



# Power Supply Noise-Aware Workload Assignments for Homogeneous 3D MPSoCs with Thermal Consideration

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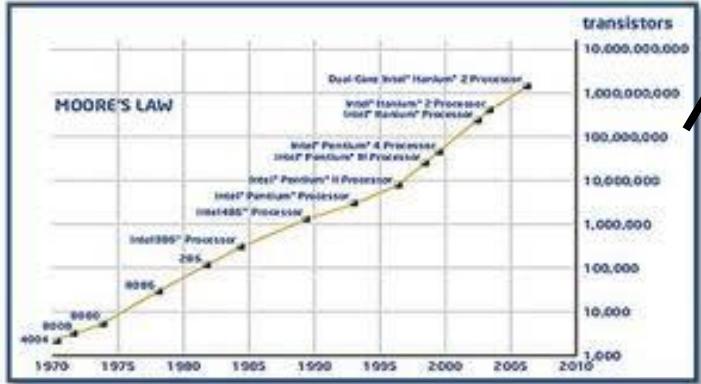
4/11/2014

# Outline

- Introduction
- Preliminaries
- Motivation through an example
- Problem formulation & proposed method
- Experimental results
- Conclusions

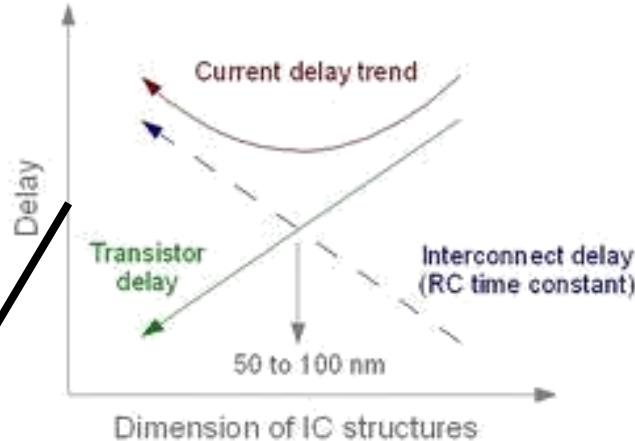
# 3D MPSoC Is Here !

- Moore's Law Ends ?

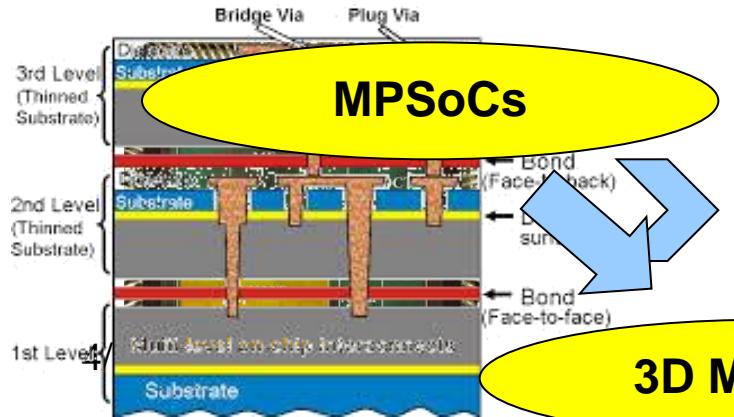


Transistor Count

Interconnect  
Delay



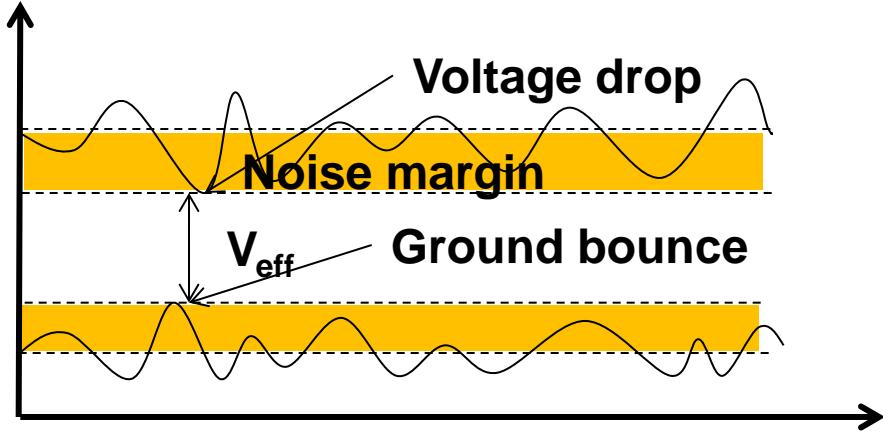
- MPSOC & 3D Technology



- 3D Integration thanks to the reduction of TSVs
- Ease integration of disparate technologies
- Smaller form factor ...

# Signal Integrity & Thermal Challenges

## • Power Supply Noise

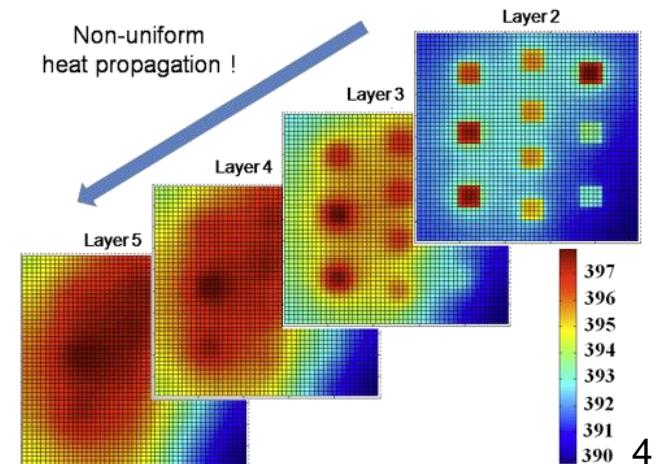


## • Heat dissipation

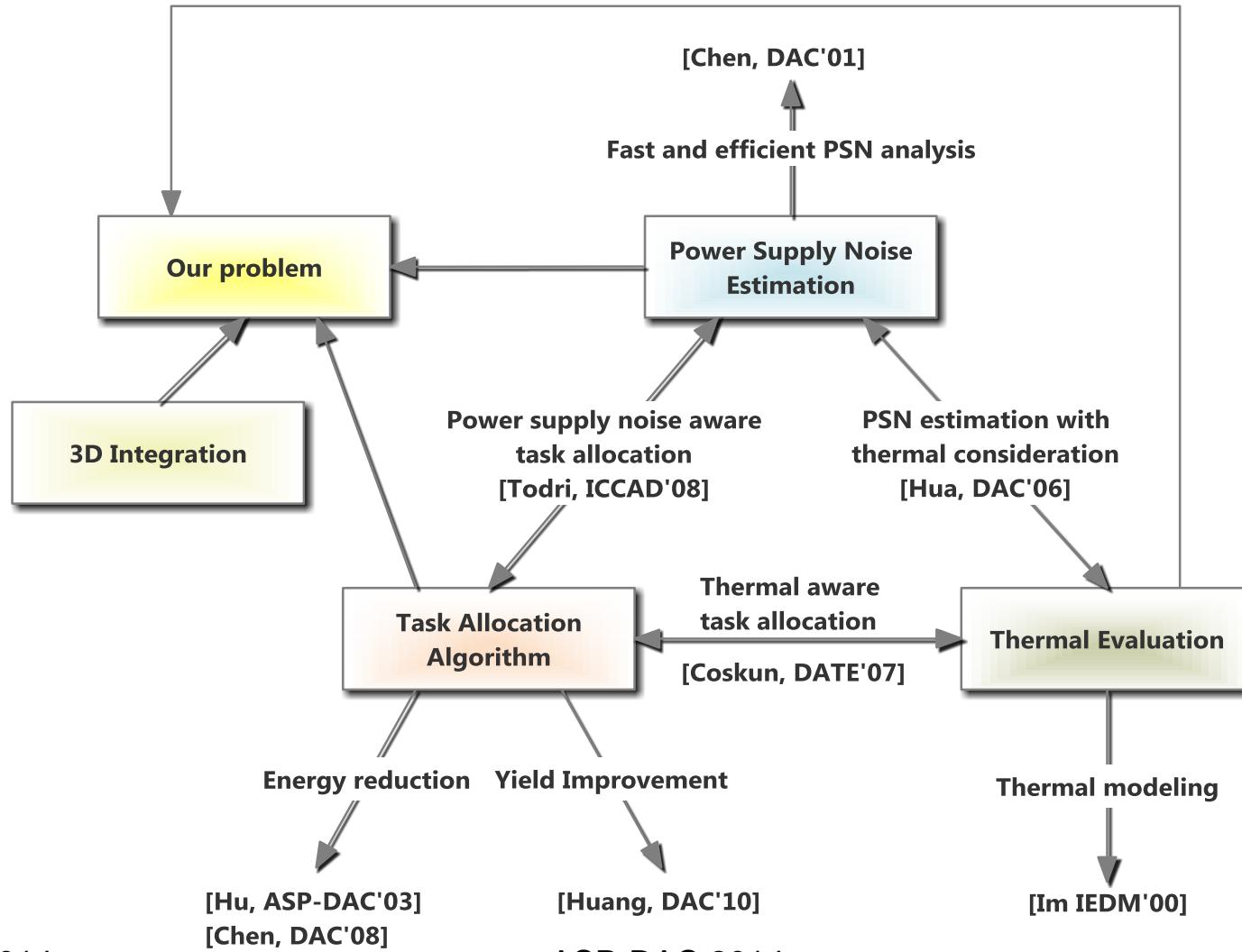
1. Non-uniform thermal distribution among layers
2. Thermal correlation among layers
3. Need effective and efficient thermal model

1. Current density increase
2. Supply voltage and transistor scaling
3. Shrinking noise margin
4. Power supply noise propagation among tiers thru. PG grid

### Challenge 1. Signal integrity



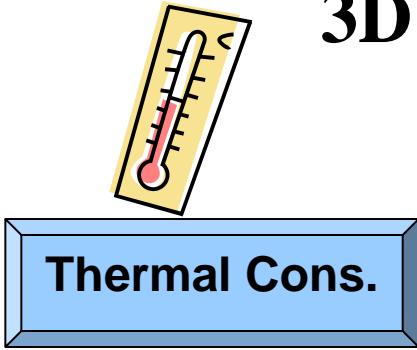
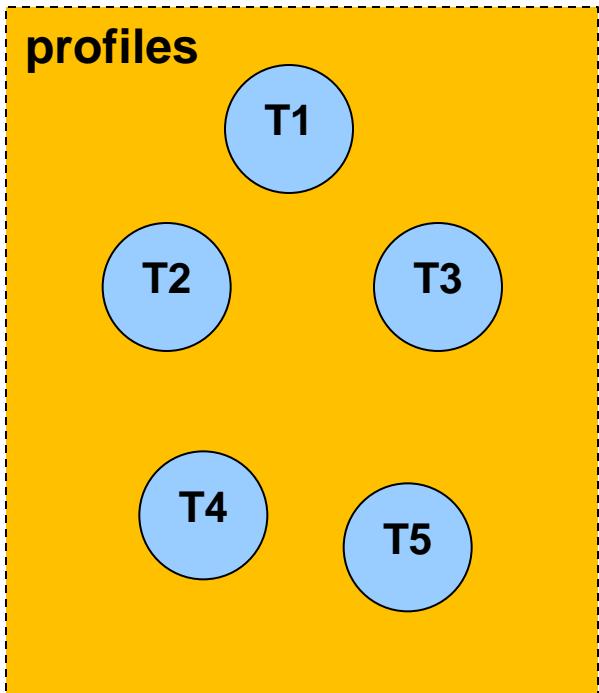
# Related Work



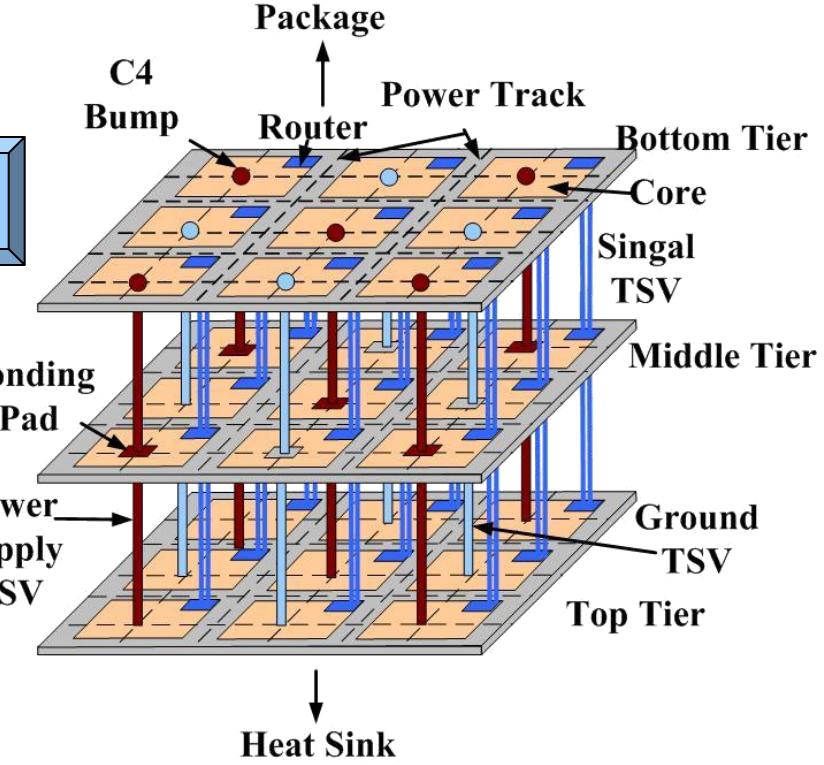
# Overview of Our Research Work



## Workloads



## 3D Homogeneous MPSoC



PSN minimization,  
Performance maximization



# Outline

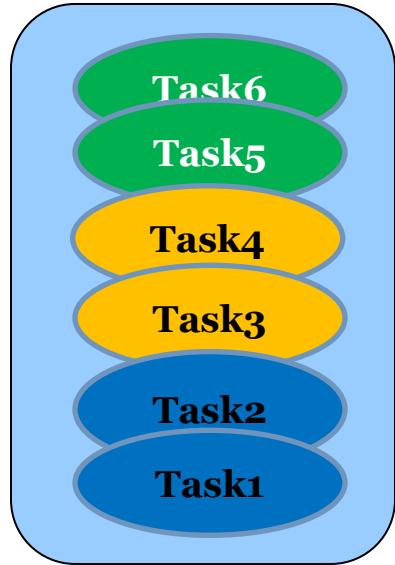
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# Workload Assignment Challenges on 3D MPSoCs



- Challenges
  - Workload Characterization
  - Power Supply Noise Coupling
  - Thermal Coupling
  - Efficient and effective method is required

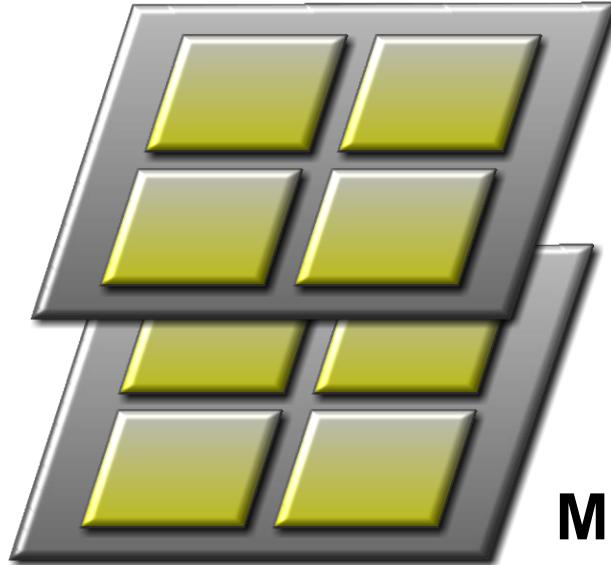
# Workload Characterization



Workload



Mapping

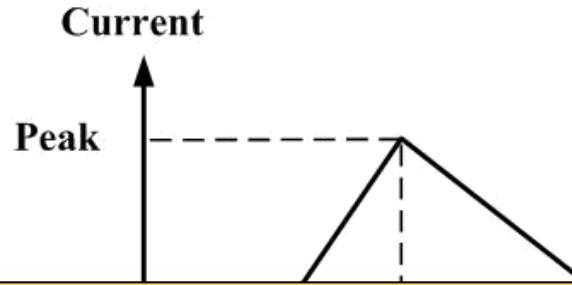


MPSoC Platform

1. Different switching activities → different PSNs
2. Different running powers → different thermal dissipations
3. PSN coupling through TSVs

# Workload Characterization (Cont.)

- Workload characteristics
  - Switching activity
    - Switching period
    - Rise / fall time

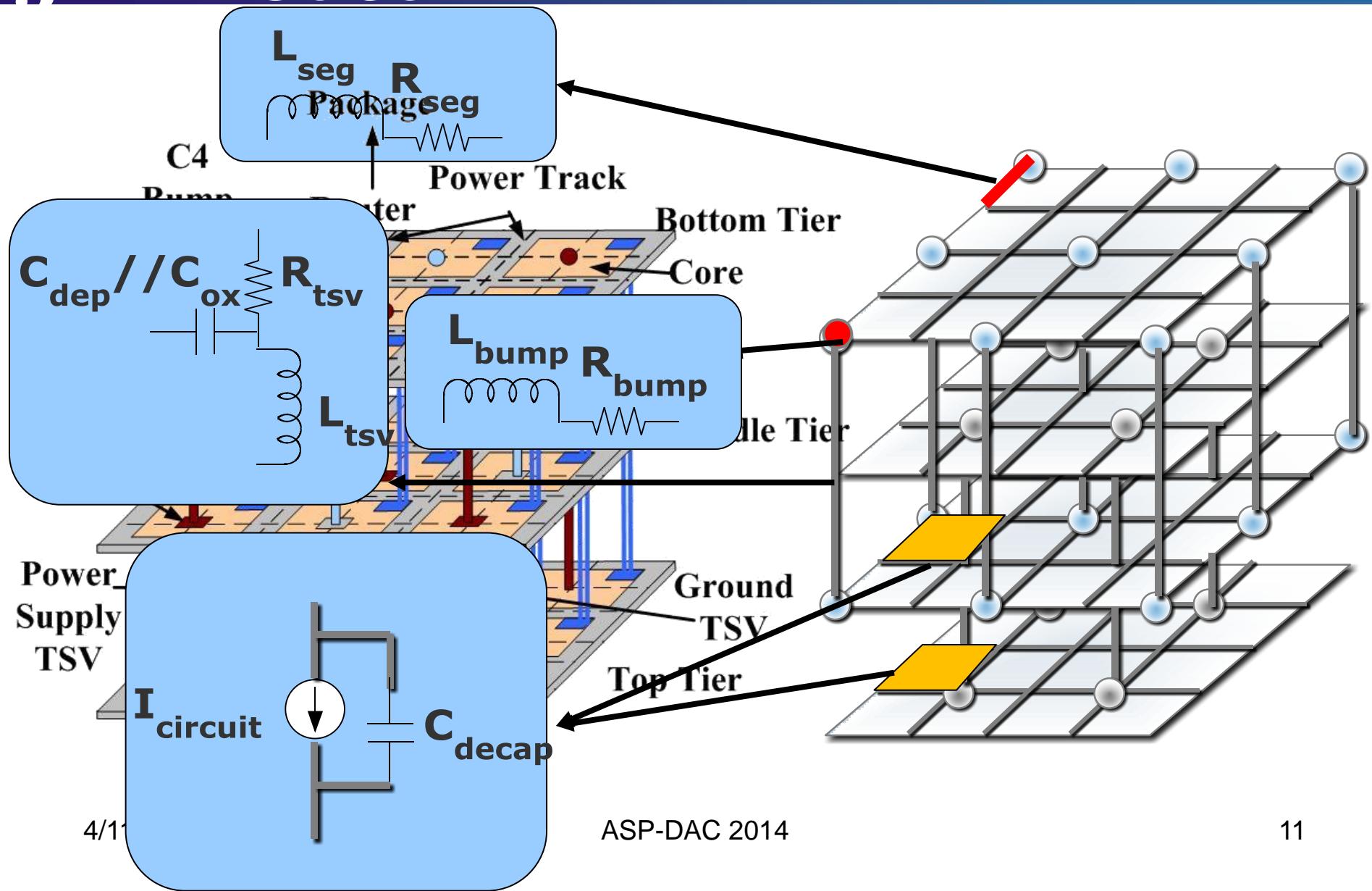


**Workload,**  
{leakage, peak current, rise/fall time, period, average power}

Thermal behavior

Power Supply Noise

# Power Grid Model of 3D MPSoCs



# Physical Parameters for 3D MPSoC Power Grid



Interconnect	TSV		
Segment length	100μm	Diameter	10μm
Metal width	15μm	Aspect ratio	1:8
Metal space	15μm	Resistance	25mΩ
Segment resistance	122mΩ	Inductance	25pH
Segment inductance	60pH		
Segment Capacitance	152.7fF		
C4 Bump		Core	
Resistance	9.52mΩ	Size	1.6mm×1.6mm
Inductance	12.65pH	Mesh grid	16×16 / core

# Thermal Modeling



- PDE based theoretical analysis

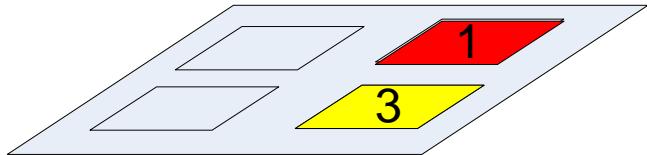
$$\rho c_p \frac{\partial T(\mathbf{r}, t)}{\partial t} = k_t \nabla^2 T(\mathbf{r}, t) + g(\mathbf{r}, t) \quad (\text{Transient})$$

High computing complexity (state)

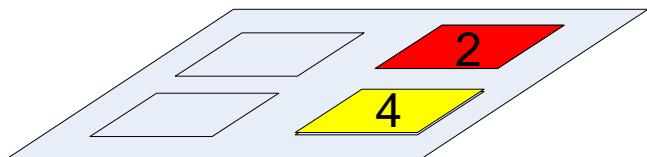
- Finite element method
- grid based differential methods
  - Hotspot ...
- Thermal estimation by power information
  - Easy to use for online thermal evaluation

# Thermal Evaluation by Stack Power

- Concept of “stack power” for 3D MPSoCs



$$Power(stack_1) = Power(core_1) + Power(core_2)$$



$$Power(stack_2) = Power(core_3) + Power(core_4)$$

- Power gradient

$$Power\_Gradient(stack_1, stack_2) = |Power(stack_1) - Power(stack_2)|$$
$$\forall i, j \in S_{stack}$$

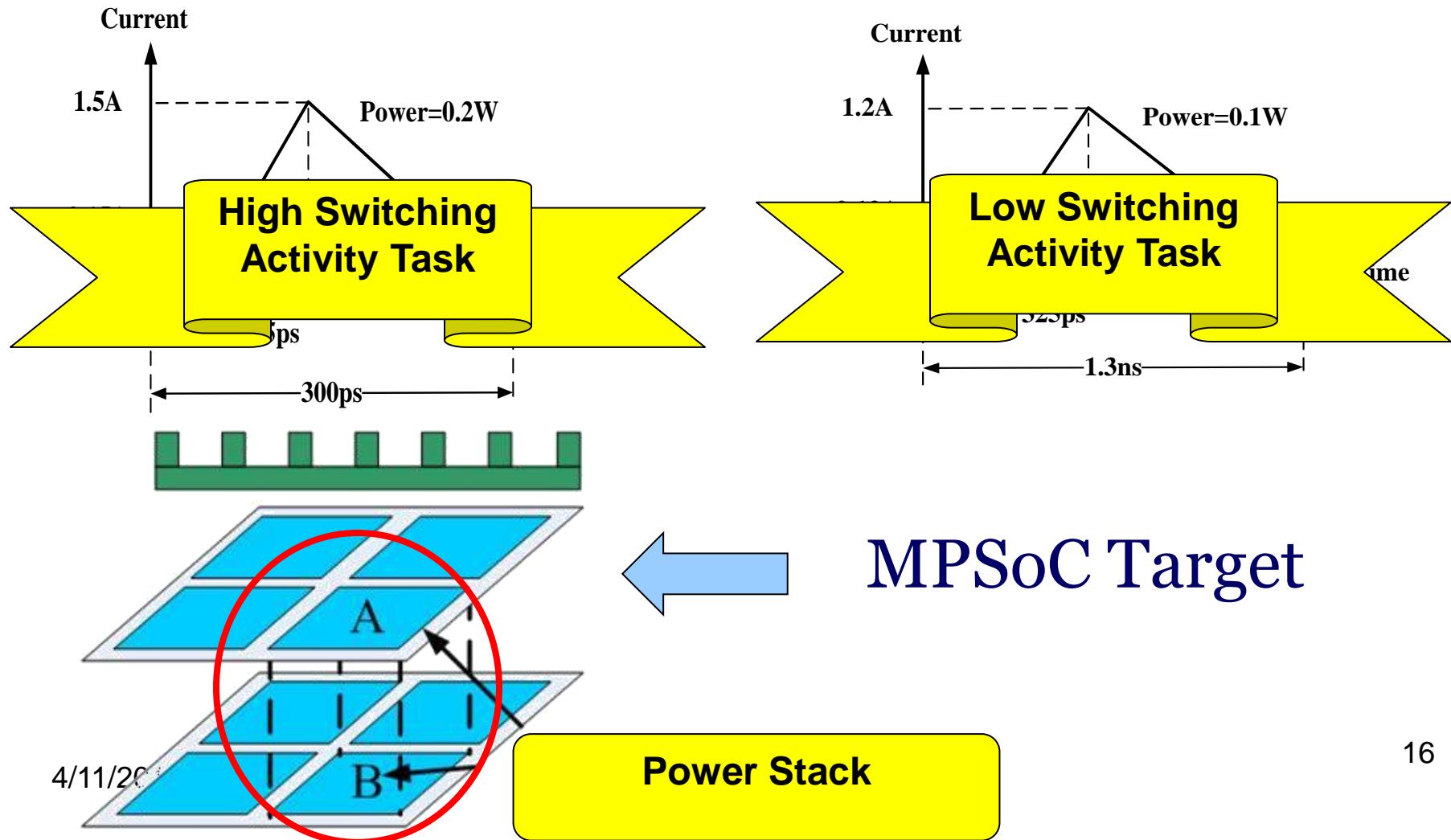
$$Power\_Gradient(stack_i, stack_j) = |Power(stack_i) - Power(stack_j)| \leq P_{\max}$$

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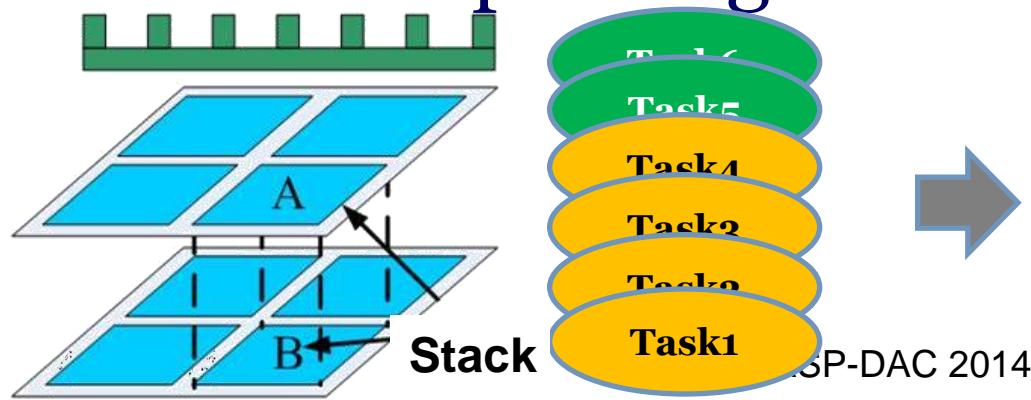
# Motivation - An illustrative Example

- Workload characterization

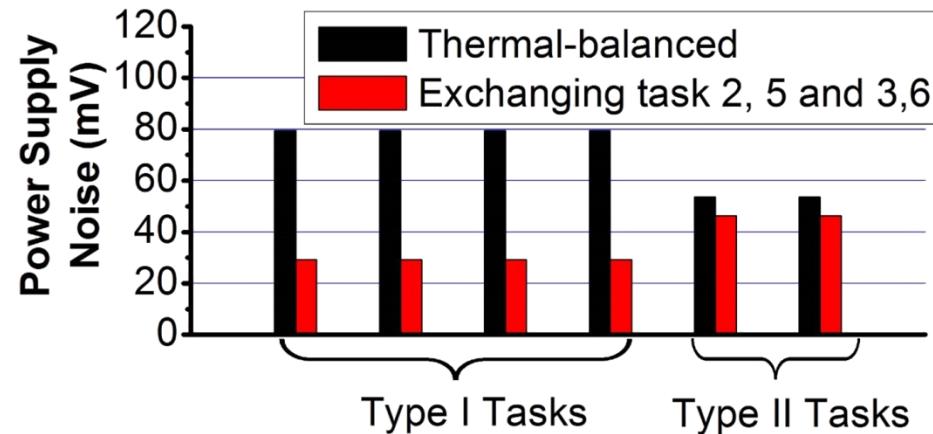


# Motivation - An illustrative Example

- Different scheduling schemes with the same stack power gradient



- PSN comparisons



# Power Supply Noise & Performance Calculation

- Voltage drop & ground bounce

$$V_{pnoise} = \int_{t_s}^{t_e} \max\{V_{dd} - V_p, 0\} dt / (t_e - t_s) \quad V_{gnoise} = \int_{t_s}^{t_e} \max\{V_{ss}, 0\} dt / (t_e - t_s)$$

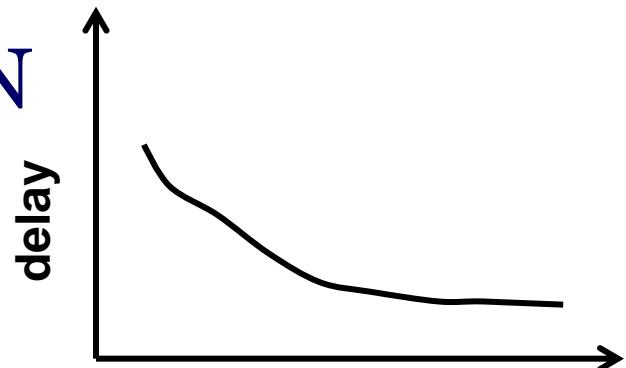
$$V_{noise} = V_{pnoise} + V_{gnoise}$$

- Timing Variations due to PSN

$$\frac{D}{D_0} = 1 + k_1 \frac{\Delta V}{V_{dd} - V_t} + k_2 \left( \frac{\Delta V}{V_{dd} - V_t} \right)^2$$

- Performance Evaluation

$$MIPS_i = \frac{IPC_i \times f_i}{10^6} \quad Performance = \sum_{i=1}^p MIPS_i$$

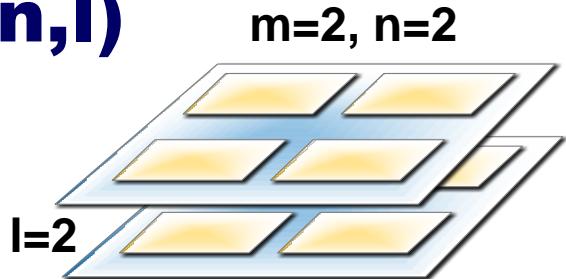
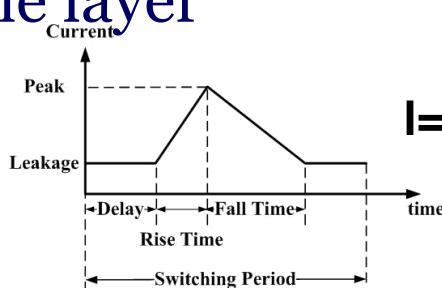


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# Problem Formulation

- Given,
  - 3D MPSoC architecture **AR(m,n,l)**
    - $m \times n$  PEs within one layer
    - $l$  stacking layers
  - Workload profiles
- Maximize:  $\sum_{i=1}^p MIPS_i(PSN_i)$ 
  - Where  $PSN_i = \max\{ PSN_j \}, Node(j) \in PE_i$
  - $Gv + C \frac{dv}{dt} = i, PSN_j = \int_{t_s}^{t_e} \max\{ v_{dd} - v_i, 0 \} dt / (t_e - t_s)$
- Constraint  $Power\_Gradient(stack_i, stack_j) = |Power(stack_i) - Power(stack_j)| \leq P_{max}$



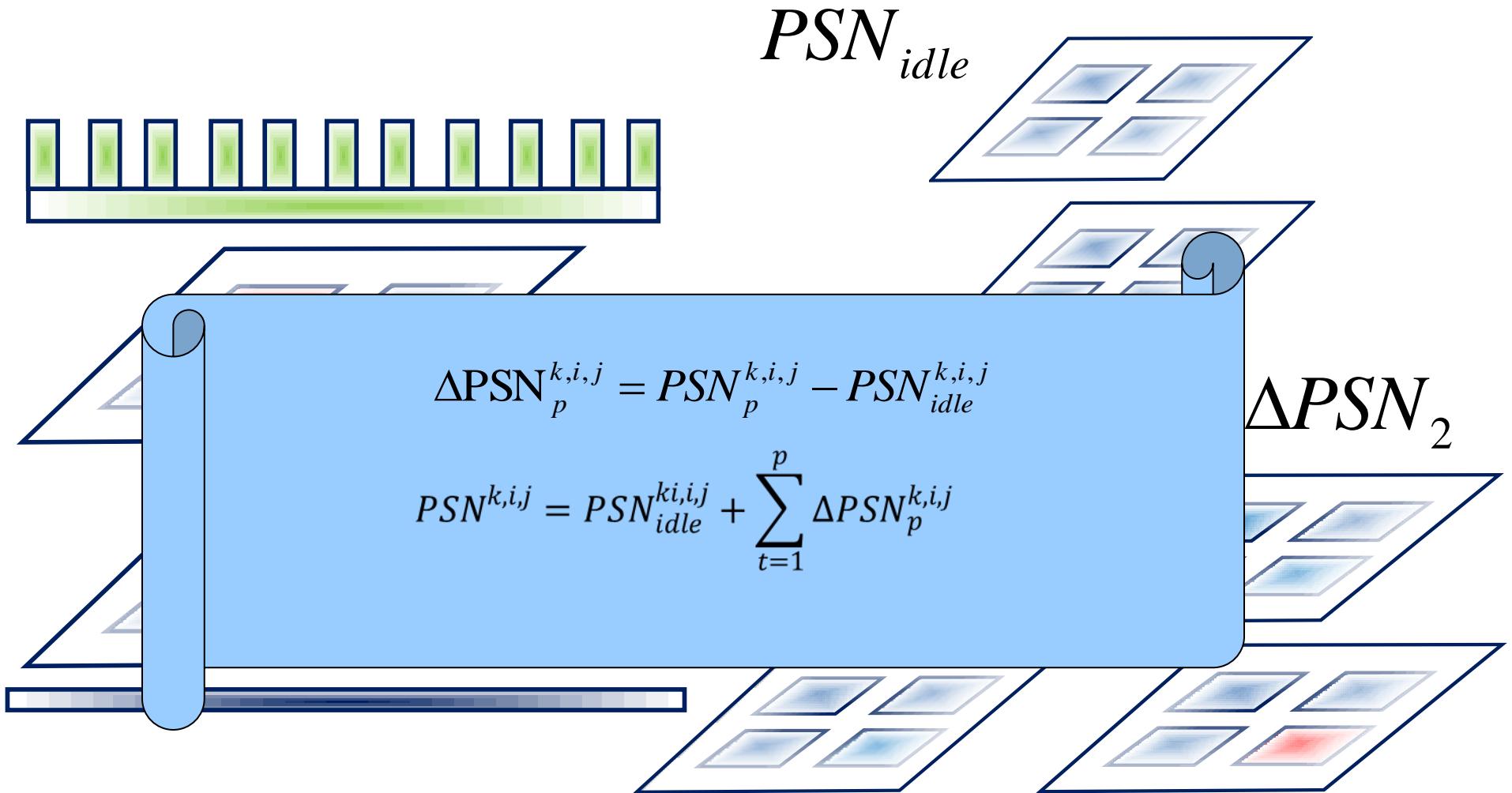
# Power Supply Noise Estimation Method



- Challenge
  - High computing overhead
- Main idea
  - Estimate relative PSN magnitude
  - Superposition PSN impact of individual task



# An Illustrative Example



# Power Supply Noise Estimation Method (Cont.)

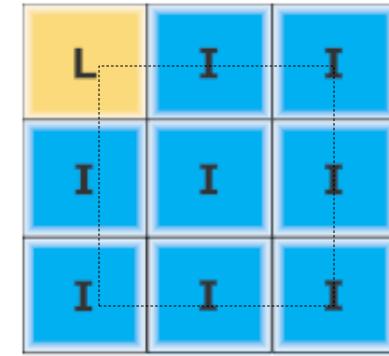
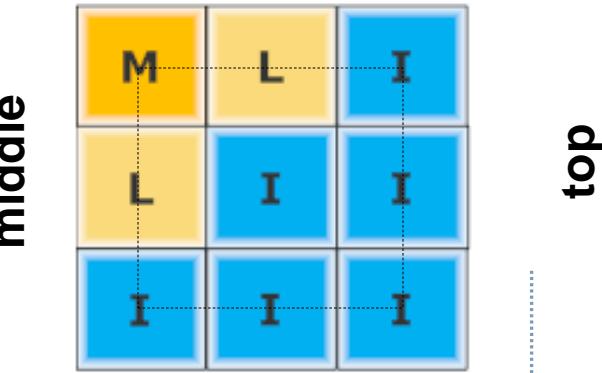
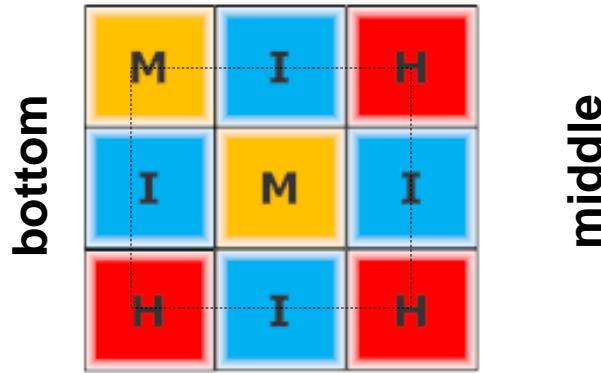
- Procedure
  - Store individual workload PSN impact into a table for online reference
  - Estimate relative PSN magnitudes based on individual workload analysis

$$PSN^{k,i,j} = PSN_{idle}^{ki,i,j} + \sum_{t=1}^p \Delta PSN_p^{k,i,j}$$

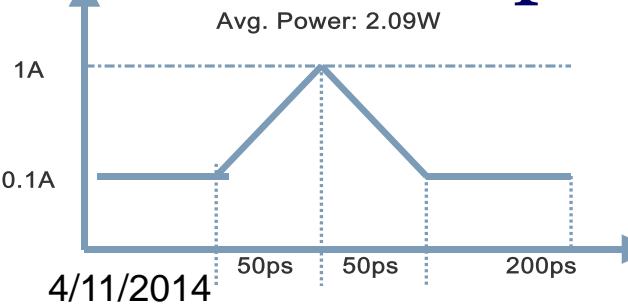
- Advantage
  - Easy to compute for online PSN estimation

# Validation

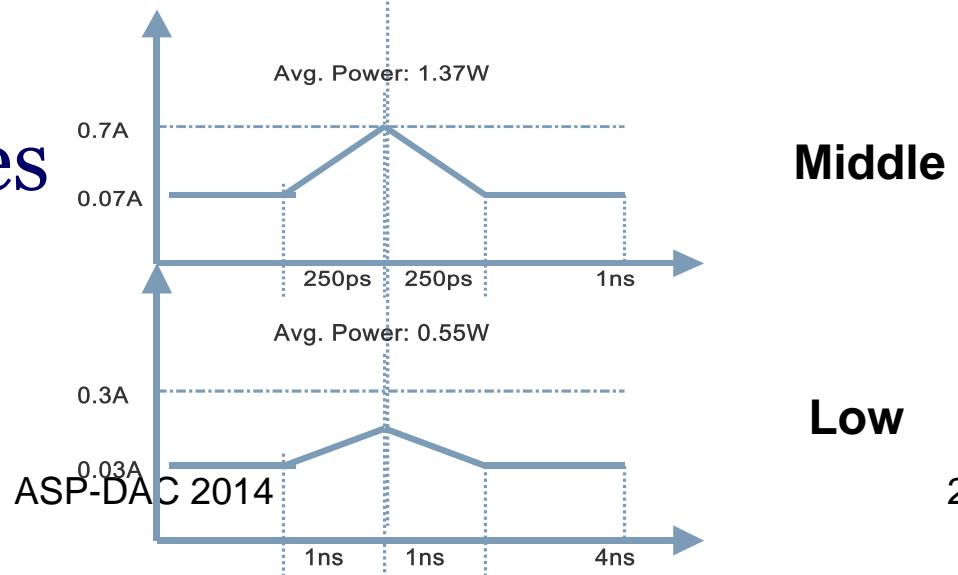
- One representative test case



- Workload profiles

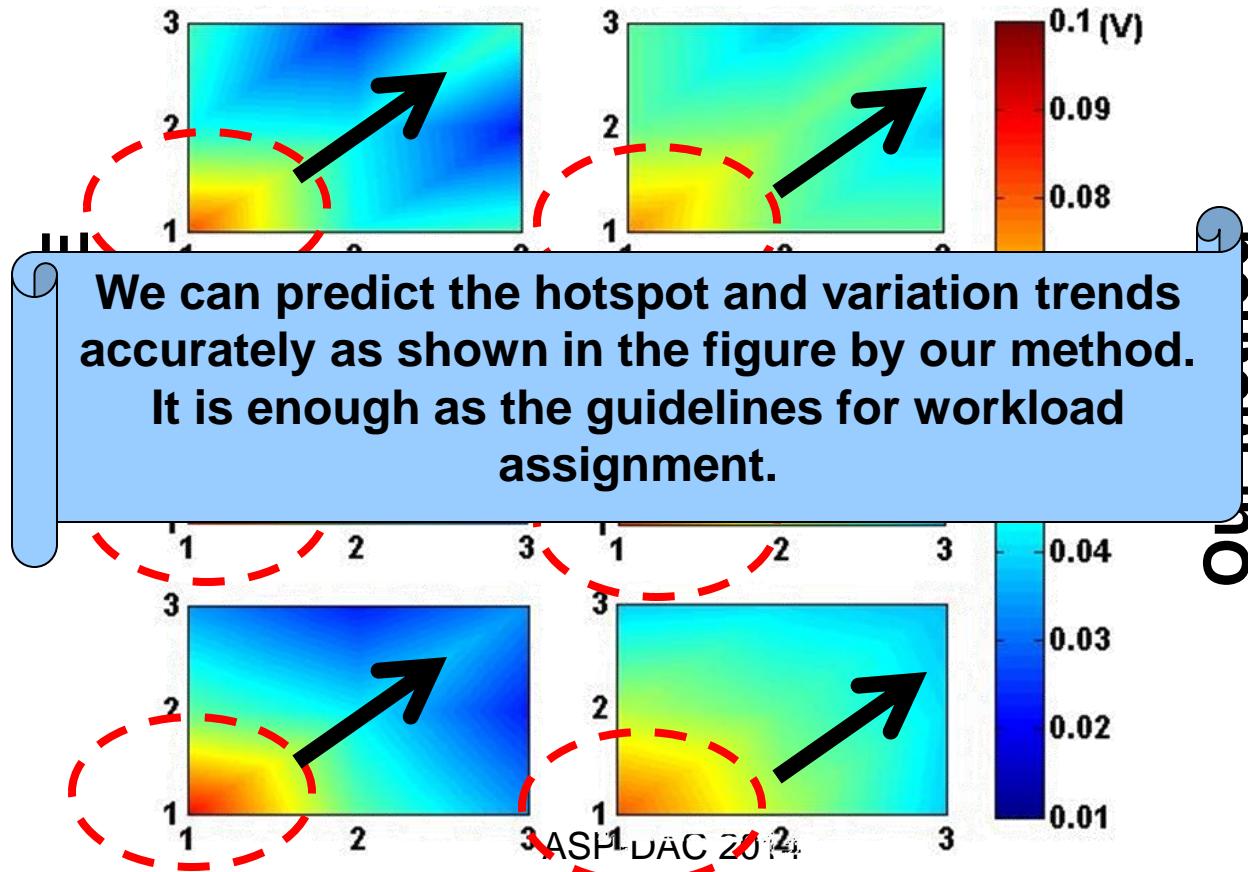


High

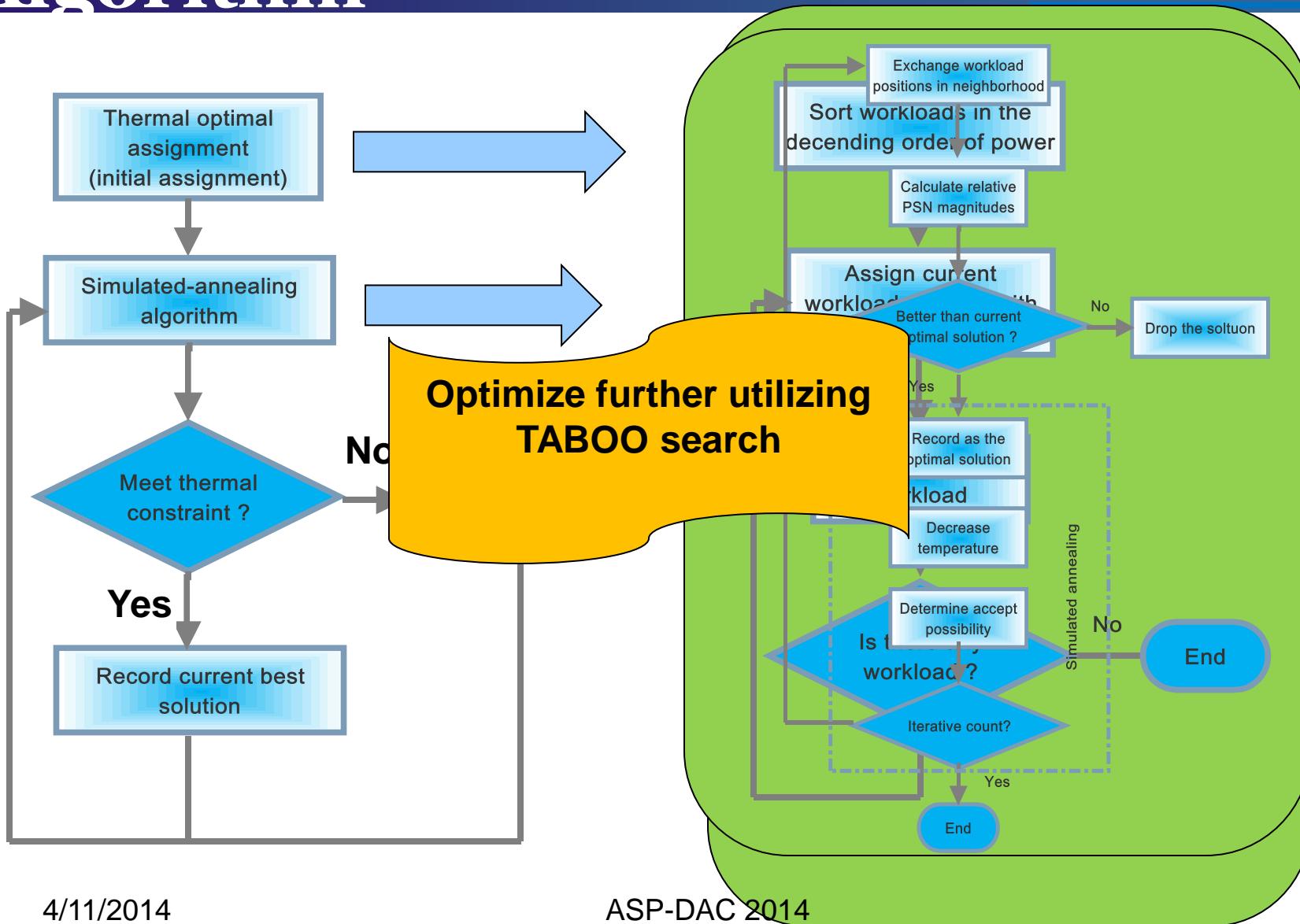


# Validation (Cont.)

- PSN distribution comparisons



# The Proposed Heuristic Algorithm

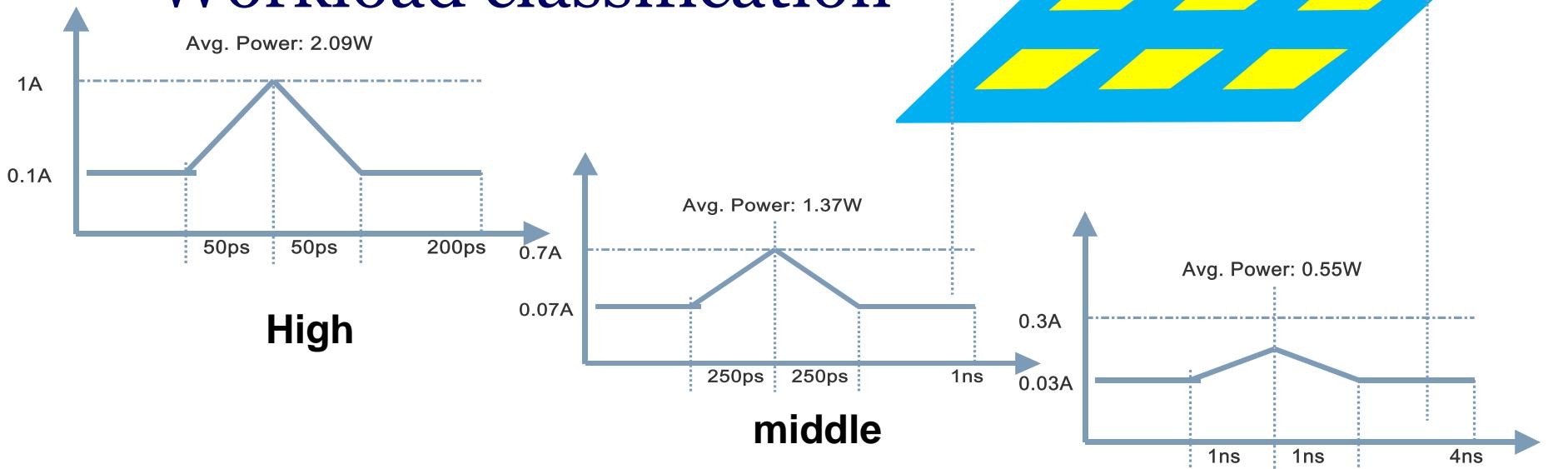


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# Experiment Setup

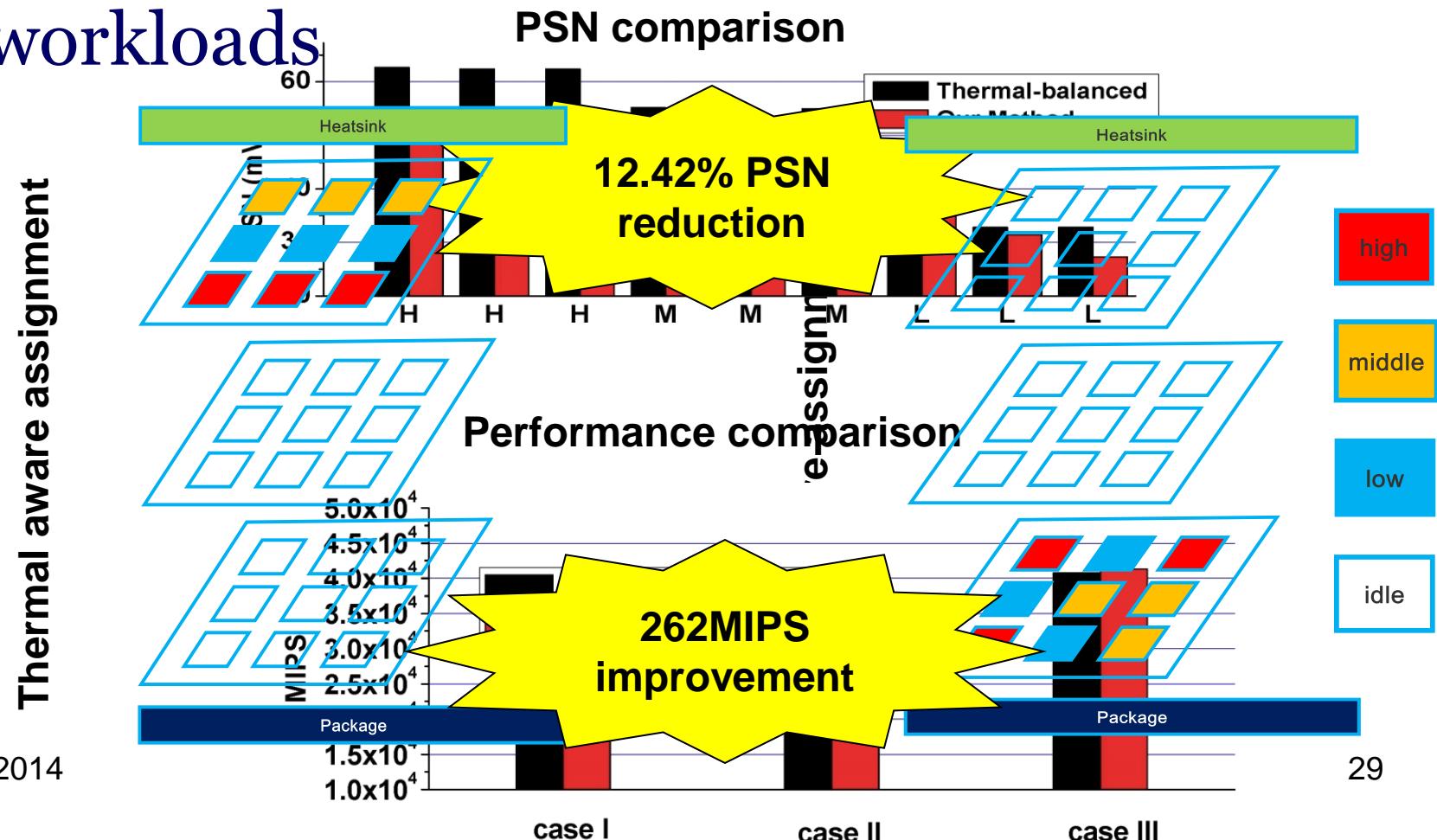
- Target platform
  - $3 \times 3 \times 3$  homogeneous 3D MPSoC
- Workload classification



# Experimental Results

## Case I

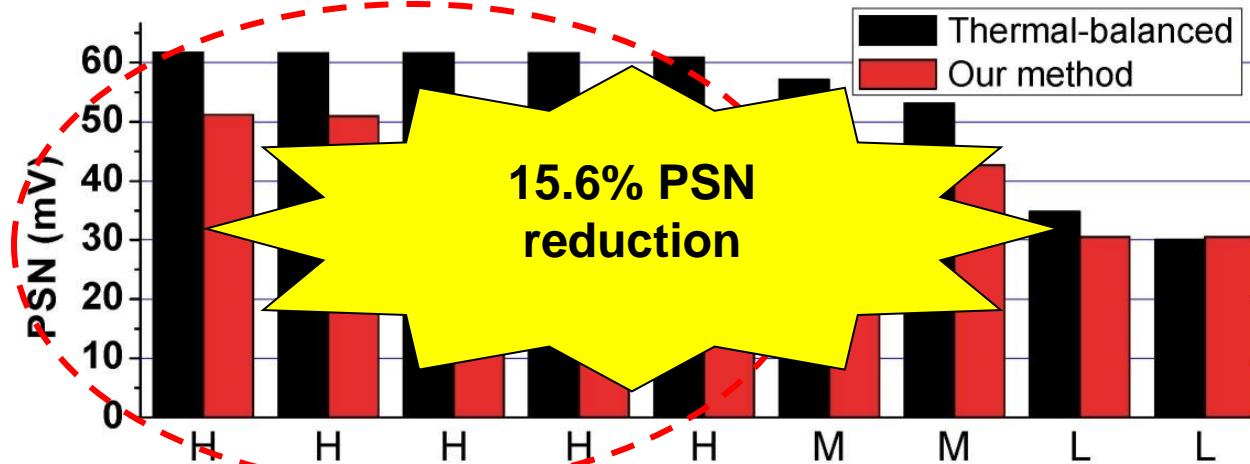
- Case I: 3 high, 3 middle 3 low activity workloads



# Experimental Results

## Case II

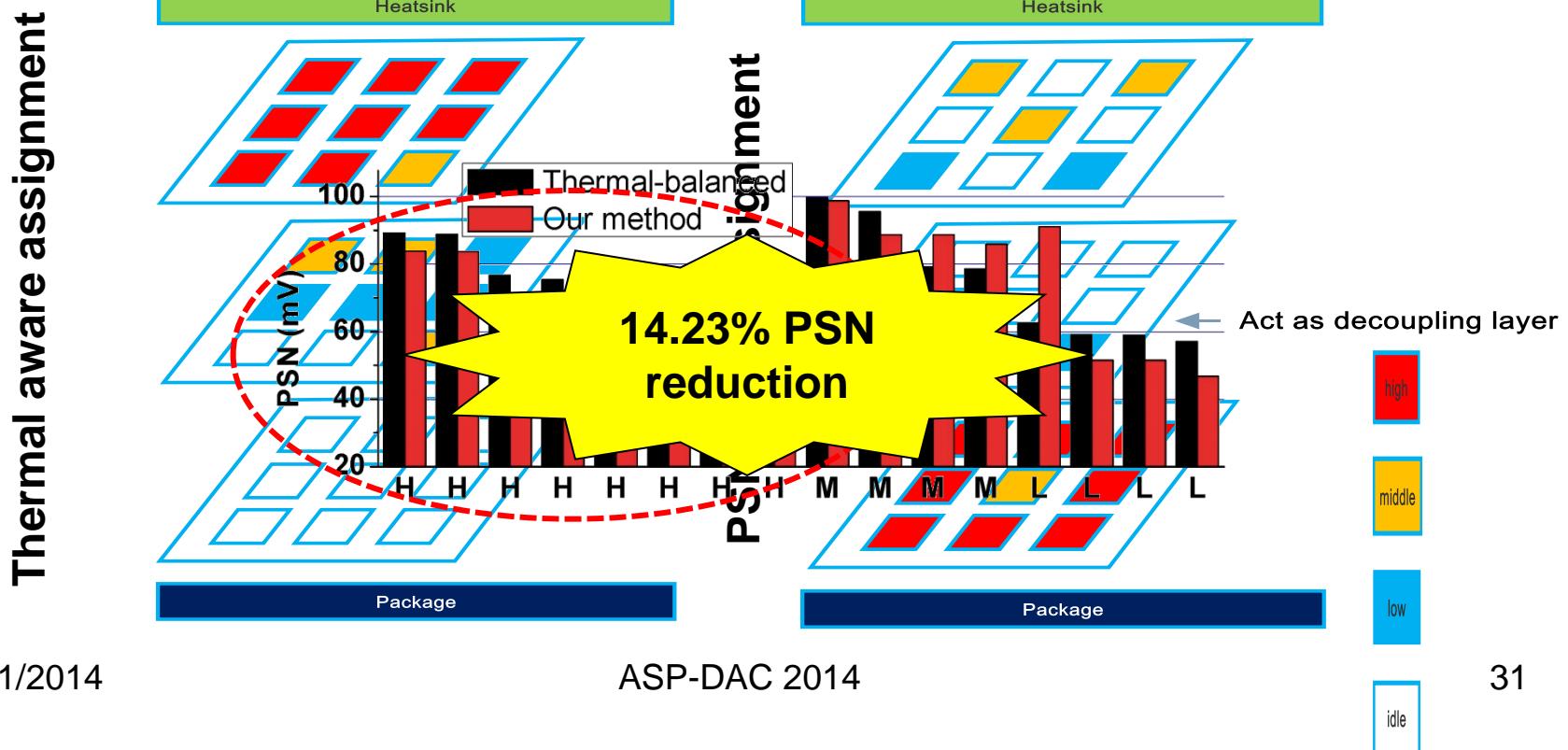
- Case II
  - 5 high, 2 middle & 2 low activity workloads
  - Similar results as case I



# Experimental Results

## Case III

- Case III
  - 8 high, 4 middle & 4 low activity workloads



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# Conclusions

- We explored the PSN minimization problem with the thermal constraint from the workload assignment angle
- We proposed an efficient PSN estimation method to guide the workload assignment effectively
- Experimental results indicate that the proposed method can reduce PSN significantly without violating thermal constraint

# Thanks for your attention!