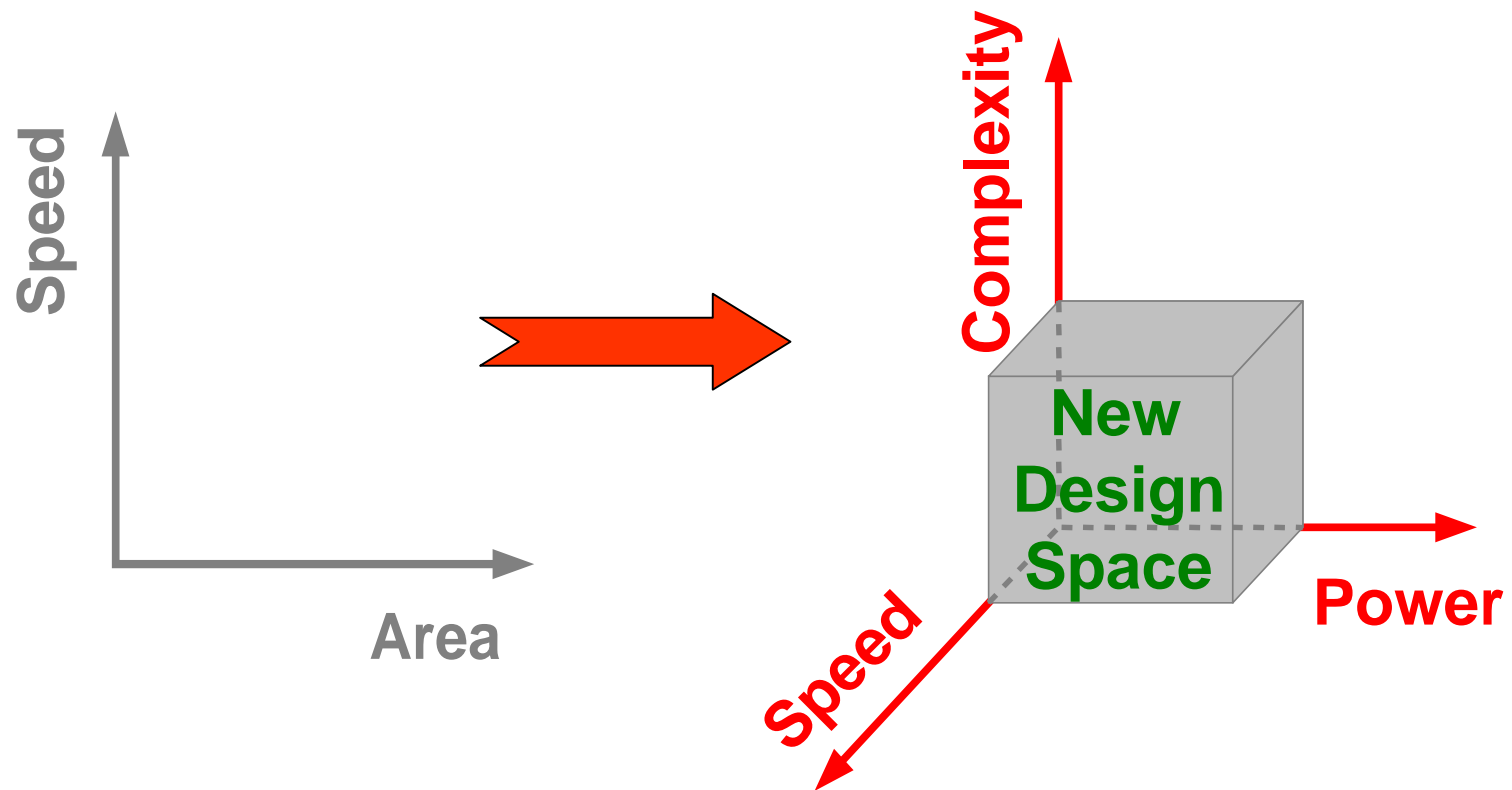


# **Chapter 17: Low-Power Design**

Keshab K. Parhi and Viktor Owall

# IC Design Space



# VLSI Digital Signal Processing Systems

- Technology trends:
  - 200-300M chips by 2010 (0.07 micron CMOS)
- Challenges:
  - Low-power DSP algorithms and architectures
  - Low-power dedicated / programmable systems
  - Multimedia & wireless system-driven architectures
  - Convergence of Voice, Video and Data
  - LAN, MAN, WAN, PAN
  - Telephone Lines, Cables, Fiber, Wireless
  - Standards and Interoperability

# Power Consumption in DSP

- Low performance portable applications:
  - Cellular phones, personal digital assistants
  - Reasonable battery lifetime, low weight
- High performance portable systems:
  - Laptops, notebook computers
- Non-portable systems:
  - Workstations, communication systems
  - DEC alpha: 1 GHz, 120 Watts
  - Packaging costs, system reliability



# Power Dissipation

**Two measures are important**

- **Peak power (Sets dimensions)**

$$P_{\text{peak}} = V_{\text{DD}} \times i_{\text{DDmax}}$$

- **Average power (Battery and cooling)**

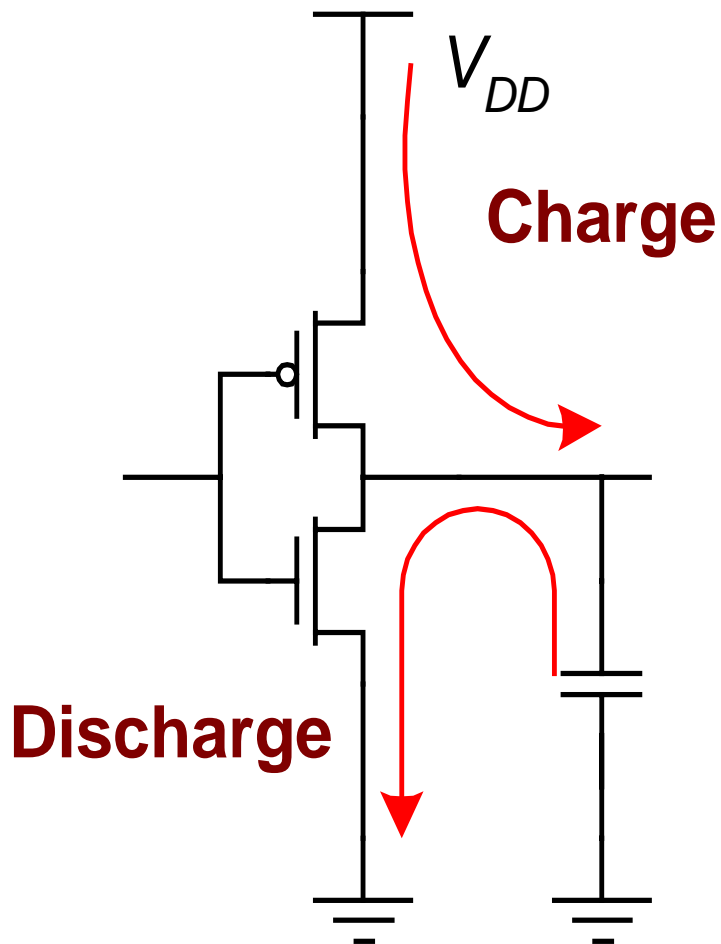
$$P_{\text{av}} = \frac{V_{\text{DD}}}{T} \int_0^T i_{\text{DD}}(t) dt$$

# CMOS Power Consumption

$$\begin{aligned} P_{\text{tot}} &= P_{\text{dyn}} + P_{\text{sc}} + P_{\text{leakage}} = \\ &= \alpha f C_L V_{\text{DD}}^2 + V_{\text{DD}} I_{\text{sc}} + I_{\text{leakage}} V_{\text{DD}} \end{aligned}$$

$\alpha$  = probability for switching

# Dynamic Power Consumption



Energy charged in a capacitor

$$E_C = CV^2/2 = C_L V_{DD}^2/2$$

Energy  $E_C$  is also discharged,  
i.e.

$$E_{\text{tot}} = C_L V_{DD}^2$$

Power consumption

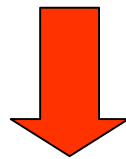
$$P = C_L V_{DD}^2 f$$

Off-Chip Connections have High Capacitive  
Load



Reduced off Chip Data Transfers by  
**System Integration**

Ideally a Single Chip Solution

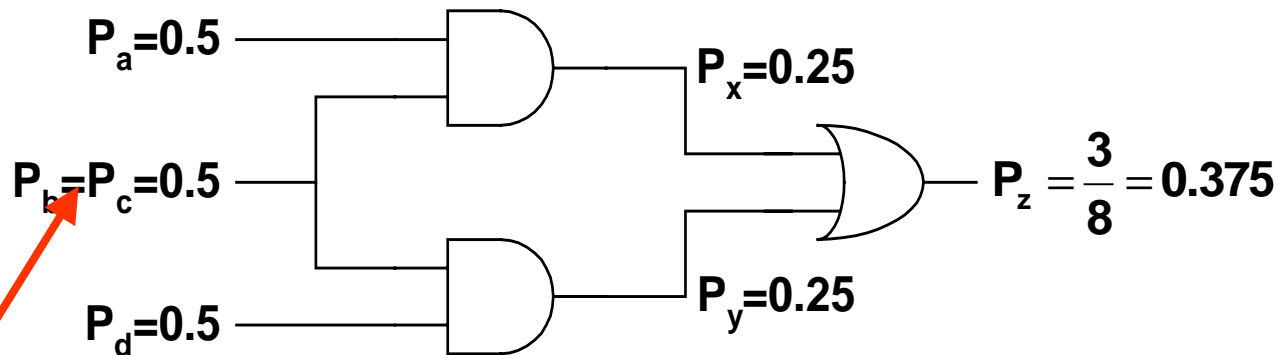
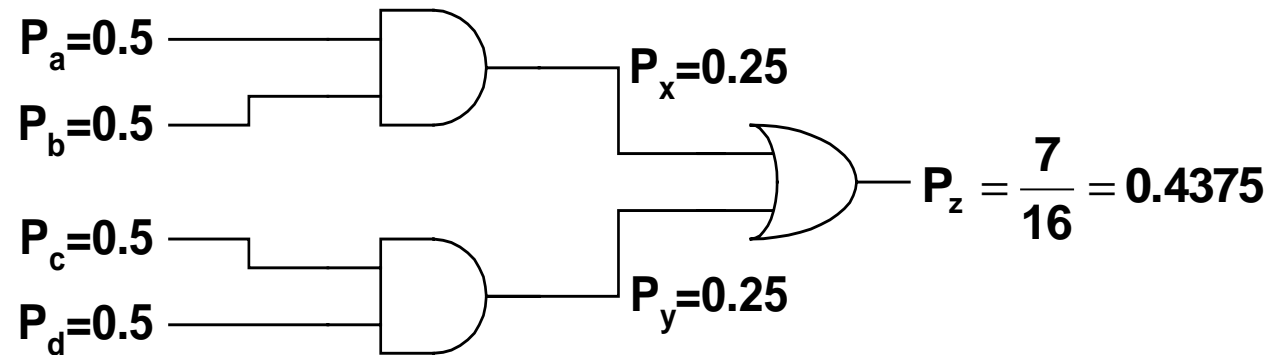


Reduced Power Consumption



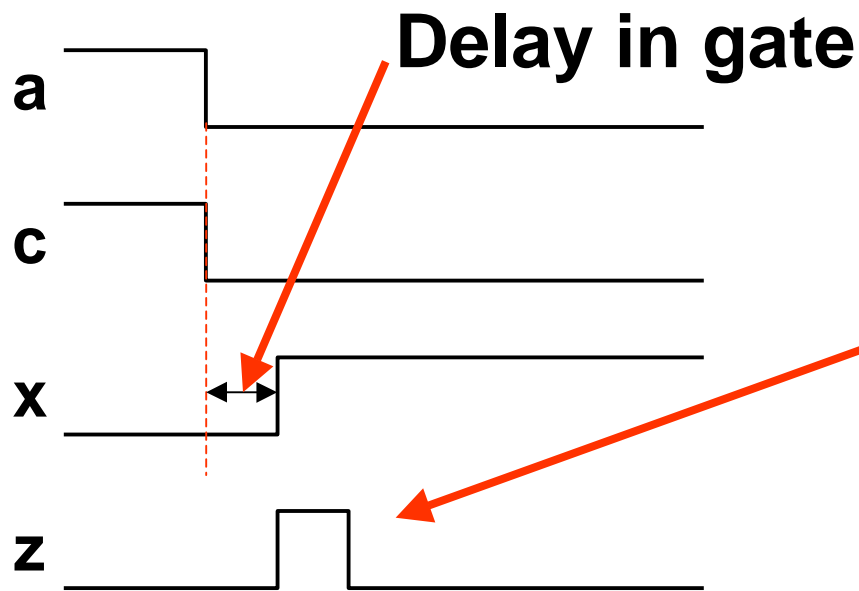
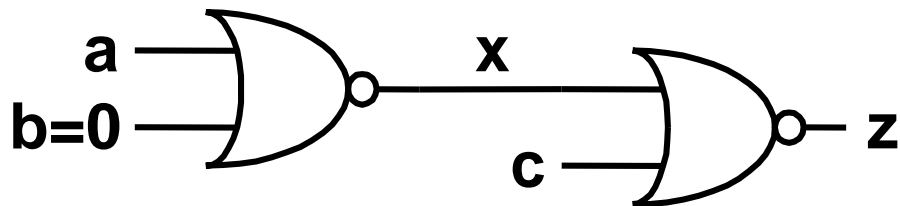
# Switching Activity ( $\alpha$ ):

## Example



**Due to correlation**

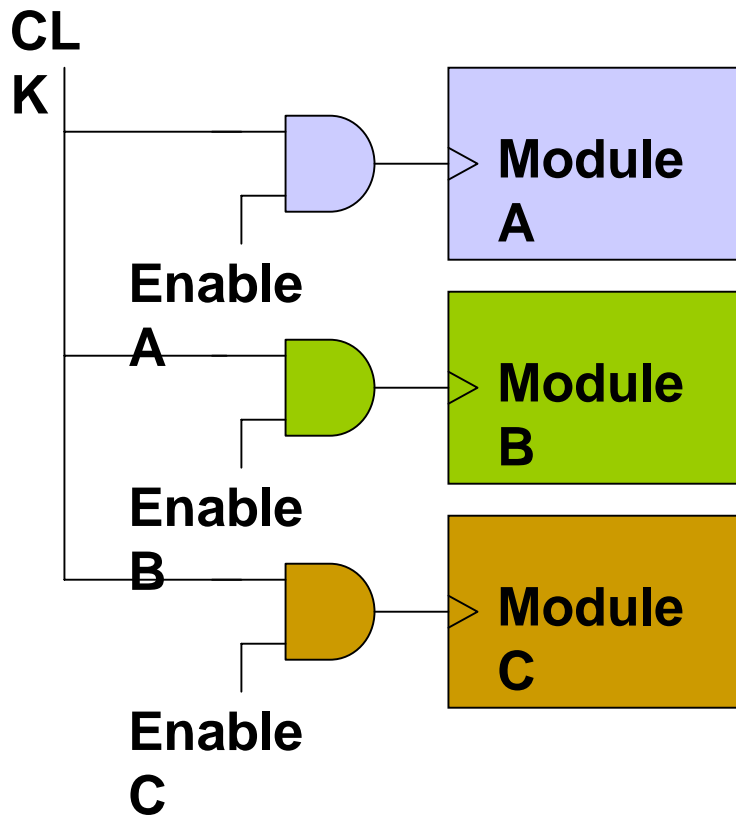
# Increased Switching Activity due to Glitching



**Extra transition  
due to race**

**Dissipates energy**

# Clock Gating and Power Down



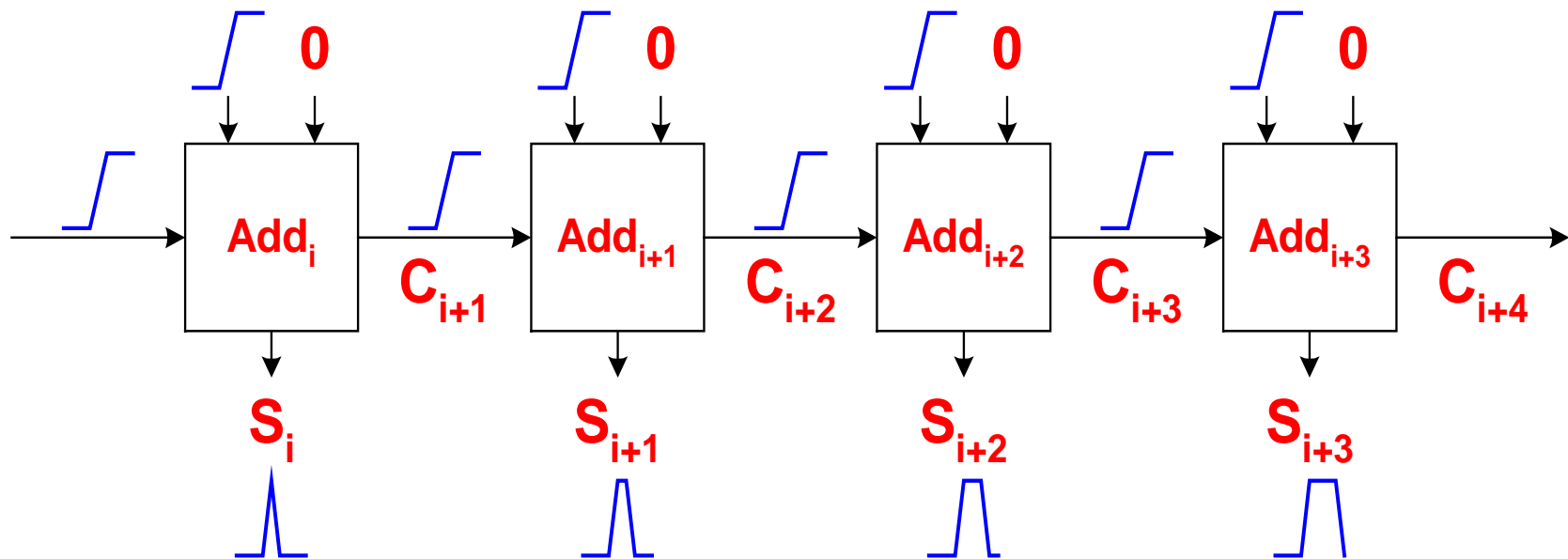
**Control  
circuitry is  
needed for  
clock gating  
and power  
down**

**and**

**Needs wake-up**

**Only active modules should be clocked!**

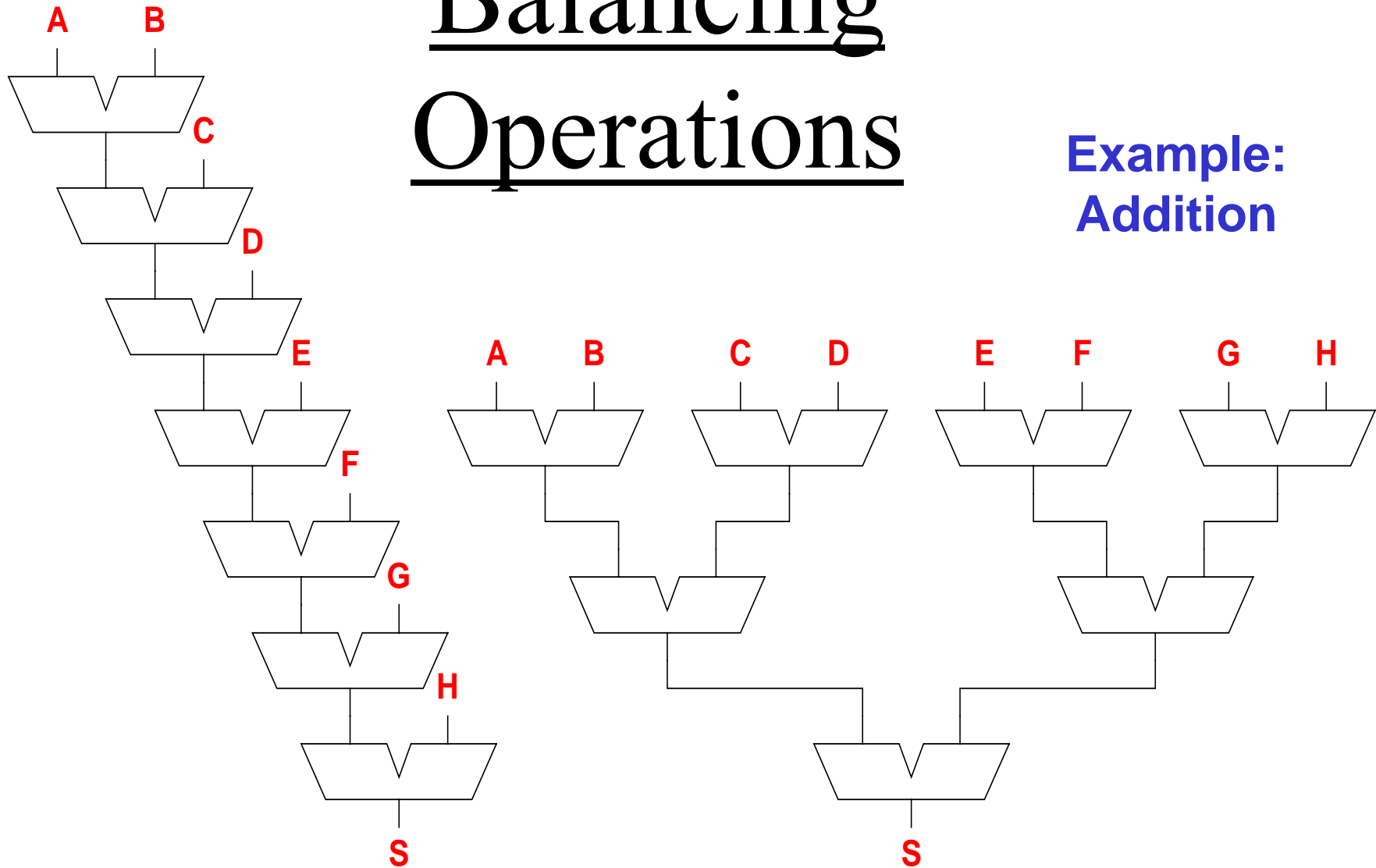
# Carry Ripple



**Transitions due to carry propagation**

# Balancing Operations

Example:  
Addition



# Delay as function of Supply

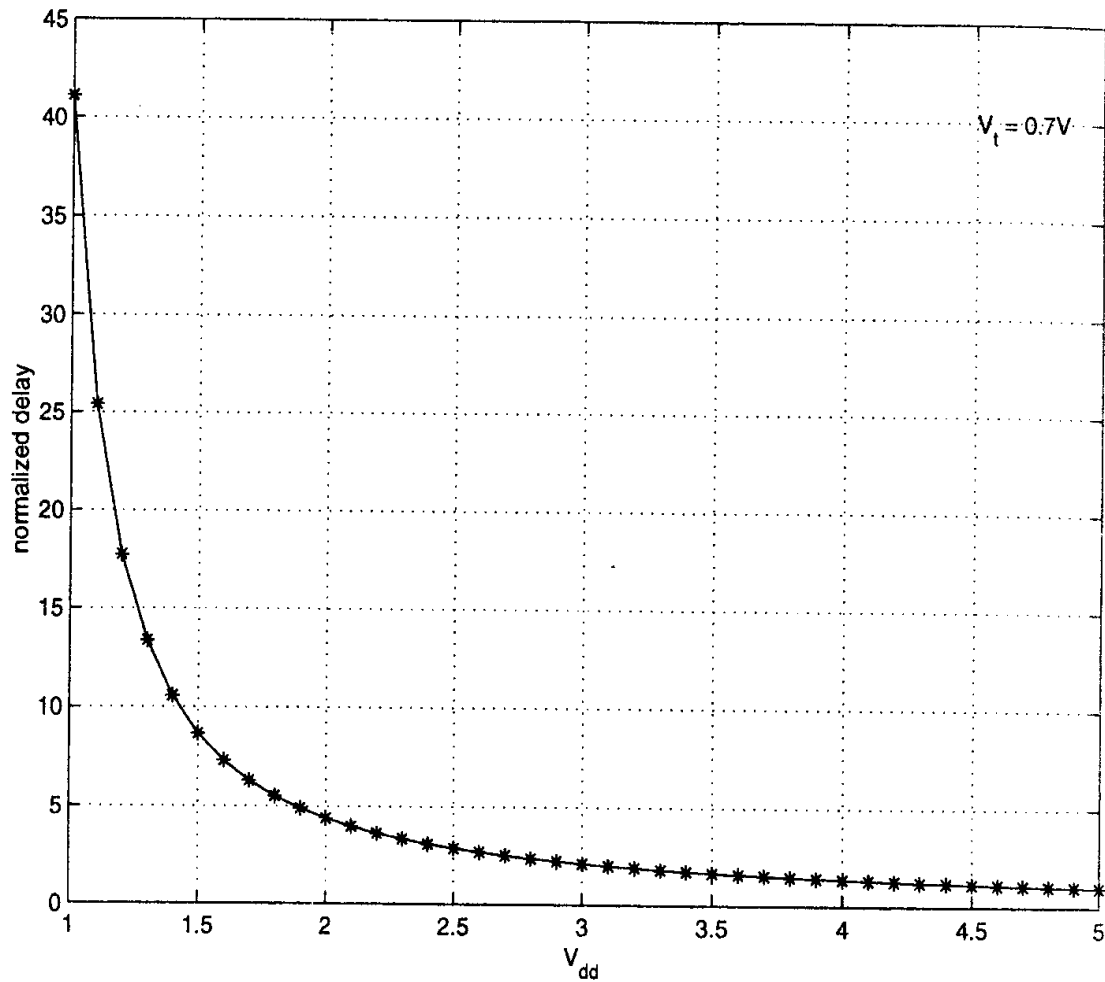


Fig. 17.3 Circuit delay as a function of supply voltage.

# Delay as function of Threshold

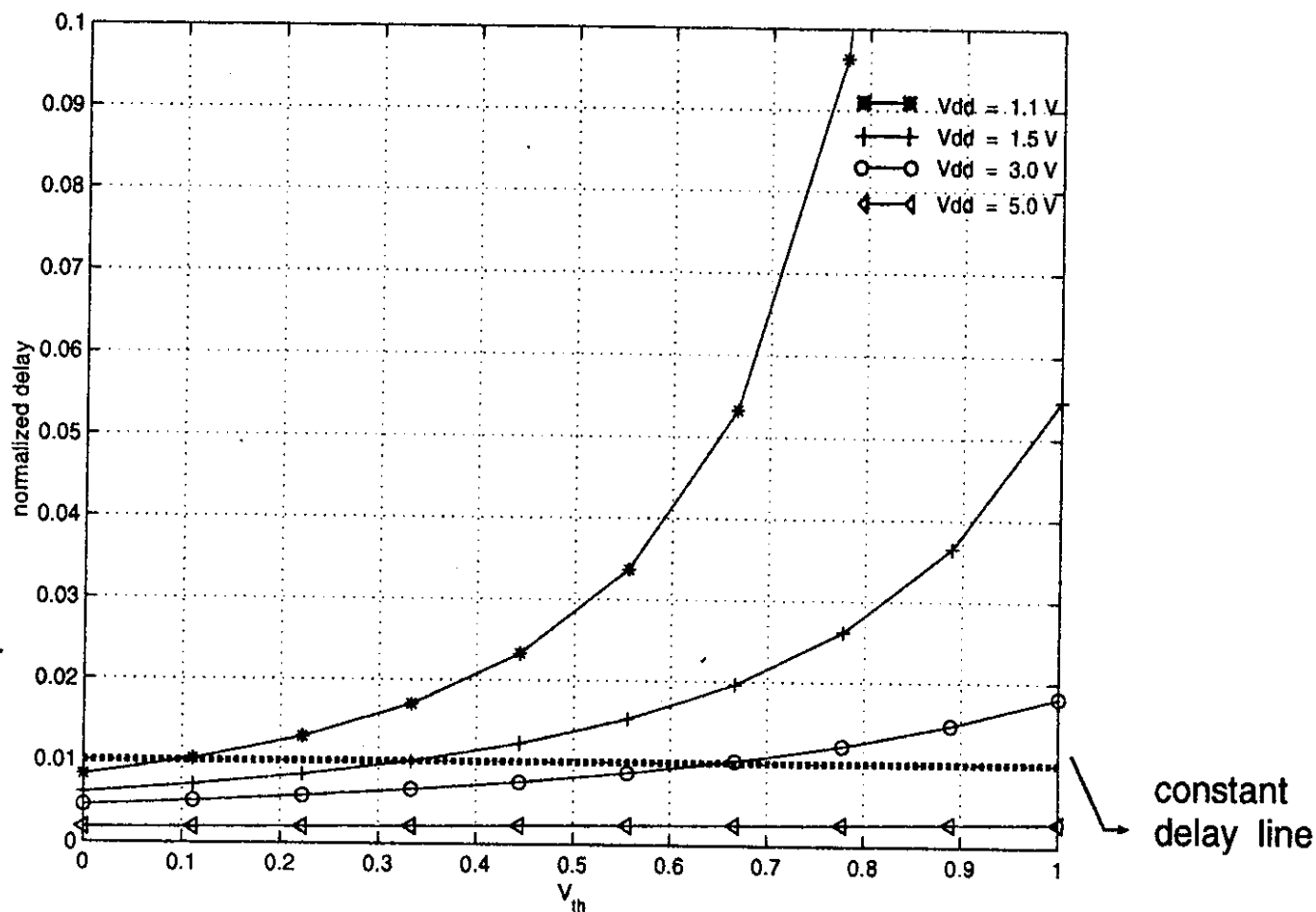


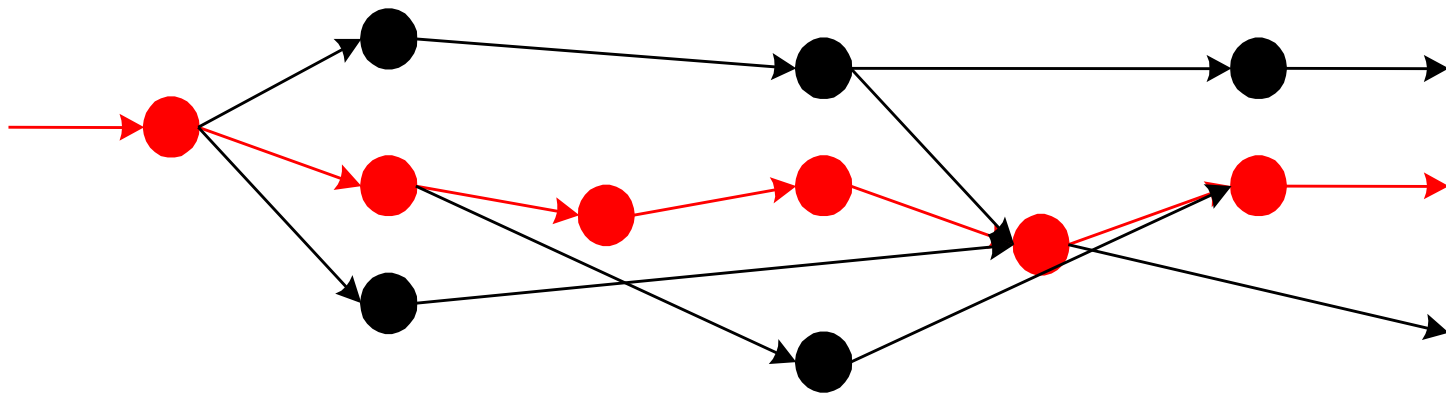
Fig. 17.4 Circuit delay as a function of supply voltage for varying threshold voltages.

# Dual $V_T$ Technology

Reduced  $V_{DD} \propto$  Increased delay

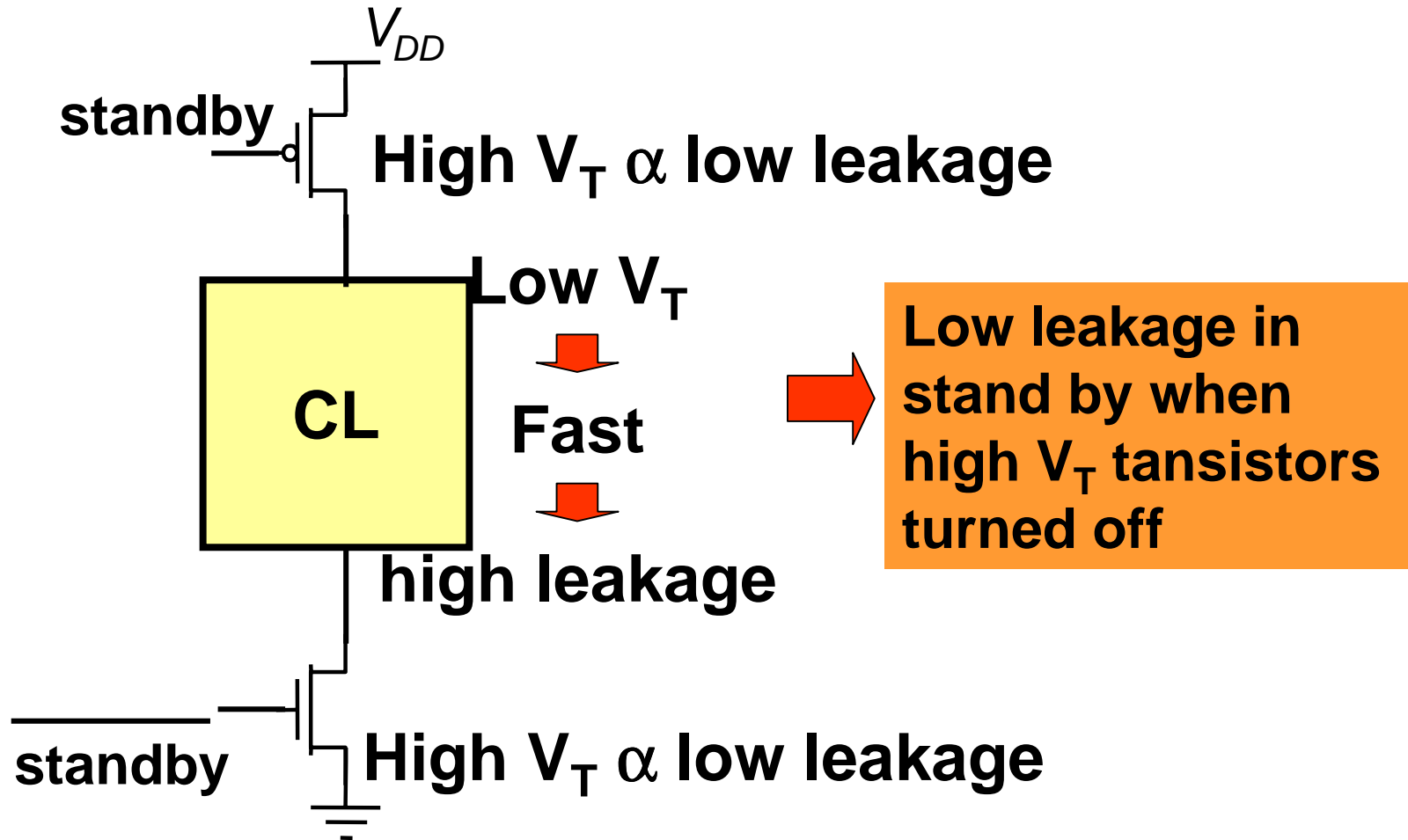
Low  $V_T \propto$  Faster but Increased Leakage

## Low $V_T$ in critical path



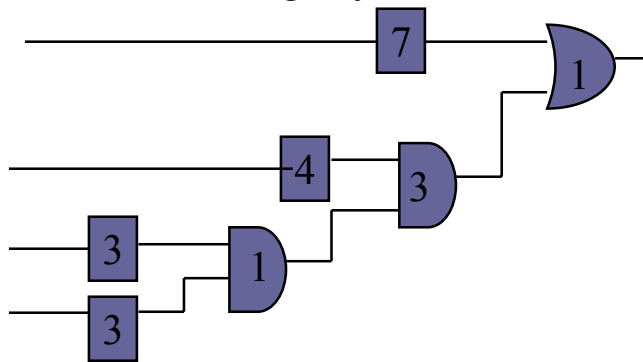


# High $V_T$ stand-by

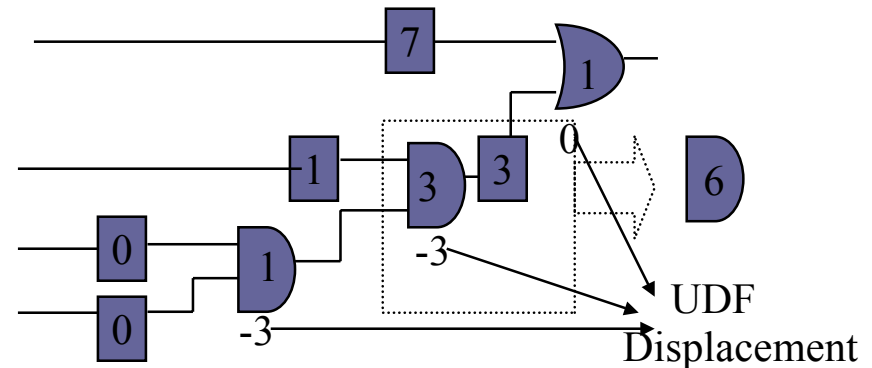


# Low Power Gate Resizing

- Systematic capture and elimination of slack using fictitious entities called *Unit Delay Fictitious Buffers*.
- Replace unnecessary fast gates by slower lower power gates from an underlying gate library.
- Use a simple relation between a gate's speed and power and the UDF's in its fanout nets. Model the problem as an *efficiently solvable ILP* similar to retiming.
- In *Proceedings of ARVLSI'99* Georgia Tech.



Critical Path = 8, UDF's in Boxes



Critical Path = 8, UDF's in Boxes

# Dual Supply Voltages for Low Power

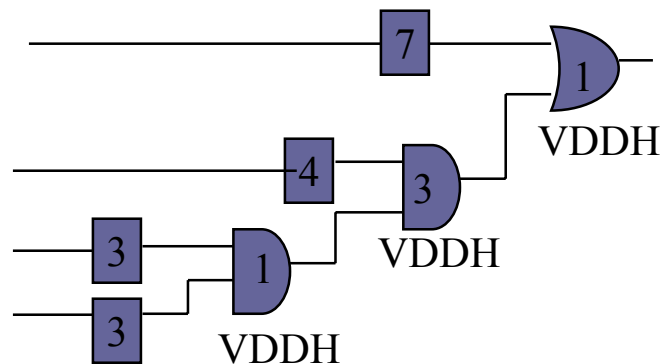
- Components on the Critical Path exhibit no slack but components off the critical path exhibit excessive slack.
- A high supply voltage  $VDDH$  for critical path components and a low supply voltage  $VDDL$  for non critical path components.
- Throughput is maintained and power consumption is lowered.

V. Sundararajan and K.K. Parhi, "Synthesis of Low Power CMOS VLSI Circuits using Dual Supply Voltages", Prof. of ACM/IEEE Design Automation Conference, pp. 72-75, New Orleans, June 1999

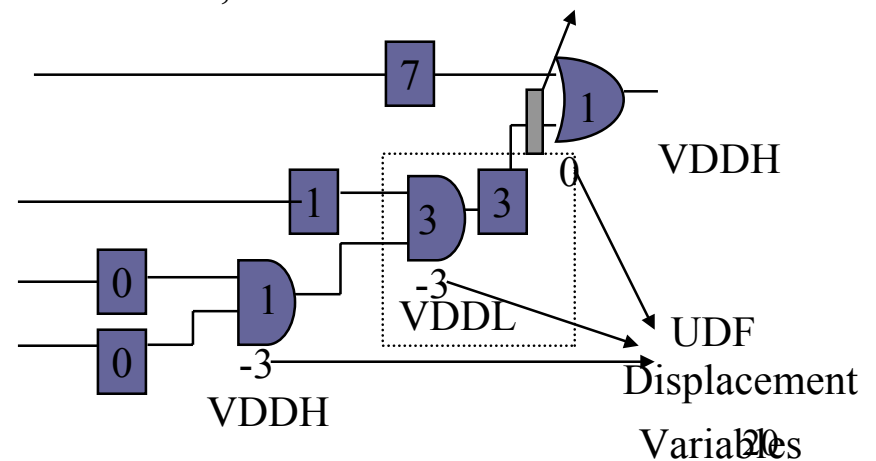
# Dual Supply Voltages for Low Power

- Systematic capture and elimination of slack using fictitious entities called *Unit Delay Fictitious Buffers*.
- Switch unnecessarily fast gates to to lower supply voltage VDDL thereby saving power, critical path gates have a high supply voltage of VDDH.
- Use a simple relation between a gate's speed/power and supply voltage with the UDF's in its fanout nets. Model the problem as an *approximately solvable ILP*.

Critical Path = 8, UDF's in Boxes



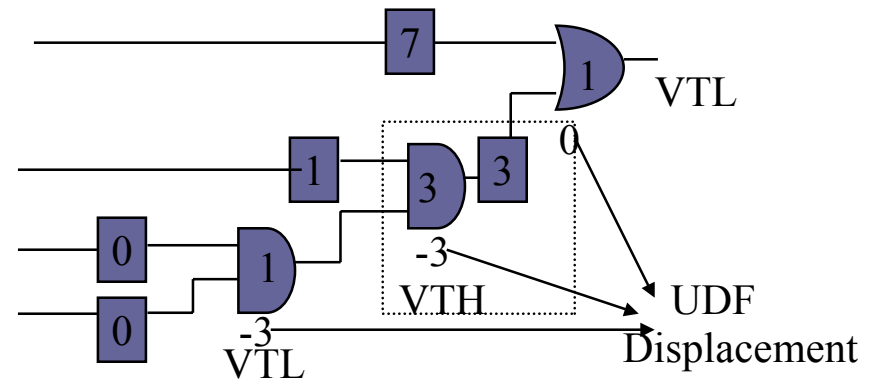
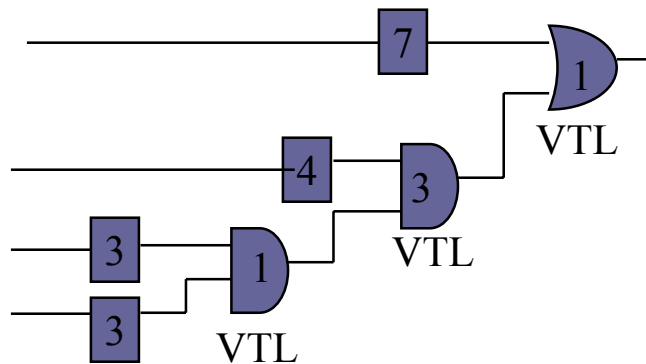
Critical Path = 8, UDF's in Boxes LC = Level Converter



# Dual Threshold CMOS VLSI for Low Power

- Systematic capture and elimination of slack using fictitious entities called *Unit Delay Fictitious Buffers*.
- Gates on the critical path have a low threshold voltage VTL and unnecessarily fast gates are switched to a high threshold voltage VTH.
- Use a simple relation between a gate's speed /power and threshold voltage with the UDF's in its fanout nets. Model the problem as an *efficiently approximable 0-1 ILP*.

Critical Path = 8, UDF's in Boxes



Critical Path = 8, UDF's in Boxes Variables

# Experimental Results

- Table :ISCAS'85 Benchmark Ckts Resizing (20 Sizes) Dual VDD Dual

				(5v, 2.4v)		Vt
Ckt	#Gates	Power Savings	CPU(s)	Power Savings	CPU(s)	Power Savings
C1908	880	15.27%	87.5	49.5%	739.05	84.92%
c2670	1211	28.91%	164.38	57.6%	1229.37	90.25%
c3540	1705	37.11%	312.51	57.7%	1743.75	83.36%
c5315	2351	41.91%	660.56	62.4%	4243.63	91.56%
c6288	2416	5.57%	69.58	62.7%	7736.05	61.75%
c7552	3624	54.05%	1256.76	59.6%	9475.1	90.90%

V. Sundararajan and K.K. Parhi, "Low Power Synthesis of Dual Threshold Voltage CMOS VLSI Circuits" Proc. of 1999 IEEE Int. Symp. on Low-Power Electronics and Design, pp. 139-144, San Diego, Aug. 1999

# HEAT: Hierarchical Energy Analysis Tool

- Salient features:
  - Based on stochastic techniques
  - Transistor-level analysis
  - Effectively models glitching activity
  - Reasonably fast due to its hierarchical nature

# Theoretical Background

- Signal probability:
  - $S = T_{\text{clk}} / T_{\text{gd}}$ , where
    - $T_{\text{clk}}$ : clock period
    - $T_{\text{gd}}$ : smallest gate delay
- Transition probability:
- Conditional probability:

Chapter 17

$$p_{x_i}^1 = \lim_{N \rightarrow \infty} \frac{\sum_{j=1}^{NS} x_i(j)}{NS}$$

$$p_{x_i}^0 = 1 - p_{x_i}^1$$

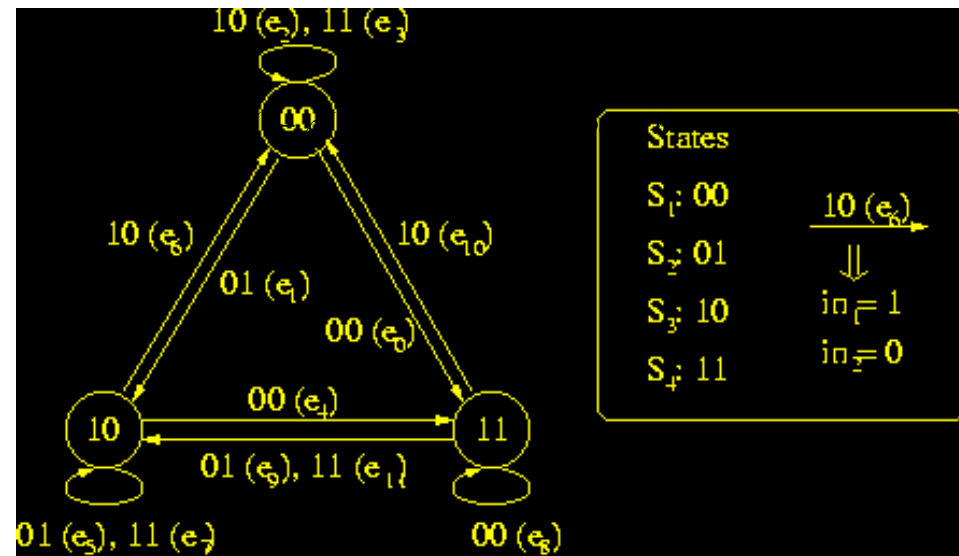
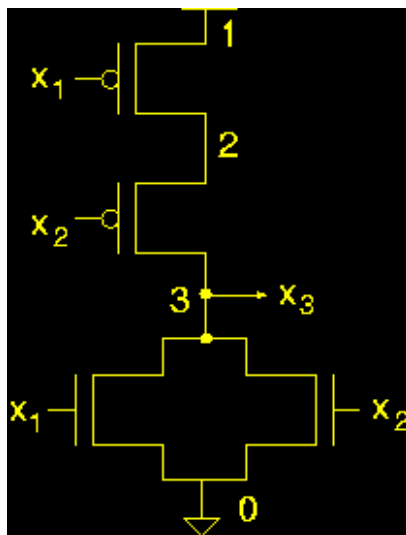
$$p_{x_i}^{1 \rightarrow 0} = \lim_{N \rightarrow \infty} \frac{\sum_{j=1}^{NS} x_i(j) \overline{x_i(j+1)}}{NS}$$

$$p_{x_i}^{1 \rightarrow 0} + p_{x_i}^{1 \rightarrow 1} + p_{x_i}^{0 \rightarrow 1} + p_{x_i}^{0 \rightarrow 0} = 1$$

$$p_{x_i}^{1/0} = \frac{p_{x_i}^{0 \rightarrow 1}}{p_{x_i}^{0 \rightarrow 1} + p_{x_i}^{0 \rightarrow 0}}$$



# State Transition Diagram Modeling

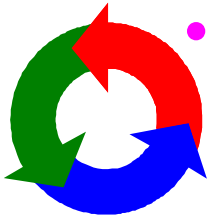


$$node_2(n+1) = (1 - x_1(n)) + x_1(n) \cdot x_2(n) \cdot node_2(n)$$

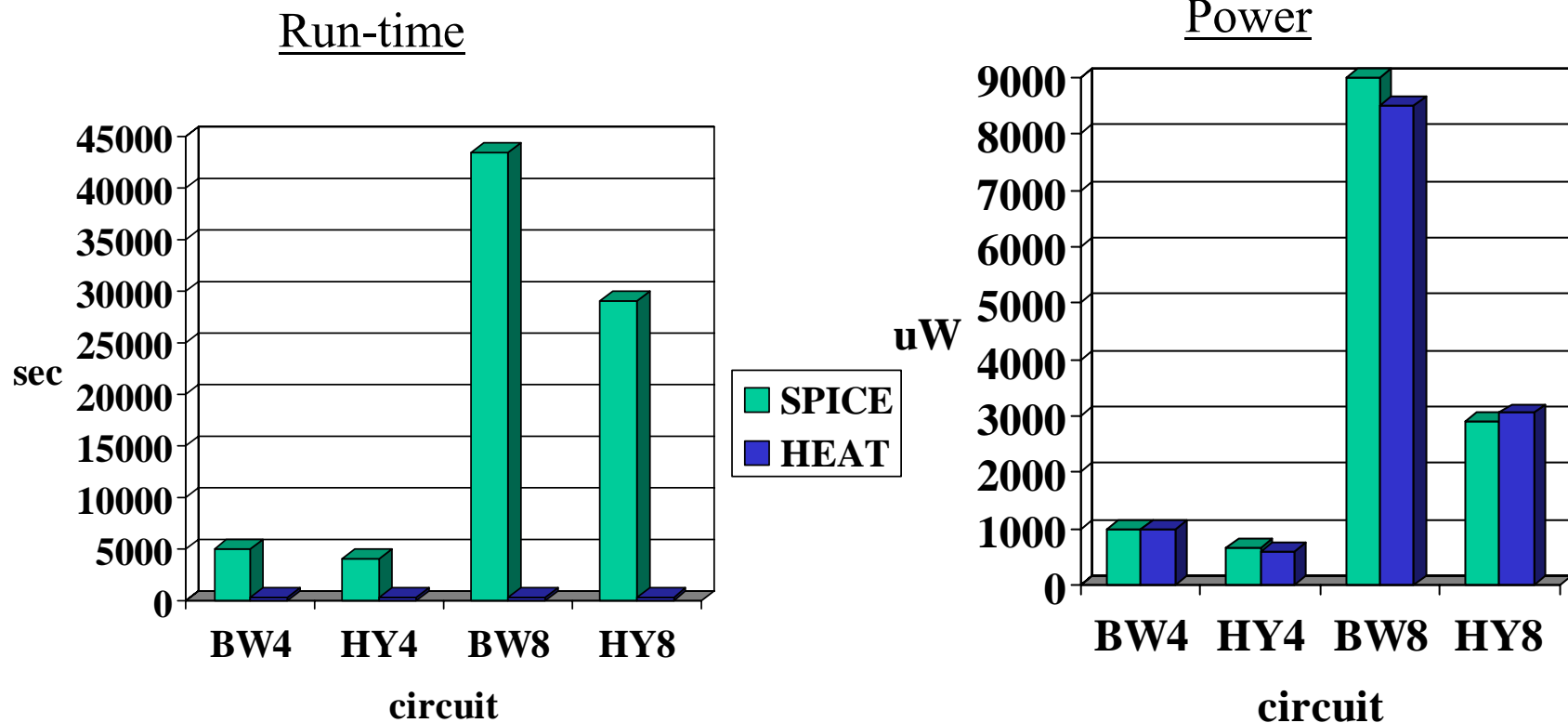
$$node_3(n+1) = (1 - x_1(n)) + (1 - x_2(n))$$

# The HEAT algorithm

- Partitioning of systems unit into smaller sub-units
- State transition diagram modeling
- Edge energy computation (HSPICE)
- Computation of steady-state probabilities (MATLAB)
- Edge activity computation
- Computation of average energy



# Performance Comparison



J. Satyanarayana and K.K. Parhi, "Power Estimation of Digital Datapaths using HEAT Tool", IEEE Design and Test Magazine, 17(2), pp. 101-110, April-June 2000

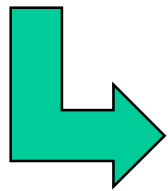
# Finite field arithmetic -- Addition and Multiplication

$$A = a_{m-1}\alpha^{m-1} + \dots + a_1\alpha + a_0$$

$$B = b_{m-1}\alpha^{m-1} + \dots + b_1\alpha + b_0$$

$$A + B = (a_{m-1} + b_{m-1})\alpha^{m-1} + \dots + (a_1 + b_1)\alpha + (a_0 + b_0)$$

$$A \cdot B = (a_{m-1}\alpha^{m-1} + \dots + a_1\alpha + a_0)(b_{m-1}\alpha^{m-1} + \dots + b_1\alpha + b_0) \bmod(p(x))$$



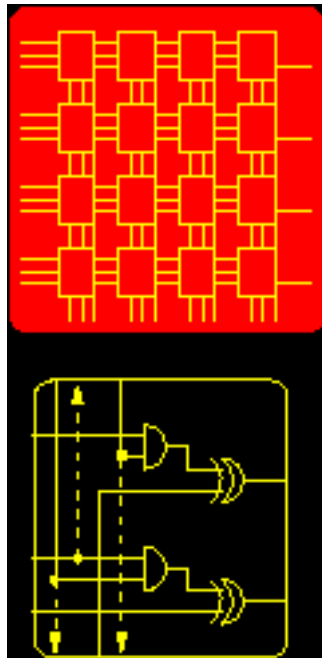
Polynomial addition over GF(2)

one's complement operation --> XOR gates

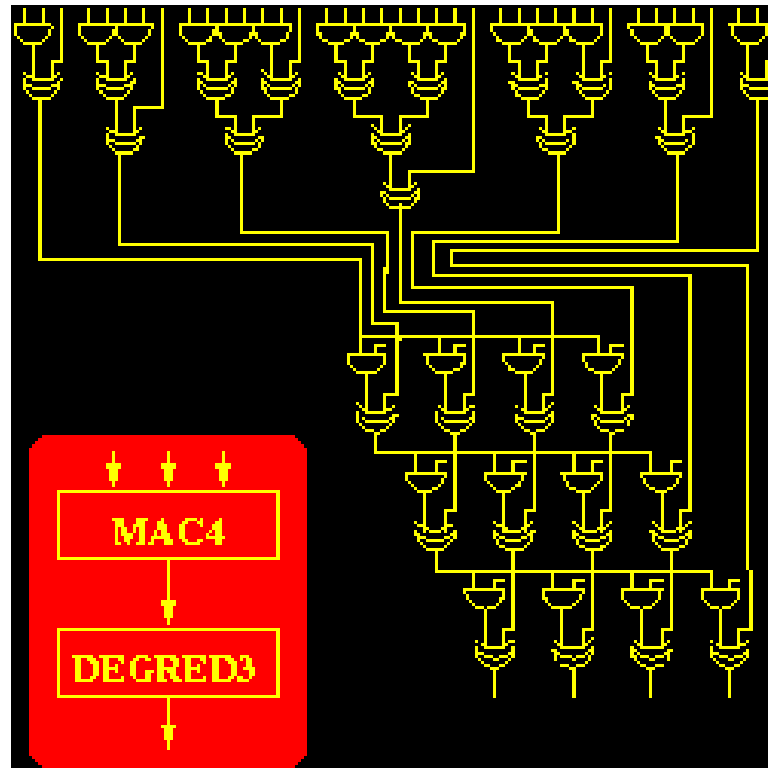
Polynomial multiplication and modulo operation  
(modulo primitive polynomial  $p(x)$ )

# Programmable finite field multiplier

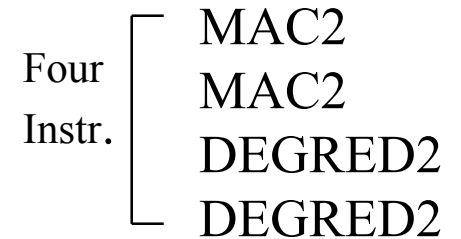
Array-type



Parallel



Digit-serial



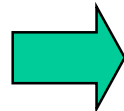
# Finite field arithmetic-- programmable finite field multipliers

Programmability:-primitive polynomial  $p(x)$   
-field order  $m$

How to achieve programmability:-control circuitry  
-zero, pre & post padding



Polynomial multiplication  
Polynomial modulo operation



Array-type multiplication  
Fully parallel multiplication  
Digit-serial/parallel multiplication

L. Song and K. K. Parhi, "Low-energy digit-serial/parallel finite field multipliers",  
Journal of VLSI Signal Processing, 19(2), pp. 149-166, June 1998

# Data-path architectures for low energy RS codecs

- Advantages of having two separate sub-arrays
  - Example: Vector-vector multiplication over GF(2<sup>m</sup>)

$$\begin{bmatrix} A_0 & A_1 & \dots & A_{n-1} \end{bmatrix} \begin{bmatrix} B_0 \\ B_1 \\ \dots \\ B_{n-1} \end{bmatrix} = (A_0 B_0 + \dots + A_{n-1} B_{n-1}) \bmod (p(x))$$

- Assume energy(parallel multiplier)=Eng

$$\text{Energy(MAC8x8)}=0.25 \text{ Eng}$$

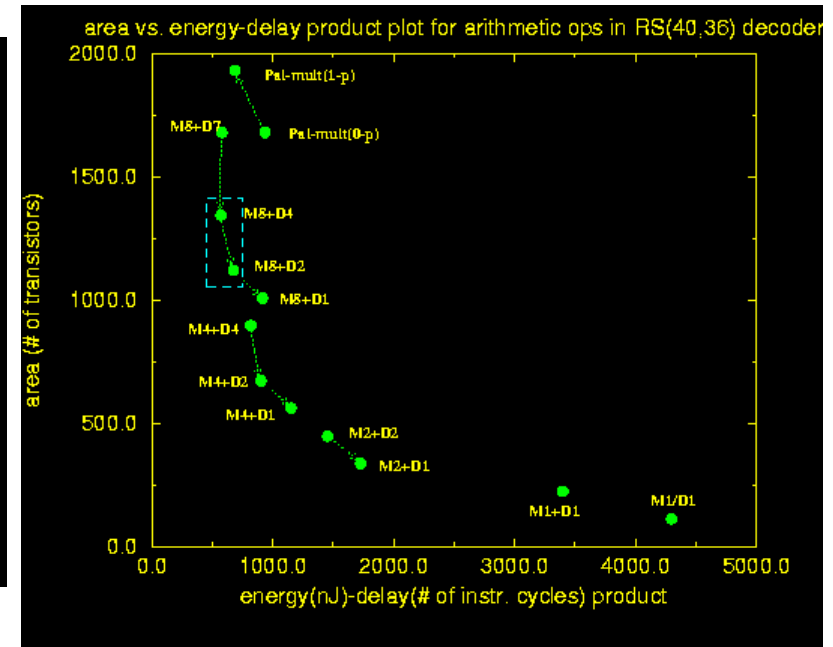
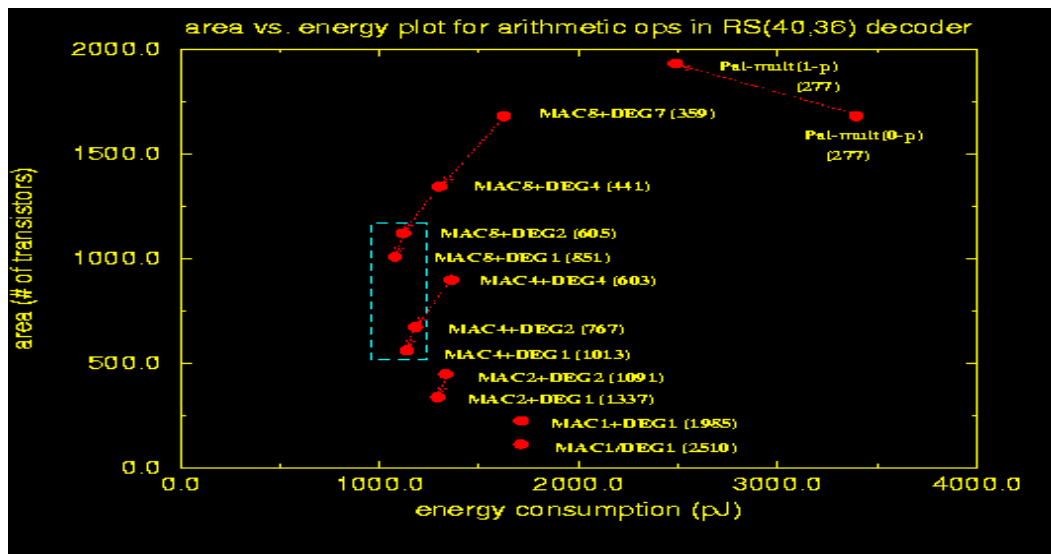
$$\text{Energy(DEGRED7)}=0.75 \text{ Eng}$$

$$\text{Total Energy(parallel)}=\text{Eng} \cdot n$$

$$\text{Total Energy(MAC-D7)}=0.25\text{Eng} \cdot n + 0.75\text{Eng}$$

$$s = \frac{\text{Eng} \cdot (n - (0.25n + 0.75))}{\text{Eng} \cdot n} \cong 75\%$$

# Data-path architectures for low-power RS encoder

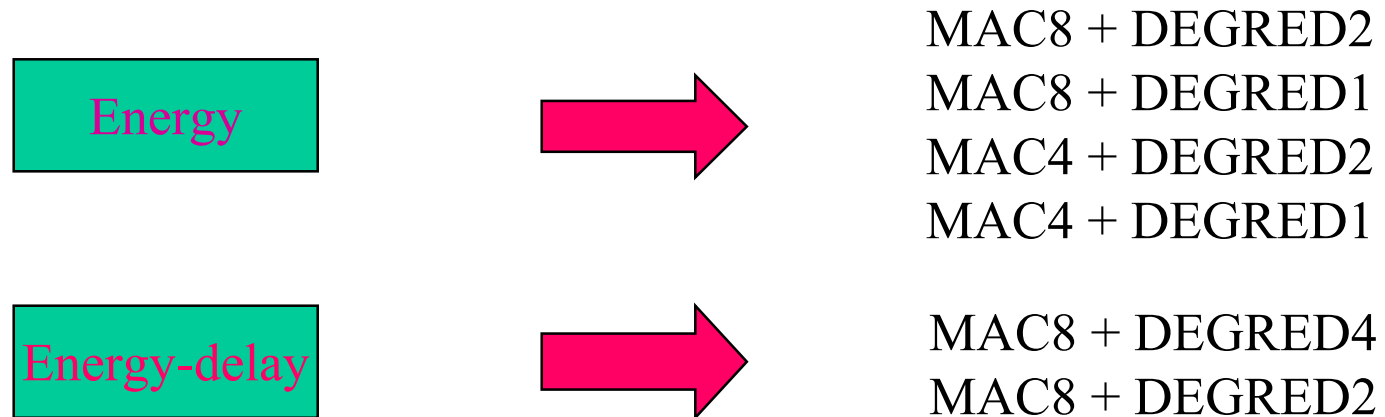


- Data-paths
  - One parallel finite field multiplier
  - Digit-serial multiplication: MAC<sub>x</sub> and DEGR<sub>E</sub>D<sub>y</sub>



# Data-path architectures for low energy RS codecs

- Data-path:
  - one parallel finite field multiplier
  - Digit-serial multiplication:  $MAC_x$  and  $DEGRED_y$



L. Song, K.K. Parhi, I. Kuroda, T. Nishitani, "Hardware/Software Codesign of Finite Field Datapath for Low-Energy Reed-Solomon Codecs", IEEE Trans. on VLSI Systems, 8(2), pp. 160-172, Apr. 2000

# Low power design challenges

- System Integration
- Application Specific architectures for Wireless/ADSL/Security
- Programmable DSPs to handle new application requirements
- Low-Power Architectures driven by Interconnect, Crosstalk in DSM technology
- How Far are we away from PDAs/Cell Phones for wireless video, internet access