

Monte Carlo Algorithm for Leakage Optimization Based on Input Vector Control

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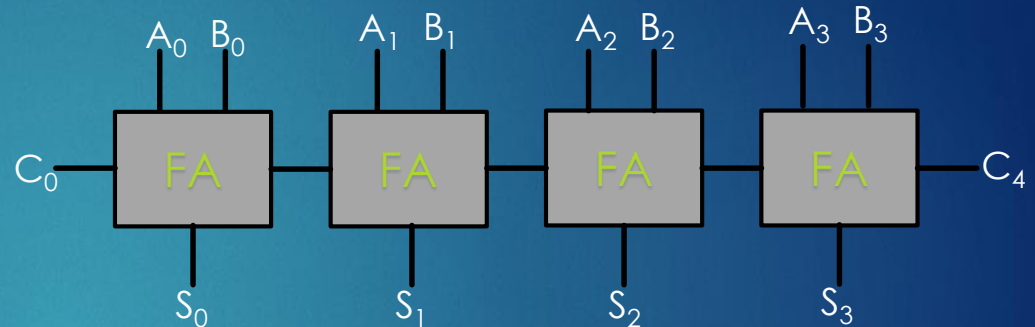
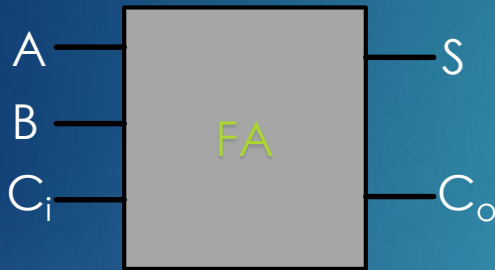
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- ▶ Problem definition --- Input Vector Control
- ▶ Algorithm and implementation
- ▶ Results and Discussion
- ▶ Conclusion

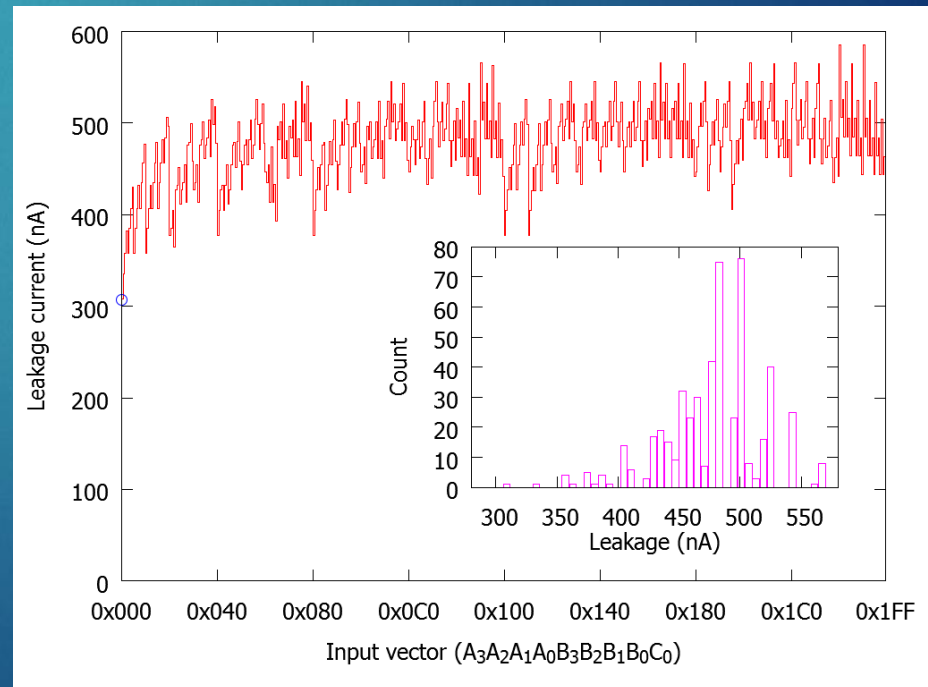
Input Vector Control

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- A method for reducing leakage power consumption



Input vector(A,B,C _i)	Output(S, C _o)	Leakage/ nA
000	00	76.97
001	01	104.60
010	01	126.48
011	10	124.12
100	01	146.35
101	10	126.51
110	10	146.13
111	11	105.73



Finding the best input vector

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- ▶ NP-Complete problem
 - ▶ Heuristic algorithm
 - ▶ Random search
- ▶ Existing Algorithms
 - ▶ Linear programming
 - ▶ Dynamic programming
 - ▶ 2-SAT
 - ▶ Random searching
- ▶ Problems
 - ▶ Slow
 - ▶ Sub-optimal result

Random search

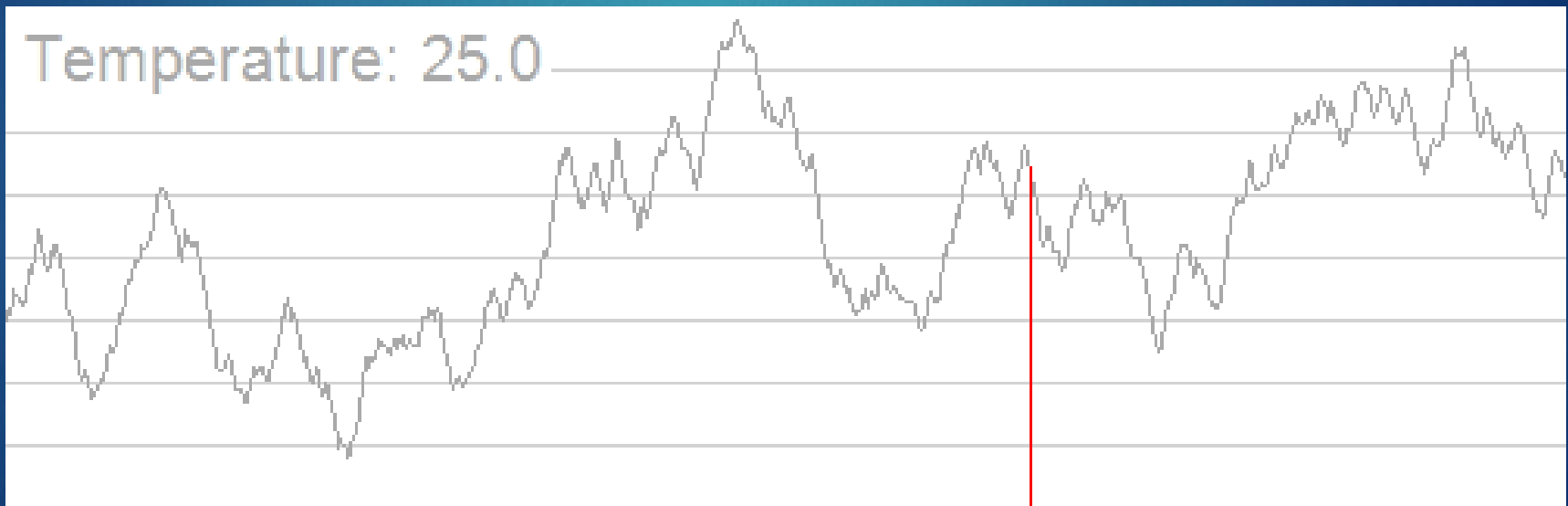
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- ▶ A large class of algorithms based on random numbers
- ▶ Crude and simple, but can be sometimes effective
- ▶ Simplest random search:
 - ▶ $n=64$ inputs
 - ▶ Number of state $N=1.845 \times 10^{19}$
 - ▶ Random search $\sim 10^8$ states

Improvement: Simulated Annealing

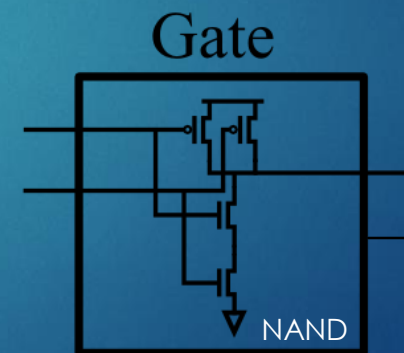
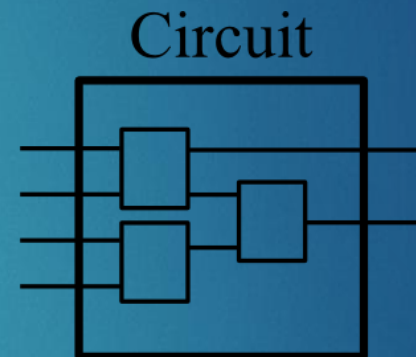
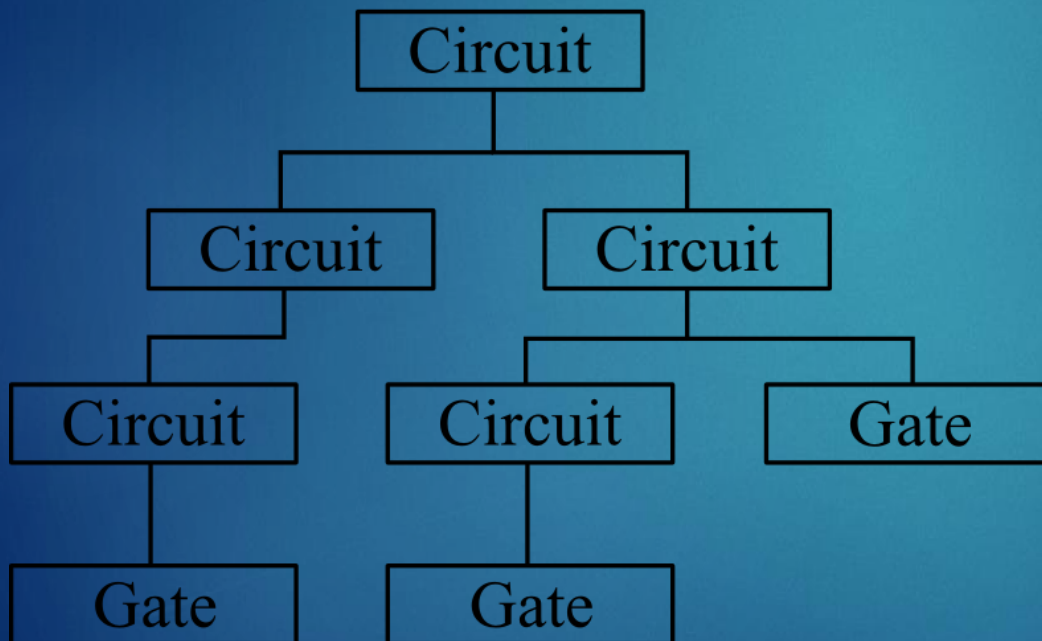
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- ▶ Analogue of thermodynamics problem
- ▶ Temperature T : characterizes the randomness



Simulation model

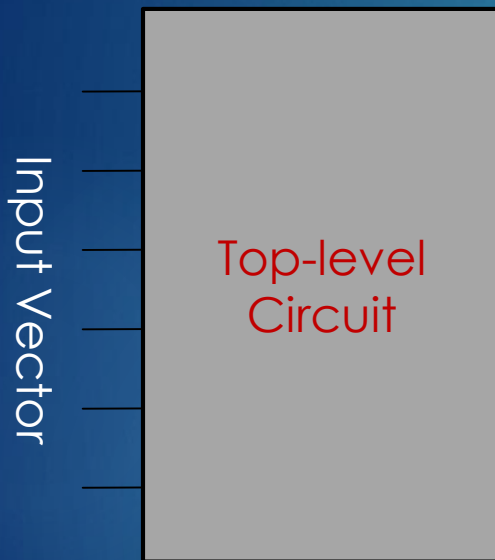
- Hierarchical model for simulating combinational logic



Input	Output	Leakage /nA
00	1	1.37
01	1	28.92
10	1	52.53
11	0	1.259

Implementation

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```
Minimize_Leakage(C, n)
    input[] = random(n);
    leak = evaluate(input);
    T = T0;
    while(T < Tfinal) {
        index = random(n);
        input[index].flip();
        new_leak = evaluate(input);
        if(new_leak < leak) {
            leak = new_leak;
            // save input vector
        }
        else {
            prob = e-(new_leak-leak)/T;
            if(random() < prob) {
                leak = new_leak;
            }
            else {
                // restore
                input[index].flip();
                continue;
            }
        }
        T = (1 - a) * T;
    }
}
```


Extra heuristics

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- ▶ Since only one bit is flipped, possibility of getting stuck
 - ▶ Example: $T=0.5$
 - ▶ 0000000011000000 10
 - ▶ 0000000010000000 15
 - ▶ 0000000001000000 15
 - ▶ 0000000000000000 8
- ▶ Solution: Do relaxation after several iterations
 - ▶ Enumerate and try all possible two-bit flips

Results and Discussion

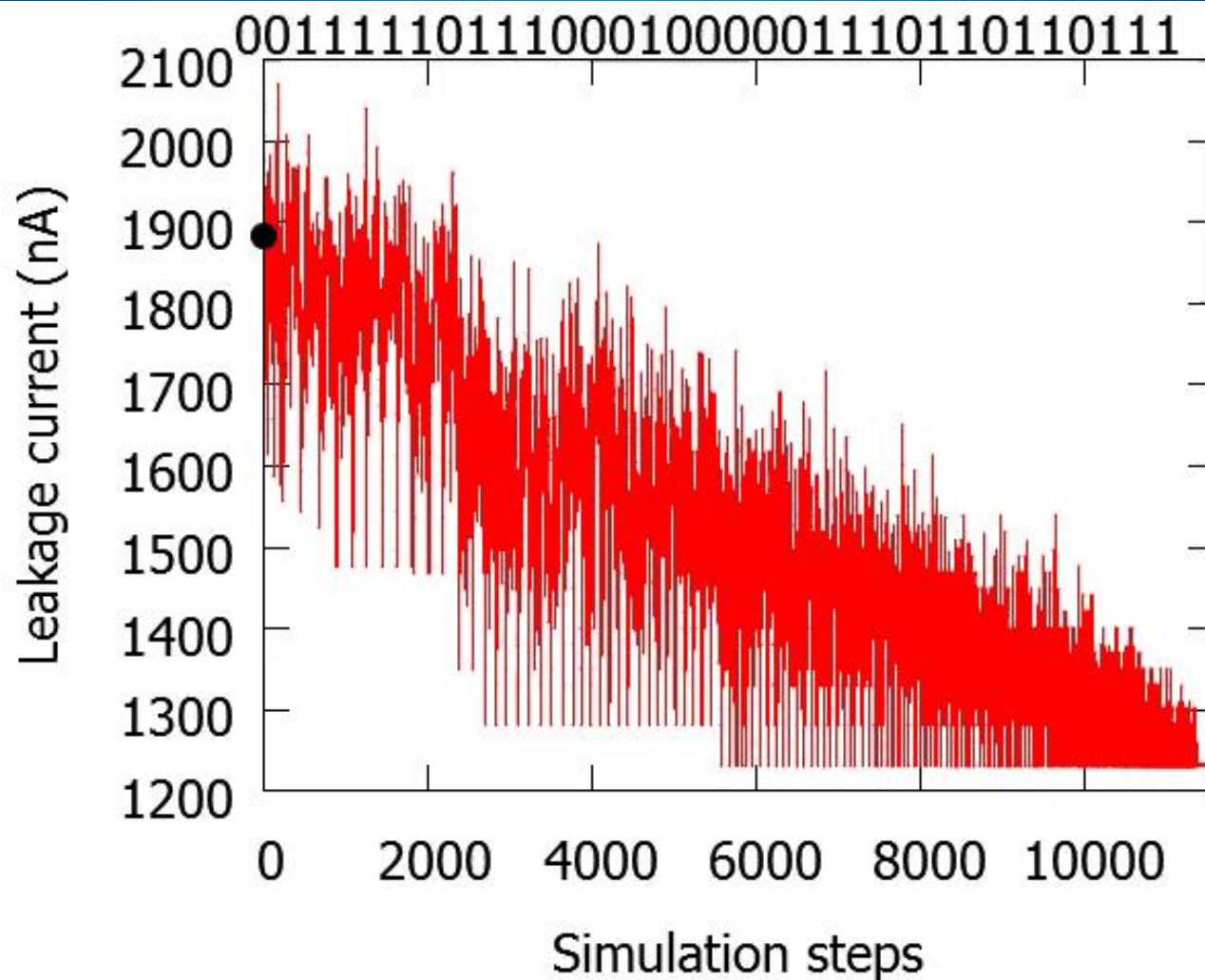
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- ▶ Everything implemented in Java
 - ▶ 2535 lines of code
- ▶ NOT, AND, OR, NAND, NOR, XOR, FA, etc. tens of gates extracted from GSCLIB090 technology library.
- ▶ Tested on a number of benchmark circuits

Simulated Annealing

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16-bit Adder



Benchmark

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Circuit	Inputs	Gate count	Min. Leakage(nA)	Time(s) (By bruteforcing)	Avg. annealing Leakage(nA)	Time(s) (By annealing)	Ratio
Adder-4	9	4	307.9	0.1	307.9	0.1	1.00
C17	5	6	35.4	0.1	35.4	0.1	1.00
C432	36	160	3360.6	-	3389.1	1.0	1.008
C880	60	383	9716.7	-	9815.9	6.0	1.010
C1355	41	546	11081.9	-	11081.9	5.0	1.00
C3540	50	1669	52588.5	-	52588.5	25.0	1.00
C6288	32	2416	75939.3	-	75939.3	22.0	1.00
C7552	207	3512	1.05×10^5	-	1.07×10^5	439.0	1.019

ISCAS85 Benchmark circuits

Conclusion

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- ▶ An improved version of random search for input vector control is developed based on widely-used simulated annealing algorithm
- ▶ The effectiveness and validity of the algorithm is verified.
- ▶ Possible further improvements
 - ▶ Use more efficient programming language such as C++

References

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Thanks!