UB11.6

GNoCS: AN ULTRA-FAST, HIGHLY EXTENSIBLE, CYCLE-ACCURATE GPU-BASED PARALLEL NETWORK-ON-CHIP SIMULATOR
Presenter:
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Abstract
With the continuous decrease in feature sizes and the recent emergence of 3D stacking, chips comprising thousands of nodes are becoming increasingly relevant, and state-of-the-art NoC simulators are unable to simulate such a high number of nodes in reasonable times. In this demo, we showcase GNoCS, the first detailed, modular and scalable parallel NoC simulator running fully on GPU (Graphics Processing Unit). Based on a unique design specifically tailored for GPU parallelism, GNoCS is able to achieve unprecedented speedups with no loss of accuracy. To enable quick and easy validation of novel ideas, the programming model was designed with high extensibility in mind. Currently, GNoCS accurately models a VC-based microarchitecture. It supports 2D and 3D mesh topologies with full or partial vertical connections. A variety of routing algorithms and synthetic traffic patterns, as well as dependency-driven trace-based simulation (Nethrace), are implemented and will be demonstrated.
More information...
**EMU: RAPID FPGA PROTOTYPING OF NETWORK SERVICES IN C#**

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**Abstract**
General-purpose CPUs and OS abstractions impose overheads that make it challenging to implement network functions and services in software. On the other hand, programmable hardware such as FPGAs suffer from low-level programming models, which make the rapid development of network services cumbersome. We demonstrate Emu, a framework that makes use of an HLS tool (Kiwi) and enables the execution of high-level descriptions of network services, written in C#, on both x86 and Xilinx FPGA. Emu therefore opens up new opportunities for improved performance and power usage, and enables developers to more easily write network services and functions. We demonstrate C# implementations of network functions, such as Memcached and DNS Server, using Emu running on both x86 and NetFPGA-SUME platform and show that they are competitive to natively written hardware counterparts while providing a superior development and debug environment.

**HEPSYCODE: A SYSTEM-LEVEL METHODOLOGY FOR HW/SW CO-DESIGN OF HETEROGENEOUS PARALLEL DEDICATED SYSTEMS**

**Presenter:**
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**Abstract**
Heterogeneous parallel systems have been recently exploited for a wide range of application domains, for both the dedicated (e.g. embedded) and the general purpose products. Such systems can include different processor cores, memories, dedicated ICs and a set of connections between them. They are so complex that the design methodology plays a major role in determining the success of the products. So, this demo addresses the problem of the electronic system-level hw/sw co-design of heterogeneous parallel dedicated systems. In particular, it shows an enhanced CSP/SystemC-based design space exploration step (and related ESL-EDA prototype tools), in the context of an existing hw/sw co-design flow that, given the system specification and related F/NF requirements, is able to (semi)automatically propose to the designer: - a custom heterogeneous parallel architecture; - an HW/SW partitioning of the application; - a mapping of the partitioned entities onto the proposed architecture.

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