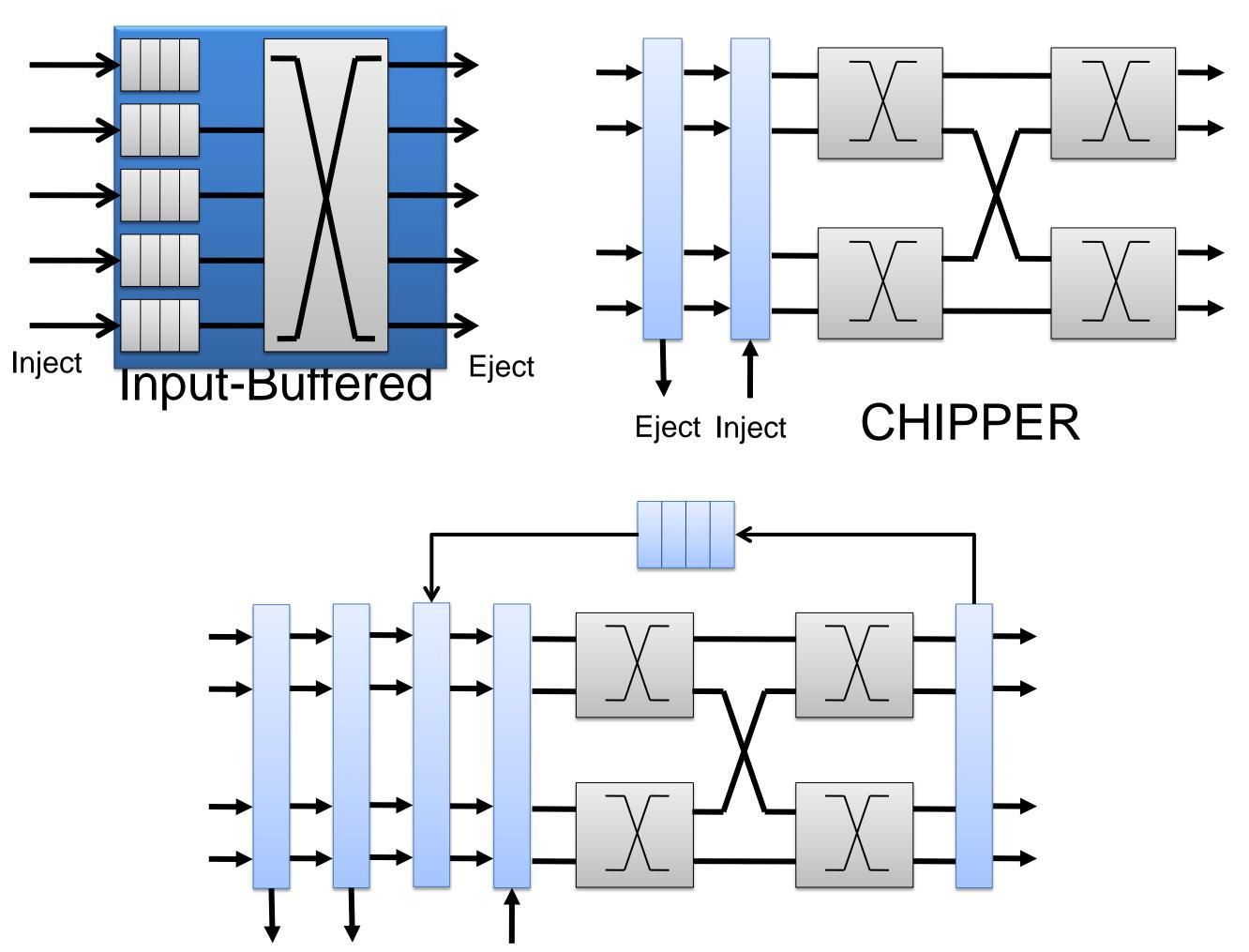
• Bufferless routers eliminate buffers  $\rightarrow$  less static power • Bufferless routers introduce deflections  $\rightarrow$  higher dynamic power and lower performance at high load

## **Combine Deflection and Buffering for the Best of Both Worlds**

Key Insight: Starting with pure bufferless deflection routing (CHIPPER), adding a small buffer allows router to buffer some flits and deflect other flits at fine granularity.

- Deflection rate reduces relative to bufferless routers which **deflect all contending flits**
- Buffer is more efficiently used relative to inputbuffered routers which **buffer all flits**

## **Shortcomings in Prior Bufferless**

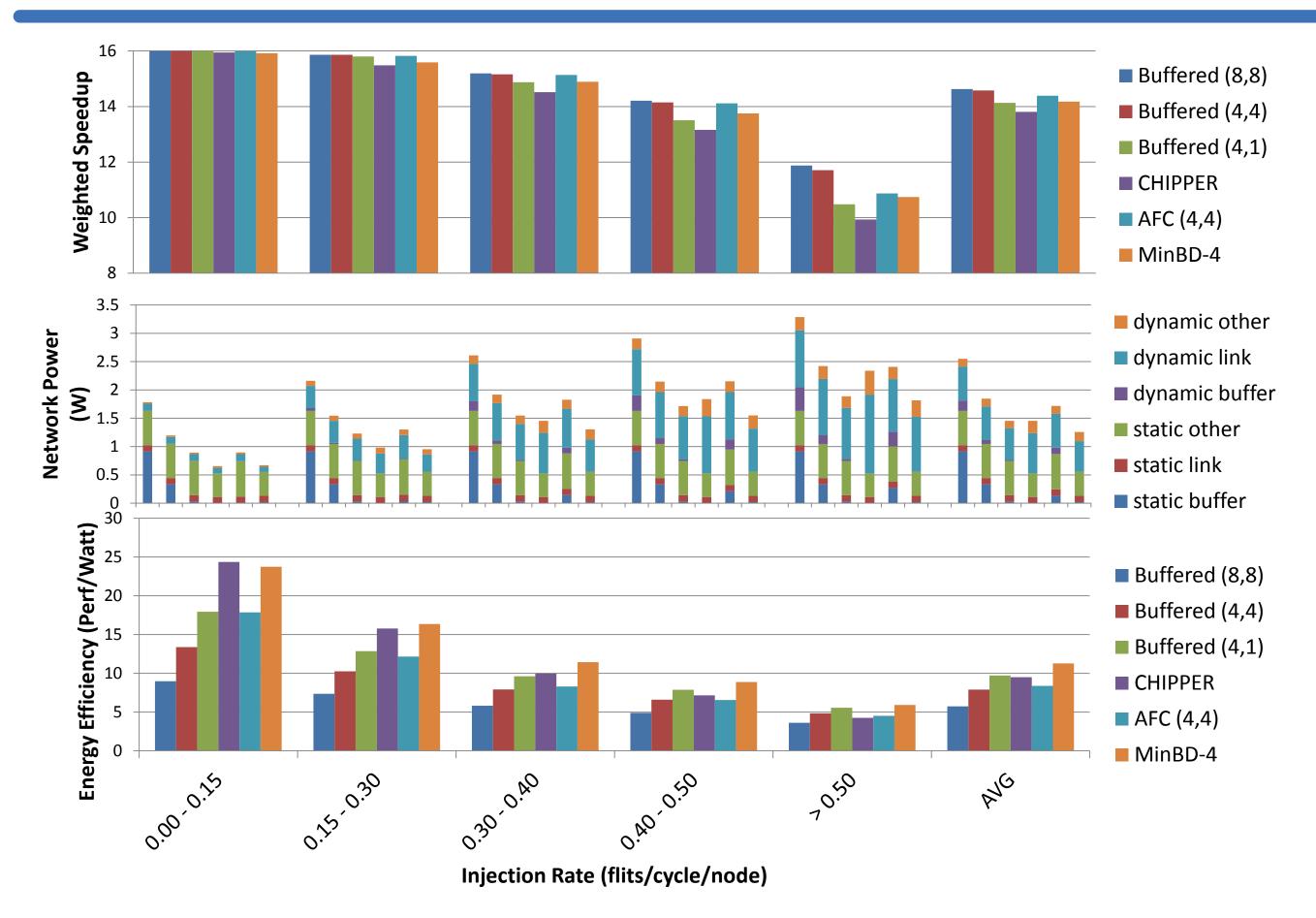


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### **Results**

### **Deflection Routers**

- **1.** All contending flits are deflected: high dynamic power and low performance at high load (when many flits contend)
  - **Deflection rate** in CHIPPER is 28% on average
- 2. Only one flit can be ejected per cycle: when multiple flits arrive simultaneously, some must be deflected
  - **Ejection bottleneck** causes deflections in 9% of all cycles in CHIPPER on average (4x4 network)
- **3. Uncoordinated prioritization unnecessarily deflects**: pseudorandom arbitration under Golden Packet leads to priority inversions inside routers



Inject

Eject

- **Best energy efficiency** of all evaluated designs
- Close to buffered performance for lower cost





