

Digital IC Design

Lecture 12 Power

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This lecture is mainly based on “CMOS VLSI Design”, 4th edition, by N. Weste and D. Harris and its accompanying lecture notes

Why Low-Power?

- ❑ Battery powered devices
 - We want to add more features
 - But we want to reduce the size (size is limited by the battery)
 - And we want to extend the lifetime (also limited by the battery)
- ❑ Mains powered devices (with power cord)
 - We want to save cost
 - Cost of electricity
 - US data centers consuming 140 billion kW-hr annually by 2020
 - costing \$13 billion annually in electricity bills only
 - Cost of cooling
 - Beyond 150W/chip liquid cooling or special heat sinks are required
 - We want to save the environment
 - Greenhouse emissions, climate change, etc.

Power and Energy

❑ Power is drawn from a voltage source attached to the V_{DD} pin(s) of a chip.

❑ Instantaneous Power:

$$P(t) = I(t)V(t)$$

❑ Energy:

$$E = \int_0^T P(t)dt$$

❑ Average Power:

$$P_{\text{avg}} = \frac{E}{T} = \frac{1}{T} \int_0^T P(t)dt$$

Energy

$$E = \int_0^T P(t) dt$$

- ❑ Energy in circuits is usually expressed in Joules (J)
 - $1 \text{ W} = 1 \text{ J/s}$
- ❑ Energy in batteries is often given in W-hr
 - $1 \text{ W-hr} = (1 \text{ J/s})(3600 \text{ s/hr})(1 \text{ hr}) = 3600 \text{ J}$
- ❑ At the end of the day, the battery has “Energy” not “Power”
- ❑ You can operate at low power
 - But if you need multiple cycles to do a given operation
 - You may end up consuming more energy
 - So your battery will die faster
- ❑ The focus should be “**Energy-Efficiency**” rather than “Low-Power”
 - Always think “Energy-wise”

Power in Circuit Elements

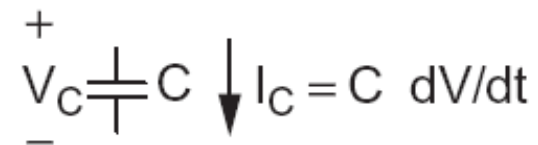
$$P_{VDD}(t) = I_{DD}(t)V_{DD}$$



$$P_R(t) = \frac{V_R^2(t)}{R} = I_R^2(t)R$$



$$\begin{aligned} E_C &= \int_0^{\infty} I(t)V(t)dt = \int_0^{\infty} C \frac{dV}{dt} V(t)dt \\ &= C \int_0^{V_C} V(t)dV = \frac{1}{2} CV_C^2 \end{aligned}$$



Charging a Capacitor

□ When the gate output rises

- Energy stored in capacitor is

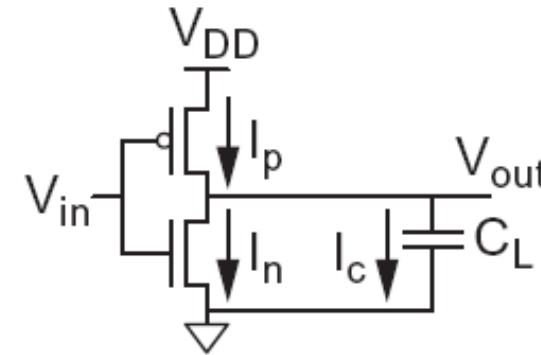
$$E_C = \frac{1}{2} C_L V_{DD}^2$$

- But energy drawn from the supply is

$$E_{VDD} = \int_0^{\infty} I(t) V_{DD} dt = \int_0^{\infty} C_L \frac{dV}{dt} V_{DD} dt$$

$$= C_L V_{DD} \int_0^{V_{DD}} dV = C_L V_{DD}^2$$

- Half the energy from V_{DD} is dissipated in the PMOS transistor as heat, other half stored in capacitor

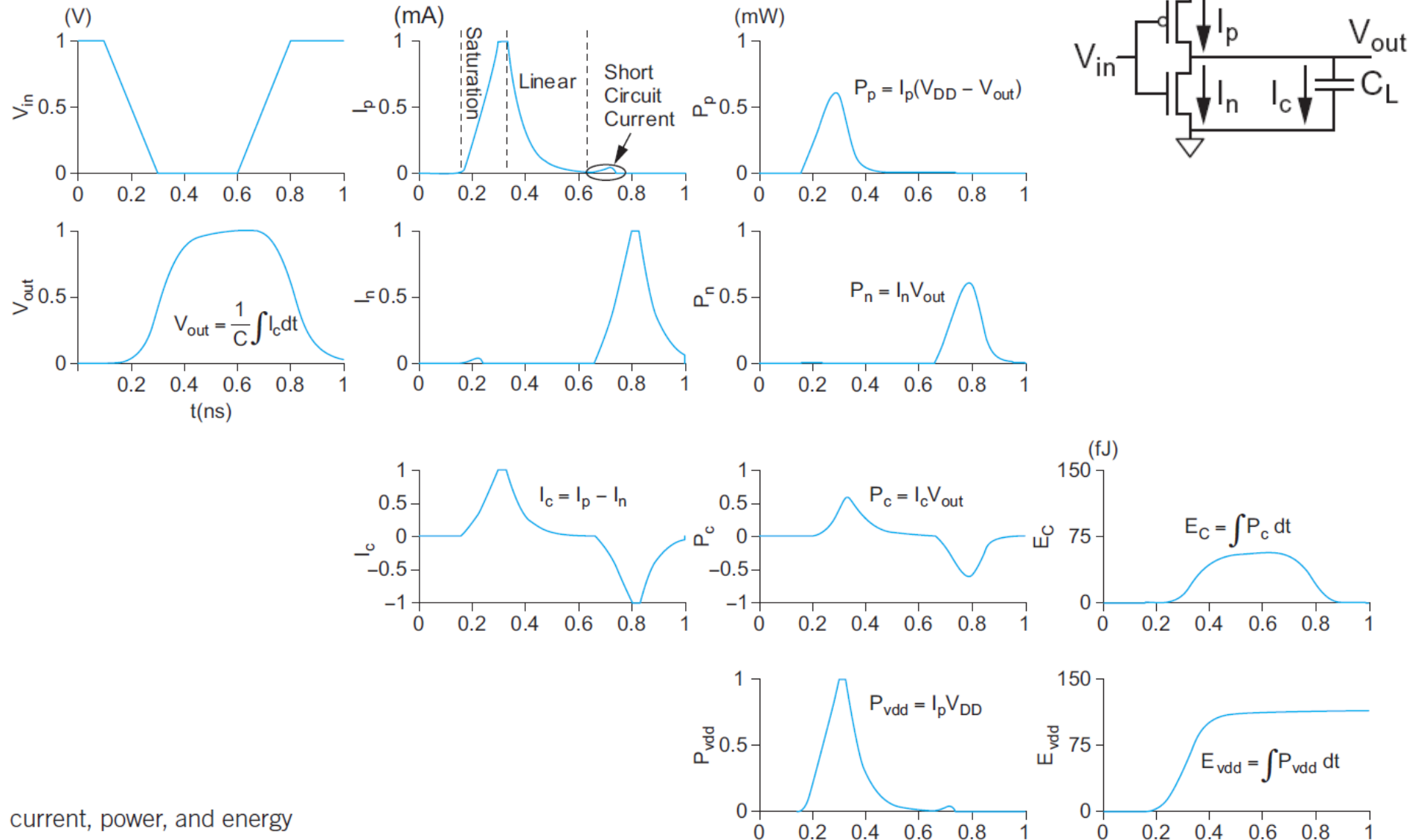


□ When the gate output falls

- Energy in capacitor is dumped to GND
- Dissipated as heat in the NMOS transistor

Switching Waveforms

□ Example: $V_{DD} = 1.0$ V, $C_L = 150$ fF, $f = 1$ GHz



Switching Power

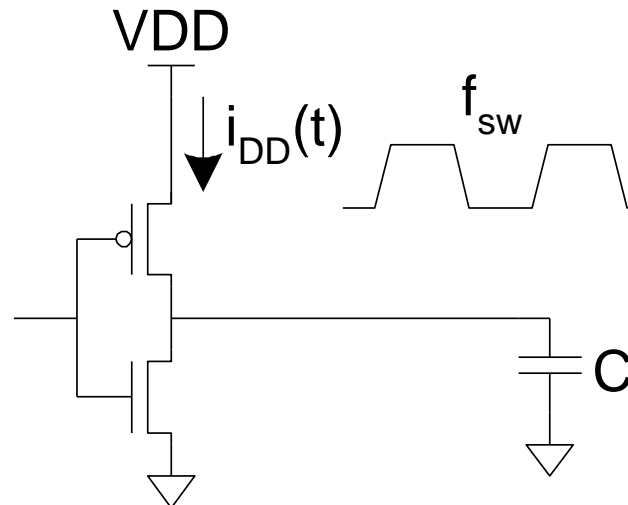
- ❑ Energy consumed in one switching cycle ($T_{sw} = 1/f_{sw}$):

$$E_{sw} = C_L V_{DD}^2$$

- ❑ Average switching power (a.k.a. dynamic power):

$$P_{sw} = \frac{E_{sw}}{T_{sw}} = C_L V_{DD}^2 f_{sw}$$

- Quadratic dependence on V_{DD}
- Linear dependence on f_{sw}



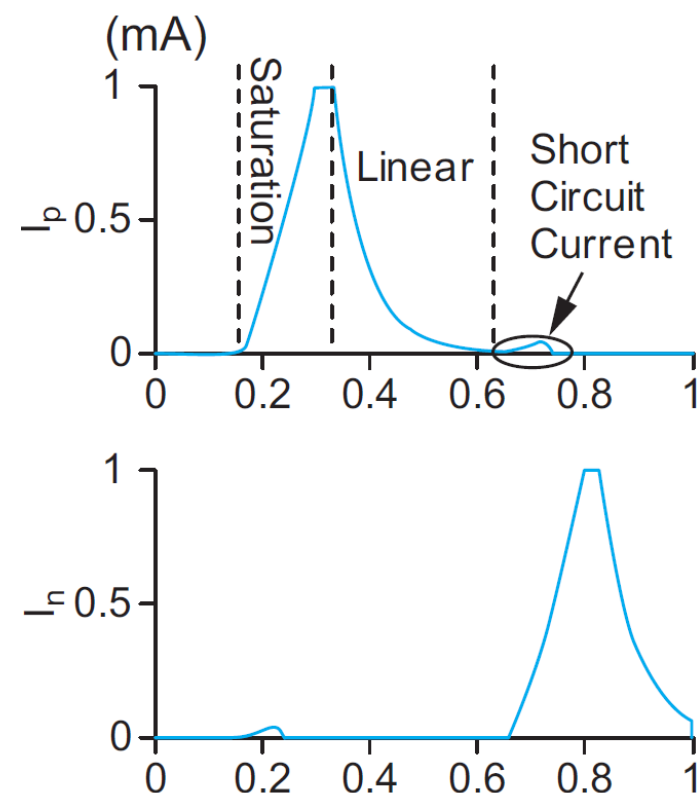
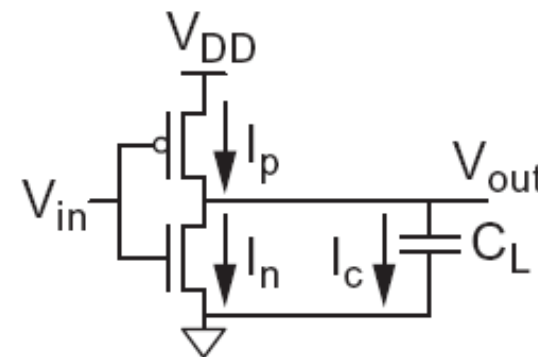
Activity Factor

- ❑ Suppose the system clock frequency = f_{clk}
- ❑ Let $f_{sw} = \alpha f_{clk}$, where α = activity factor
 - The activity factor is the probability that the circuit node transitions from 0 to 1
 - If the signal is a clock, $\alpha = 1$
 - If the signal switches once per cycle, $\alpha = 0.5$
- ❑ Dynamic power:

$$P_{sw} = C_L V_{DD}^2 f_{sw} = \alpha C_L V_{DD}^2 f_{clk} = C_{eff} V_{DD}^2 f_{clk}$$

Short Circuit Current

- ❑ When transistors switch, both NMOS and PMOS networks may be momentarily ON at once
- ❑ Leads to a blip of “short circuit” current.
- ❑ Controlled by $\frac{V_t}{V_{DD}}$ ratio
 - Also depends on rise/fall times
- ❑ For $\frac{V_t}{V_{DD}} \approx 0.3$:
 - 2-10% of dynamic power
- ❑ Less important for nanometer technologies
- ❑ We will generally ignore this component

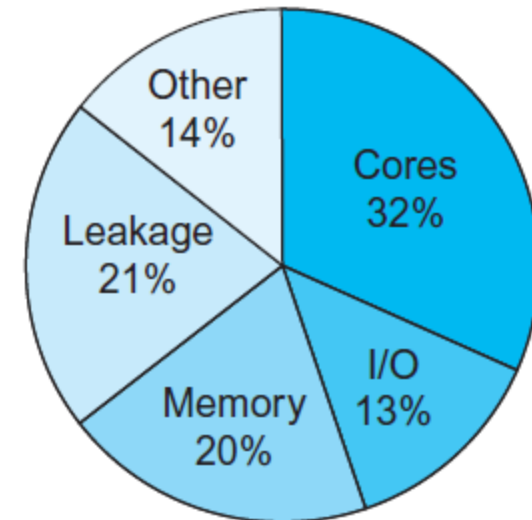


Power Dissipation Sources

- ❑ $P_{\text{total}} = P_{\text{dynamic}} + P_{\text{static}}$
- ❑ Dynamic power: $P_{\text{dynamic}} = P_{\text{switching}} + P_{\text{shortcircuit}}$
 - Switching load capacitances
 - Short-circuit current
- ❑ Static power: $P_{\text{static}} = (I_{\text{sub}} + I_{\text{gate}} + I_{\text{junct}} + I_{\text{contention}})V_{\text{DD}}$
 - Subthreshold leakage
 - Gate leakage
 - Junction leakage
 - Contention current (in ratioed logic, to be discussed later)

Power Consumption Distribution

- ❑ In old technologies:
 - Roughly one-third of microprocessor power is spent on the clock
 - Another third on memories
 - The remaining third on logic and wires
- ❑ In nanometer technologies:
 - Nearly one-third of the power is leakage
 - High-speed I/O contributes a growing component too
- ❑ Example:
 - Active power consumption of Sun's 8-core 84 W Niagara2 processor
 - The cores and other components collectively account for clock, logic, and wires



Dynamic Power Example

- ❑ 1 billion transistor chip
 - 50M logic transistors
 - Average width: 12λ
 - Activity factor = 0.1
 - 950M memory transistors
 - Average width: 4λ
 - Activity factor = 0.02 (only necessary bank is activated)
 - 1.0 V 65 nm process
 - $C = 1 \text{ fF}/\mu\text{m}$ (gate) + $0.8 \text{ fF}/\mu\text{m}$ (diffusion)
- ❑ Estimate dynamic power consumption @ 1 GHz.
 - Neglect wire capacitance and short-circuit current.

Dynamic Power Example

- ❑ 50M logic transistors
 - Average width: 12λ
 - Activity factor = 0.1
- ❑ 950M memory transistors
 - Average width: 4λ
 - Activity factor = 0.02 (only necessary bank is activated)
- ❑ 1.0 V 65 nm process
- ❑ $C = 1\text{ fF}/\mu\text{m}$ (gate) + $0.8\text{ fF}/\mu\text{m}$ (diffusion)

$$C_{\text{logic}} = (50 \times 10^6)(12\lambda)(0.025\mu\text{m} / \lambda)(1.8\text{ fF} / \mu\text{m}) = 27\text{ nF}$$

$$C_{\text{mem}} = (950 \times 10^6)(4\lambda)(0.025\mu\text{m} / \lambda)(1.8\text{ fF} / \mu\text{m}) = 171\text{ nF}$$

$$P_{\text{dynamic}} = [0.1C_{\text{logic}} + 0.02C_{\text{mem}}](1.0)^2(1.0\text{ GHz}) = 6.1\text{ W}$$

Dynamic Power Reduction

$$P_{sw} = \alpha C_L V_{DD}^2 f_{clk}$$

- ❑ Try to minimize:
 1. Activity factor
 2. Capacitance
 3. Supply voltage
 4. Frequency

Activity Factor Estimation

- ❑ Let $P_i = \text{Probability}(\text{node } i = 1)$
 - $\bar{P}_i = 1 - P_i$
- ❑ $\alpha_i = P_i * \bar{P}_i = P_i(1 - P_i)$
- ❑ Completely random data has $P = 0.5$ and $\alpha = 0.25$
- ❑ Data is often not completely random
 - e.g. upper bits of 64-bit words representing bank account balances are usually 0 😊
- ❑ Data propagating through ANDs and ORs has lower activity factor
 - Depends on design, but typically $\alpha \approx 0.1$

Activity Factor Estimation

□ Let P_i = Probability(node i = 1)

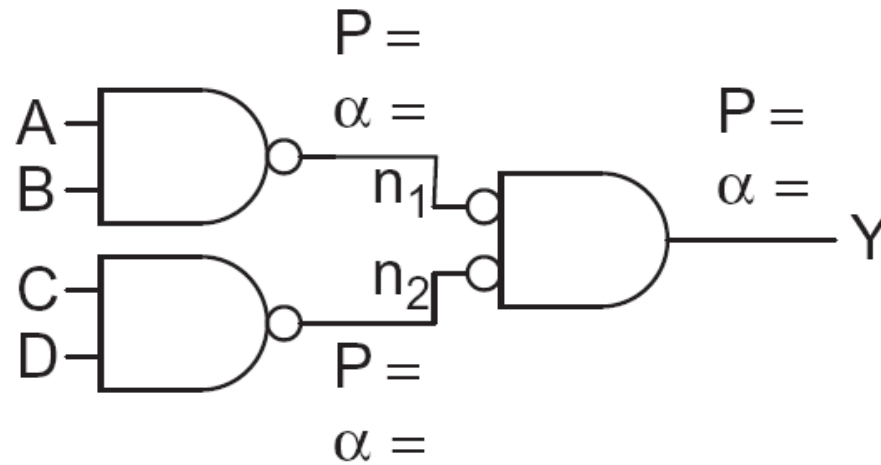
▪ $\bar{P}_i = 1 - P_i$

□ $\alpha_i = P_i * \bar{P}_i = P_i(1 - P_i)$

Gate	P_Y
AND2	$P_A P_B$
AND3	$P_A P_B P_C$
OR2	$1 - \bar{P}_A \bar{P}_B$
NAND2	$1 - P_A P_B$
NOR2	$\bar{P}_A \bar{P}_B$
XOR2	$P_A \bar{P}_B + \bar{P}_A P_B$

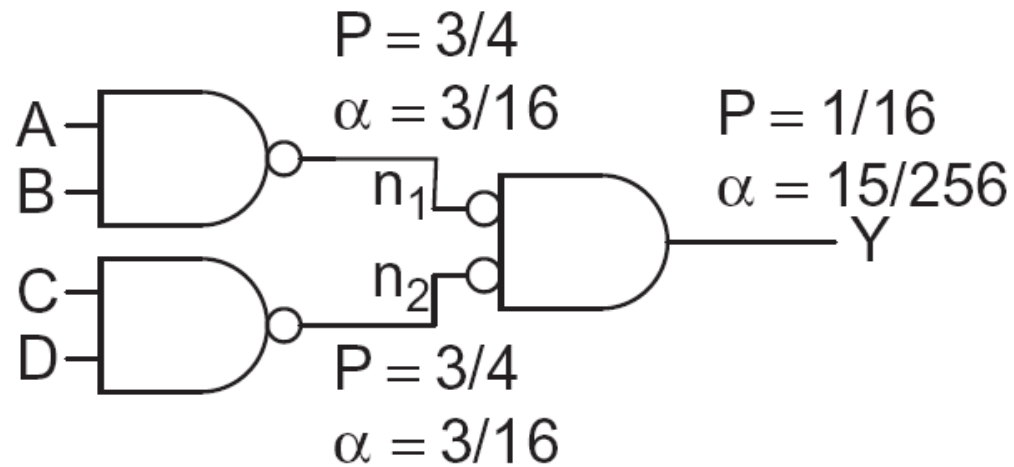
Example

- ❑ A 4-input AND is built out of two levels of gates
- ❑ Estimate the activity factor at each node if the inputs have $P = 0.5$



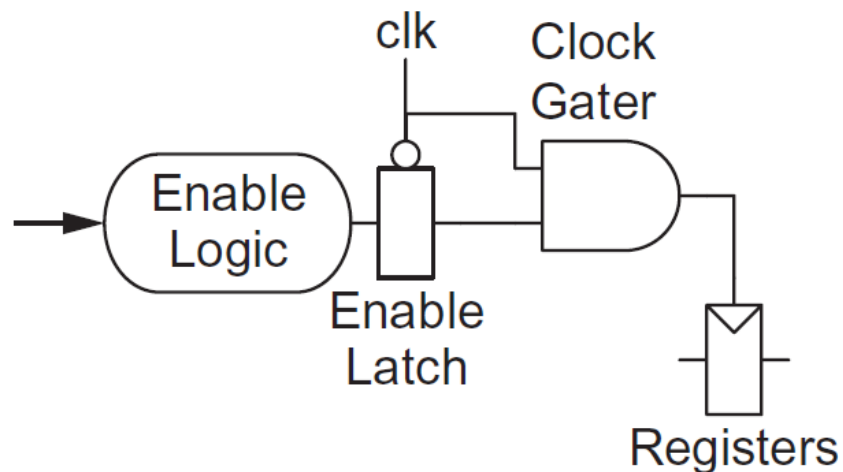
Example

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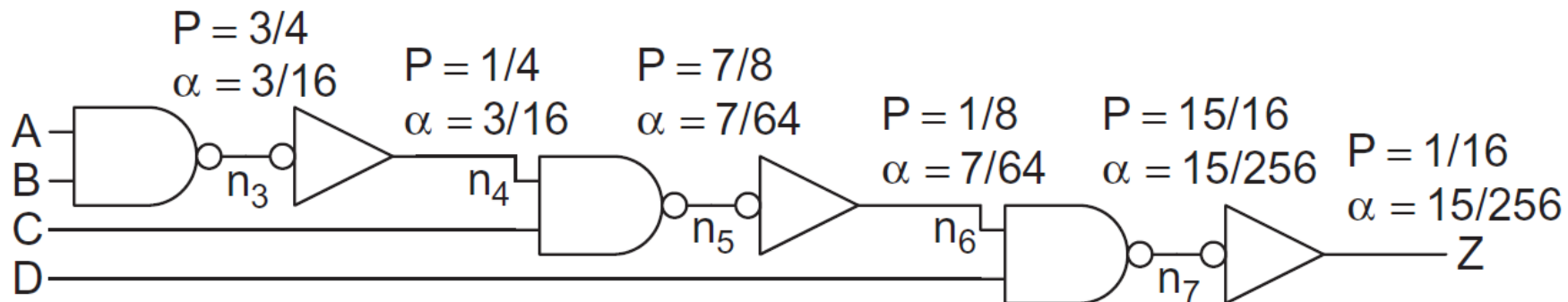
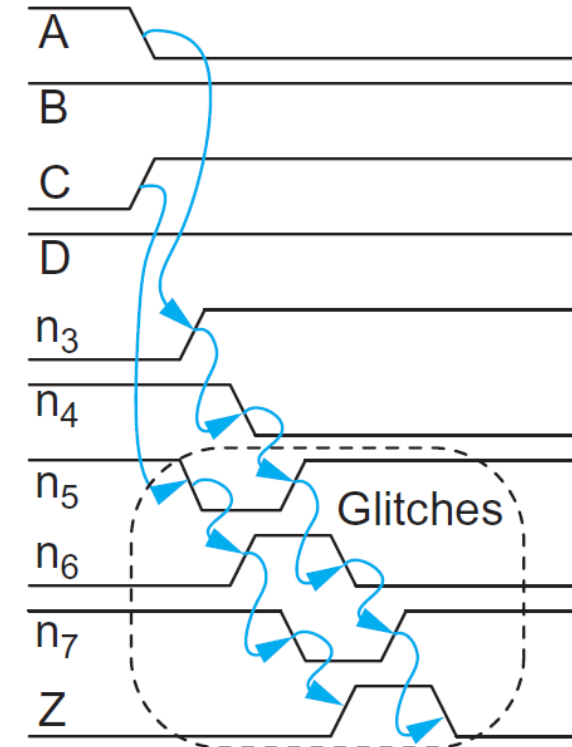
Clock Gating

- ❑ The best way to reduce the activity is to turn off the clock to registers in unused blocks
 - Saves clock activity ($\alpha = 1$)
 - Eliminates all switching activity in the block
- ❑ Why directly ANDing the clock is a bad idea?



Glitches

- ❑ Gates will sometimes make spurious transitions called glitches.
- ❑ Glitches: When a single input change causes an output to change multiple times
- ❑ Example: ABCD from 1101 to 0111
- ❑ Glitches cause extra power dissipation (increase in activity factor) especially in chains of gate
- ❑ Causes majority of power in ripple carry adders and array multipliers



Capacitance

□ Gate capacitance

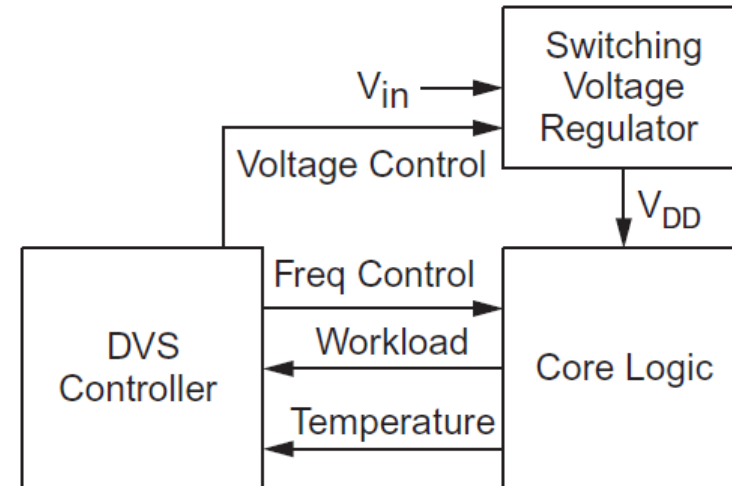
- Fewer stages of logic
- Small gate sizes
- To reduce power use $f > \hat{f} = 4$
- For driving IO pads use $f = 8 \rightarrow 12$
- Example: In a 64-bit adder, relaxing delay requirement by 10% can save 55% of energy!

□ Wire capacitance

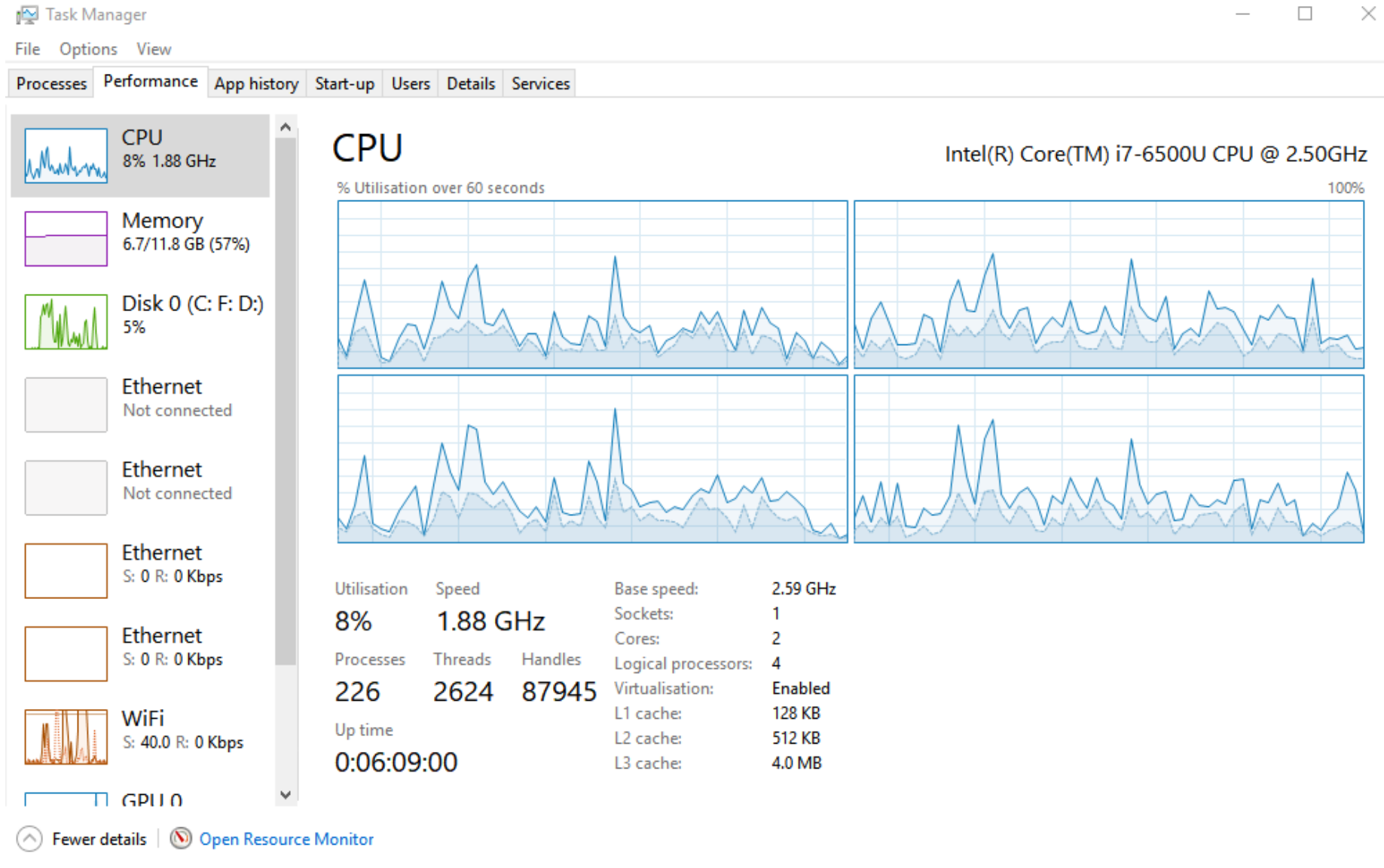
- Good floorplanning to keep communicating blocks close to each other
- Drive long wires with inverters or buffers rather than complex gates

Voltage / Frequency

- ❑ If the frequency and voltage scale down in proportion, a cubic reduction in power is achieved.
- ❑ Run each block at the lowest possible voltage and frequency that meets performance requirements
- ❑ Voltage Domains
 - Provide separate supplies to different blocks
 - Level converters (shifters) required when crossing from low to high V_{DD} domains
- ❑ Dynamic Voltage/Frequency Scaling (DVFS)
 - Adjust V_{DD} and f_{clk} according to workload



Dynamic Voltage/Frequency Scaling (DVFS)



Static Power

- ❑ Static power is consumed even when chip is idle.
 - Leakage draws power from nominally OFF devices
- ❑ Prior to the 90 nm node
 - Leakage power was negligible compared to dynamic power
 - It was of concern primarily during sleep mode
- ❑ In nanometer processes
 - Low threshold voltages and thin gate oxides
 - Leakage can account for as much as a third of total active power

Subthreshold Leakage

□ For $V_{ds} > 2v_T = 2\frac{kT}{q} \approx 50mV$:

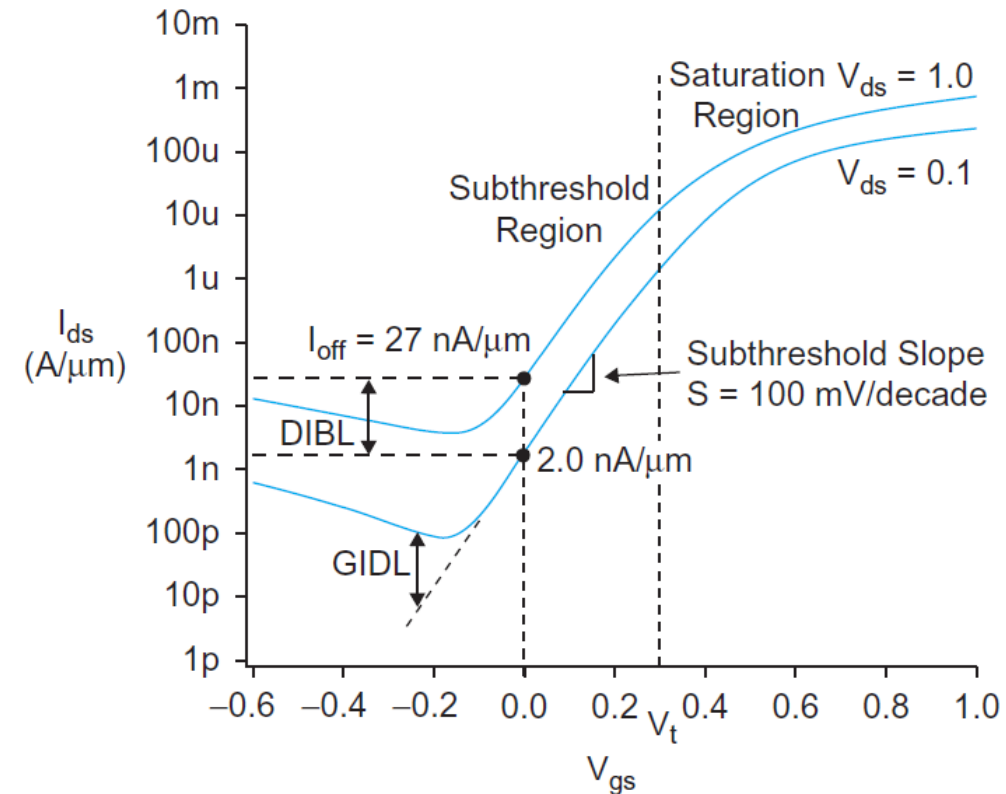
$$I_{sub} = I_{off} 10^{\frac{V_{gs} + \eta(V_{ds} - V_{DD}) - k_{\gamma}V_{sb}}{S}}$$

□ I_{off} : Subthreshold leakage at $V_{gs} = 0$ and $V_{ds} = V_{dd}$

- $I_{off} \propto e^{\frac{-V_t}{nv_T}}$
- Specified at $25^{\circ}C$, increases exponentially with temperature
- $S = nv_T \ln 10 = nv_T / \log e = 2.3nv_T$: Subthreshold slope $\sim 100mV/decade$

□ η : DIBL coefficient $\sim 0.1V/V$

□ k_{γ} : Body effect coefficient $\sim 0.1V/V$



Multi-Threshold CMOS (Multi- V_t)

- ❑ V_t can be tuned by adjusting the doping of the channel (beneath the gate oxide)

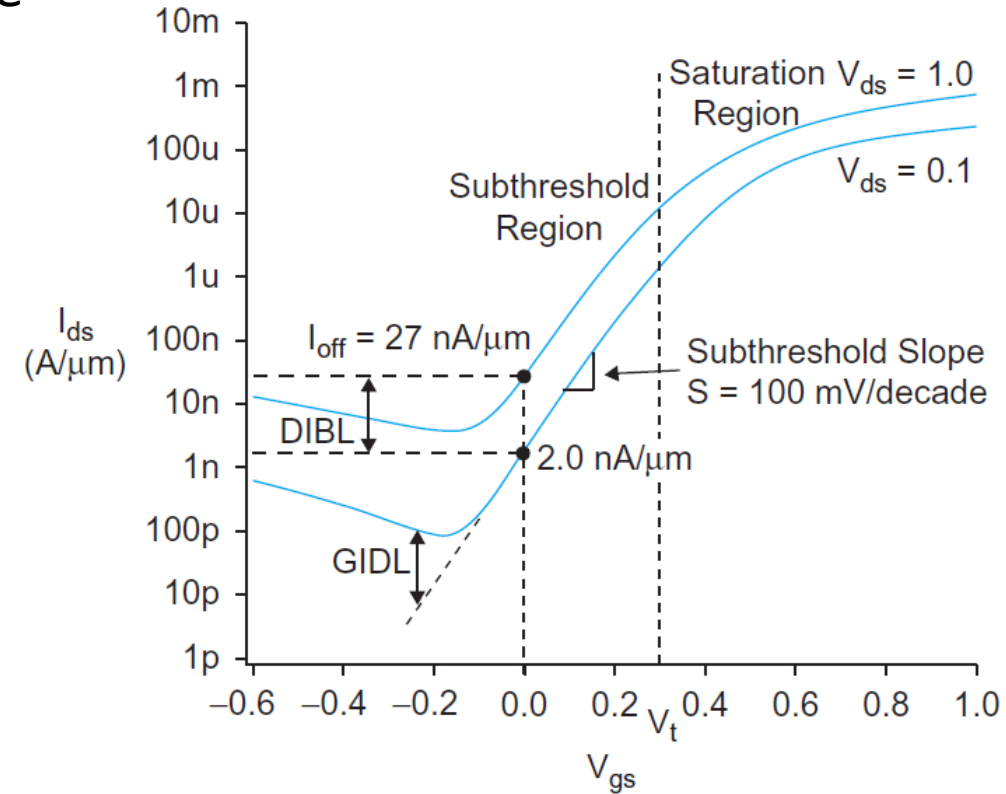
- Adds additional photolithography and ion implantation steps

- ❑ $I_{off} \propto e^{\frac{-V_t}{nV_T}}$: Subthreshold leakage current at $V_{gs} = 0$ and $V_{ds} = V_{dd}$

- Example (65nm technology):
 - Low V_t : $I_{off} \approx 100\text{nA}/\mu\text{m}$
 - Normal V_t : $I_{off} \approx 10\text{nA}/\mu\text{m}$
 - High V_t : $I_{off} \approx 1\text{nA}/\mu\text{m}$

- ❑ Use High V_t as default

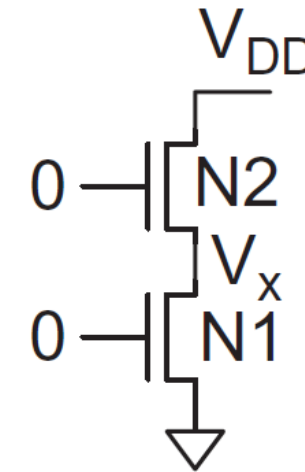
- Use Normal/Low V_t in critical paths only (to fix timing violations)



Stack Effect

❑ Series OFF transistors have less leakage

- V_x is small
 - N1 will see lower DIBL
 - N1 will leak less
- $V_x > 0$
 - N2 has negative V_{gs}
 - N2 will leak less
- The smaller of N1 and N2 leakage will control the series path
- Leakage through 2-stack reduces $\sim 10\times$
- Leakage through 3-stack reduces further



❑ Power gating makes use of this effect (also has higher V_t)

Static Power Calculation

- ☐ Estimate the total width of transistors that are leaking
- ☐ Multiply by the leakage current per unit width
- ☐ Assume half transistors OFF → Subthreshold leakage
- ☐ Assume half transistors ON → Gate leakage

Static Power Example

- ❑ Revisit power estimation for 1 billion transistor chip
- ❑ Estimate static power consumption
 - Subthreshold leakage
 - Normal V_t : 100 nA/ μm
 - High V_t : 10 nA/ μm
 - High V_t used in all memories and in 95% of logic gates
 - Gate leakage 5 nA/ μm
 - Junction leakage negligible

Static Power Example

- ❑ 50M logic transistors: Average width: 12λ
- ❑ 950M memory transistors: Average width: 4λ
- ❑ Subthreshold leakage
 - Normal V_t : $100 \text{ nA}/\mu\text{m}$
 - High V_t : $10 \text{ nA}/\mu\text{m}$
 - High V_t used in all memories and in 95% of logic gates
- ❑ Gate leakage $5 \text{ nA}/\mu\text{m}$

$$W_{\text{normal-}V_t} = (50 \times 10^6)(12\lambda)(0.025 \mu\text{m} / \lambda)(0.05) = 0.75 \times 10^6 \mu\text{m}$$

$$W_{\text{high-}V_t} = \left[(50 \times 10^6)(12\lambda)(0.95) + (950 \times 10^6)(4\lambda) \right] (0.025 \mu\text{m} / \lambda) = 109.25 \times 10^6 \mu\text{m}$$

$$I_{\text{sub}} = \left[W_{\text{normal-}V_t} \times 100 \text{ nA}/\mu\text{m} + W_{\text{high-}V_t} \times 10 \text{ nA}/\mu\text{m} \right] / 2 = 584 \text{ mA}$$

$$I_{\text{gate}} = \left[(W_{\text{normal-}V_t} + W_{\text{high-}V_t}) \times 5 \text{ nA}/\mu\text{m} \right] / 2 = 275 \text{ mA}$$

$$P_{\text{static}} = (584 \text{ mA} + 275 \text{ mA})(1.0 \text{ V}) = 859 \text{ mW}$$

Thank you!