

Design Methodology for SoCs in Large Supercomputer Systems

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■ Die Size

- Total capacity of the logic is limited

■ Power Consumption

- Should fit within the budget

■ Schedule

- Must be completed by the due date
- Most time-consuming process is verification, not design



Design techniques for the verification are desired

Presentation Topic

Based on our experience of the K computer project, design and verification techniques for a large scale system will be discussed.

K computer

- # of Racks

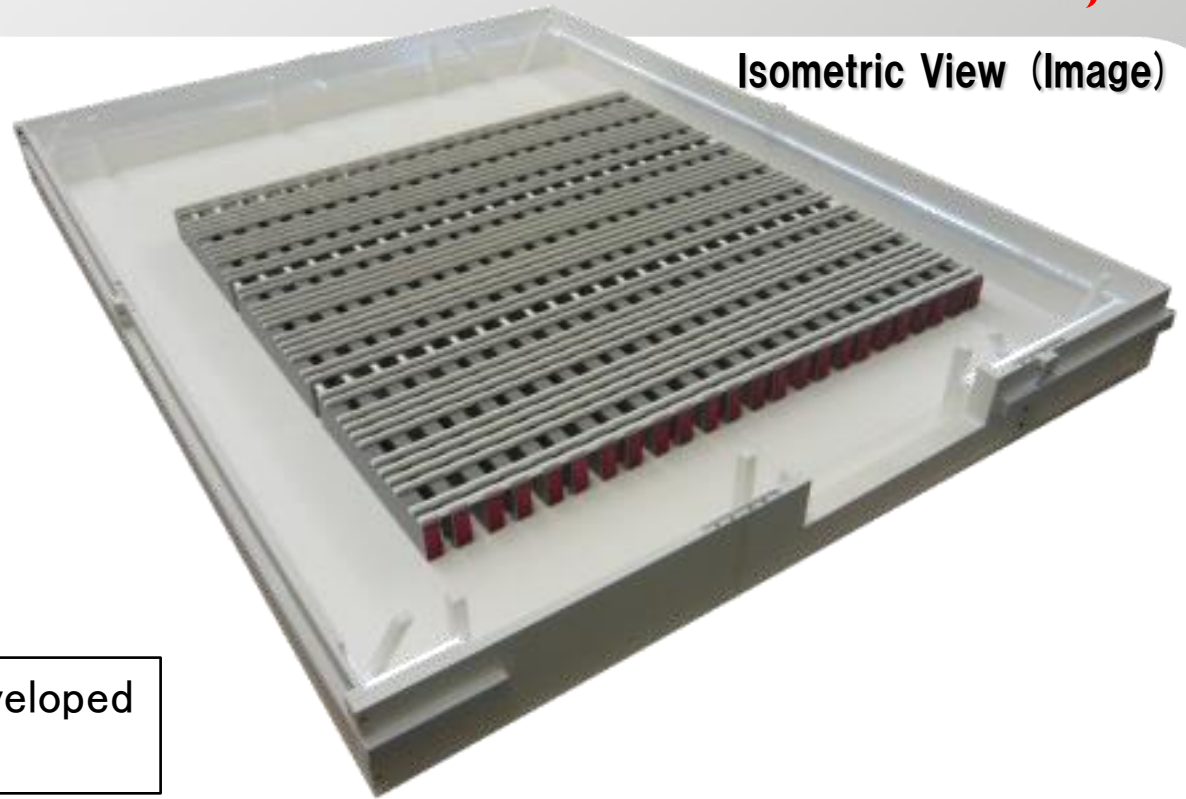
- $36 \times 24 = 864$ racks

- # of CPUs

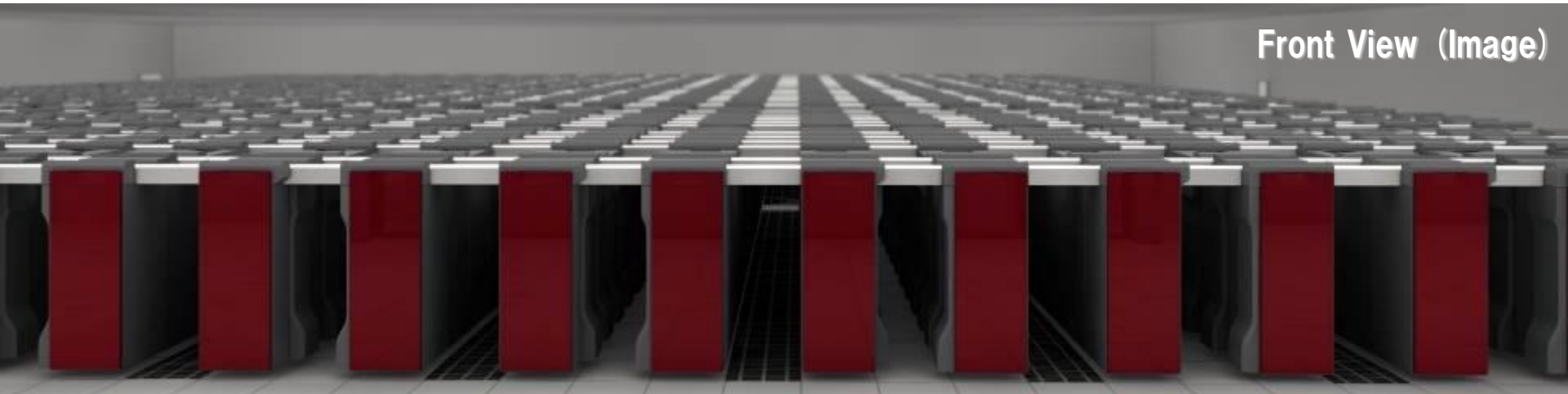
- 88,128

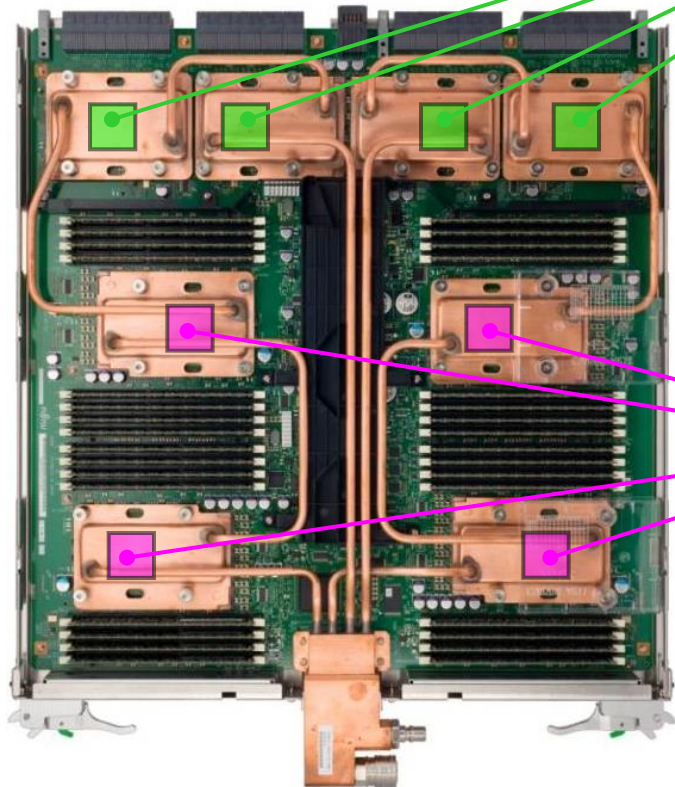
- Total Memory Size

- More than 1.40PB

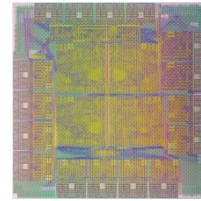


K computer has been jointly developed by RIKEN and Fujitsu.



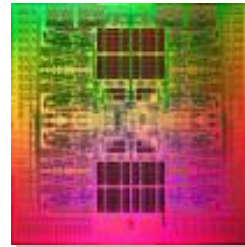


System Board



Interconnect Controller (ICC)

- 6D mesh/torus network topology
- 4 Network Interfaces
- Power Consumption 28W



SPARC64™ VIIIfx (CPU)

- 8 cores
- 8 channel memory controllers
- Power Consumption 58W (Typ.)

$$\text{Verification Period} = (\# \text{ of Items}) / (\text{Verification Speed})$$



Exponentially increases with
design size

In order to reduce the verification period,

- Decrease the numerator
 - **Design for Verification**
- Increase the denominator
 - **Increasing Verification Efficiency**
 - **Avoiding Waiting Time**

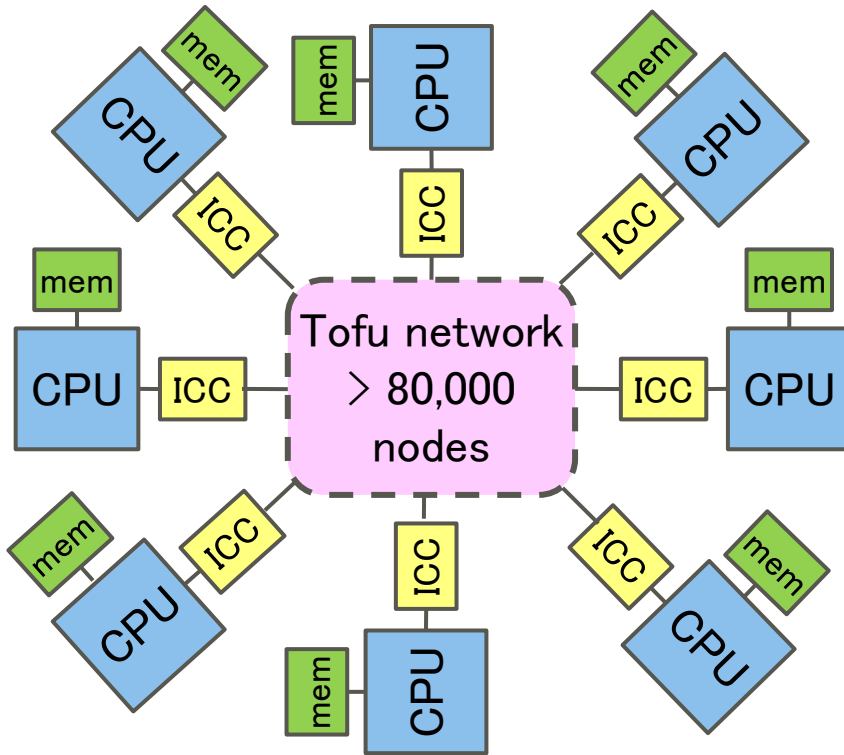
Verification items are increasing exponentially

■ Challenge

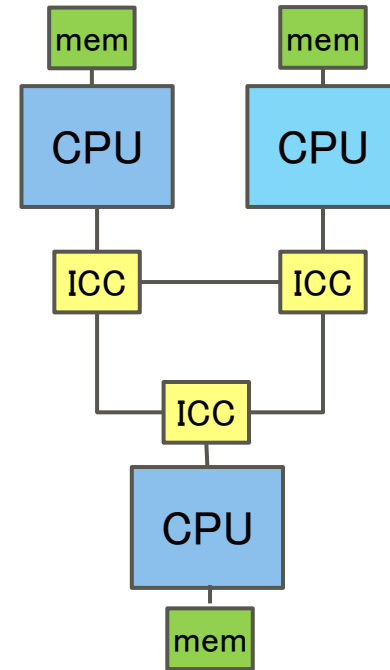
- Reduce the number of necessary items as much as possible

■ Solution

- Reusing Common modules
 - Maximize reuse of common modules to avoid duplicate verification
- Self-Contained Block Design
 - Increase the independency between blocks
- Verification Support Functions
 - Check the whole behavior of 80,000 nodes in K computer within a small framework
 - Insertion of verification-purpose-only function blocks



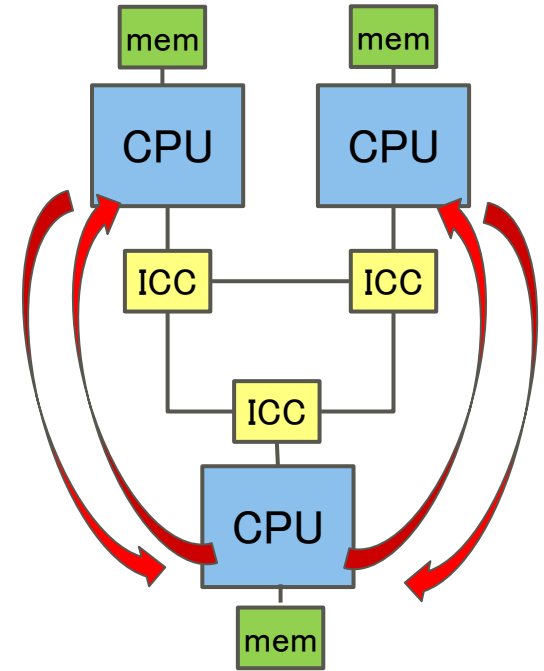
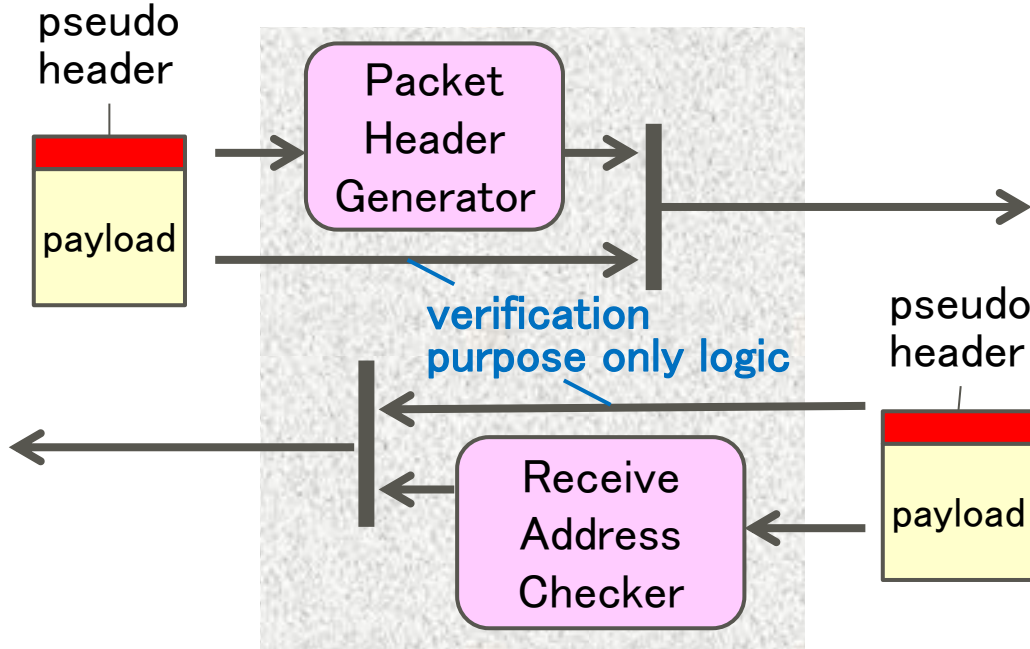
Real System



Verification Target

- Verification target is limited by resource constraints
- Reproducing communication among tens of thousands of nodes in a limited framework is a critical issue.

Pseudo Packet Function



Verification Target

- Functions to imitate communication between others
 - Sending packet image including pseudo header
 - Accept every packet by bypassing receive address check
- Reproducing large scale communication in a small framework

Exceptional functions are rarely used

e.g. Retry, Buffer Full and Error Correction etc

■ Challenge

- Critical timings should be verified exhaustively
- However these are :
 - hard to reproduce using directed test approach
 - consuming a lot of time and effort

■ Solution

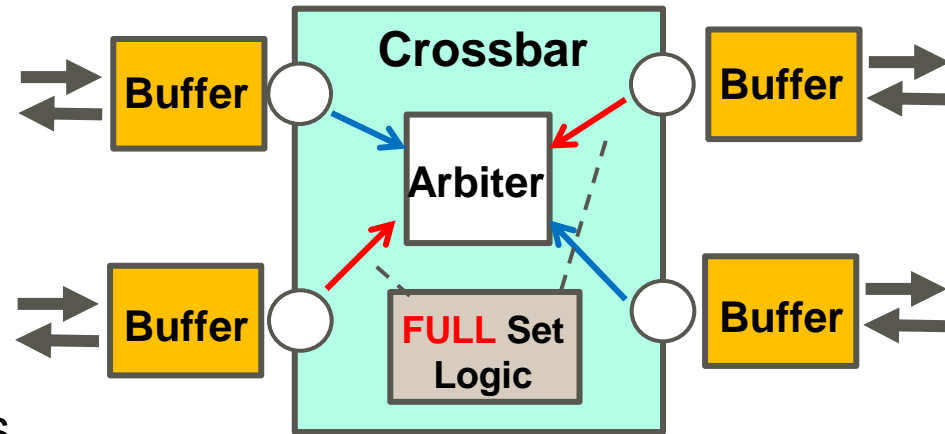
- Hardware support to accelerate these functions
- Forcibly create exceptional situations

Acceleration and Error Injection

■ Forcibly Setting **FULL** Signal

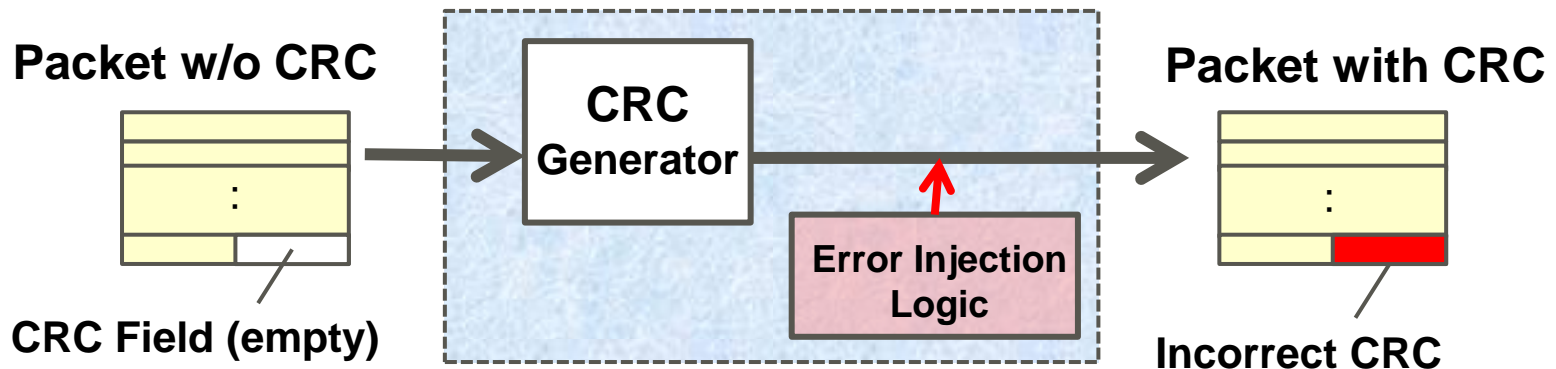
- Network Congestion is generated by setting **FULL**
- Burst Traffic is generated by releasing **FULL**

➡ Various timings and sequences can be reproduced



■ Error Injection

- Forcibly insert a hardware error to check error recovery functions

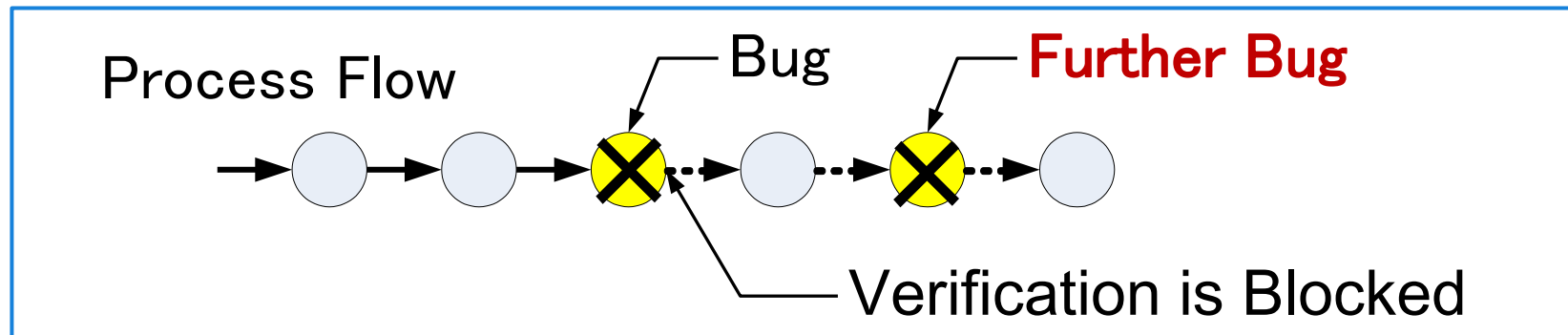


■ Average Bug Fix Time

System Level Emulation: A Few Days

■ Challenge

- Verification is blocked by bug
- How to detect further bug before the bug fix?

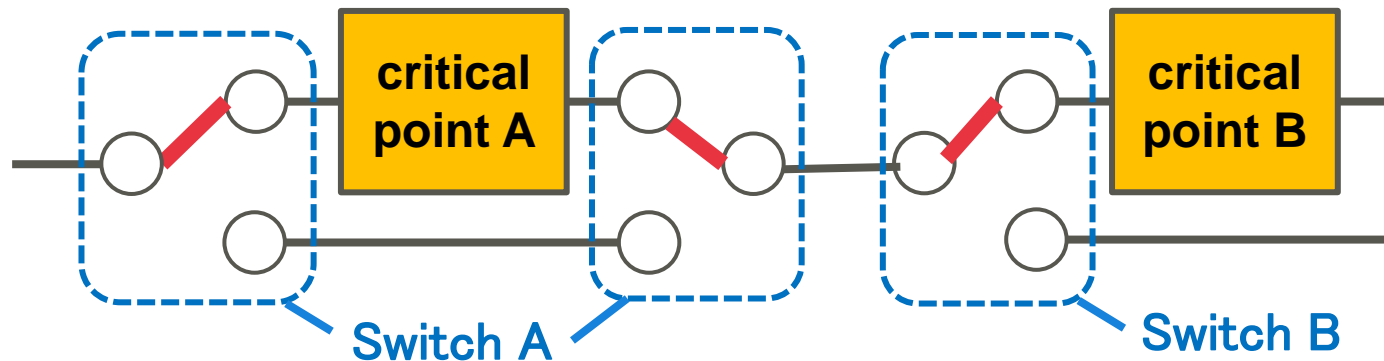


■ Solution

- Alternative hardware functions to bypass the bug

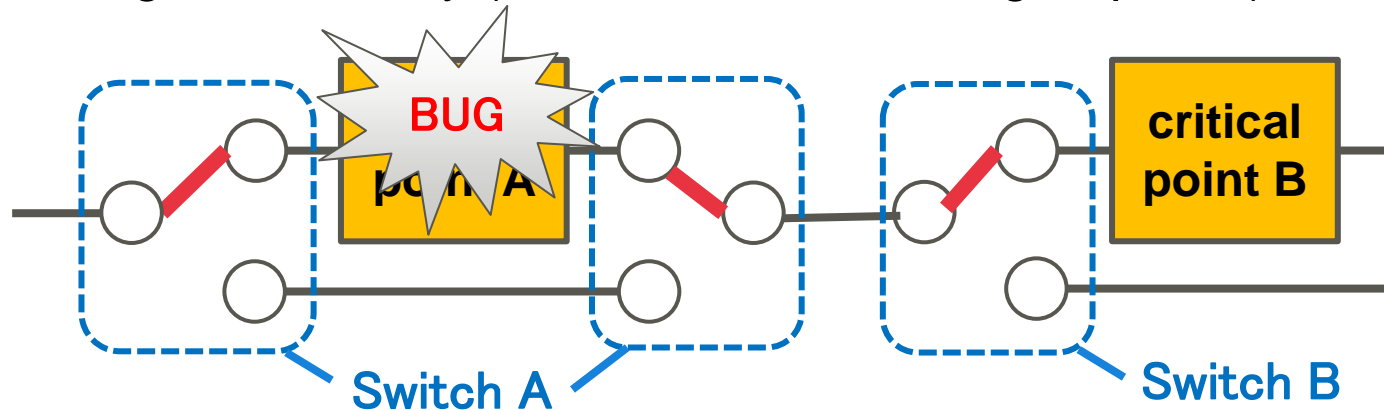
Bypass Logic

- From their experience, designers choose critical points
- They build bypass logics into these points together with switches to control them
- Examples
 - Out-of-order processing \Rightarrow In-order
 - Limiting concurrency (number of outstanding requests)



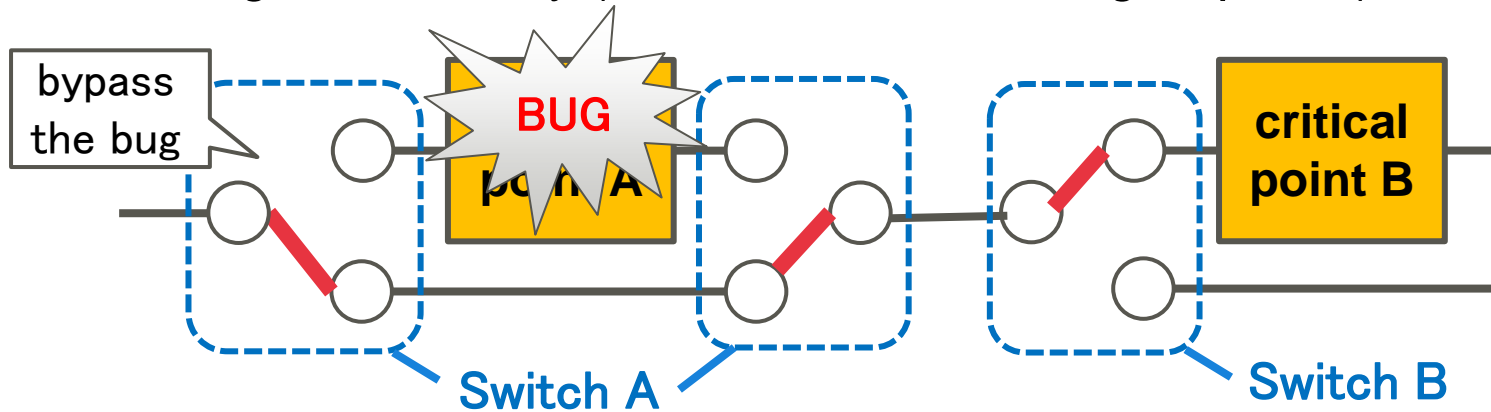
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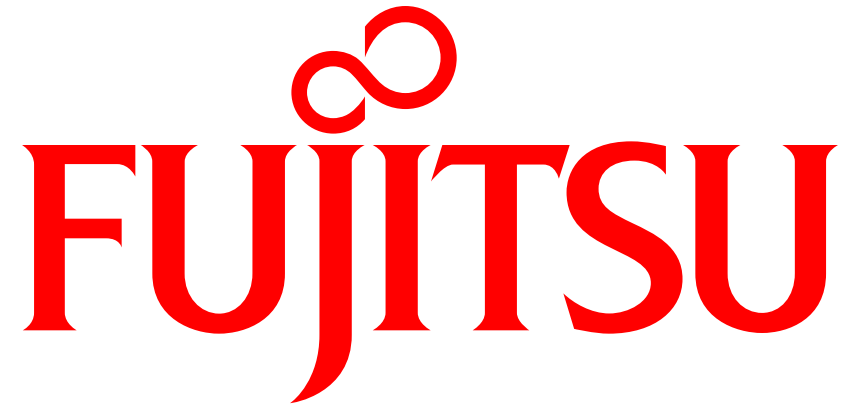


- Hunting further bugs by bypassing previous bug before fix
- ICC has 2000 bypass logic switches
 - \Rightarrow Many bugs and defects can be successfully avoided by them

- Verification is the most time consuming process
 - Especially for chips in large computer systems
 - Complicated logic and a lot of exceptional functions

- Design and verification techniques for chips in the K computer
 - Design for Verification
 - Increasing Verification Efficiency
 - Avoiding Waiting Time

- These would be also useful in other large-scale SoCs



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