
CSE477 VLSI Digital Circuits Fall 2002

Lecture 26: Low Power Techniques in Microarchitectures and Memories

Mary Jane Irwin (www.cse.psu.edu/~mji)
www.cse.psu.edu/~cg477

[Adapted from Rabaey's *Digital Integrated Circuits*, ©2002, J. Rabaey et al.]

Review: Energy & Power Equations

$$E = C_L V_{DD}^2 P_{0 \rightarrow 1} + t_{sc} V_{DD} I_{peak} P_{0 \rightarrow 1} + V_{DD} I_{leakage}$$

$$f_{0 \rightarrow 1} = P_{0 \rightarrow 1} * f_{clock}$$

$$P = C_L V_{DD}^2 f_{0 \rightarrow 1} + t_{sc} V_{DD} I_{peak} f_{0 \rightarrow 1} + V_{DD} I_{leakage}$$

Dynamic power (~90% today and decreasing relatively)

Short-circuit power (~8% today and decreasing absolutely)

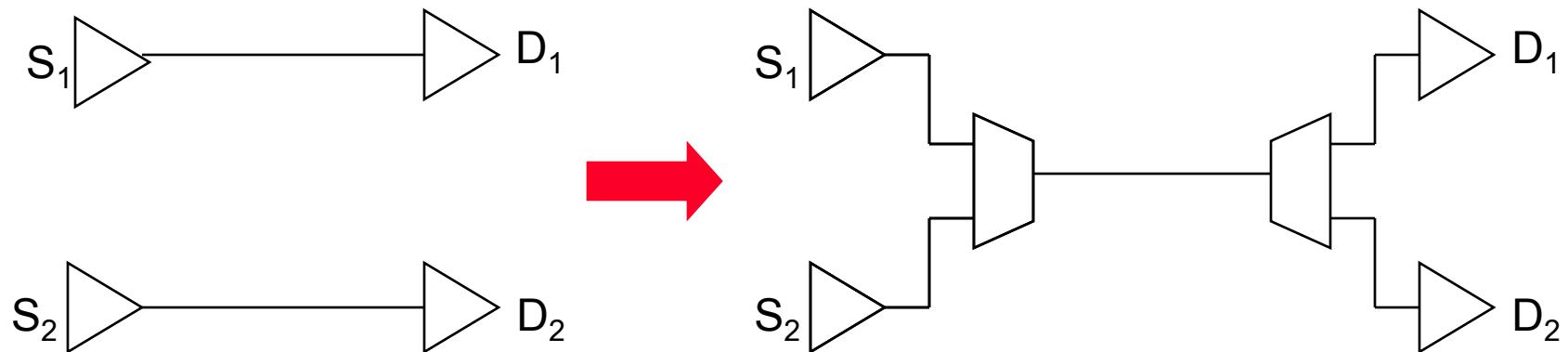
Leakage power (~2% today and increasing)

Power and Energy Design Space

	Constant Throughput/Latency	Variable Throughput/Latency	
Energy	Design Time	Non-active Modules	Run Time
Active	Logic Design Reduced V_{dd} Sizing Multi- V_{dd}	Clock Gating	DFS, DVS (Dynamic Freq, Voltage Scaling)
Leakage	+ Multi- V_T	Sleep Transistors Multi- V_{dd} Variable V_T	+ Variable V_T

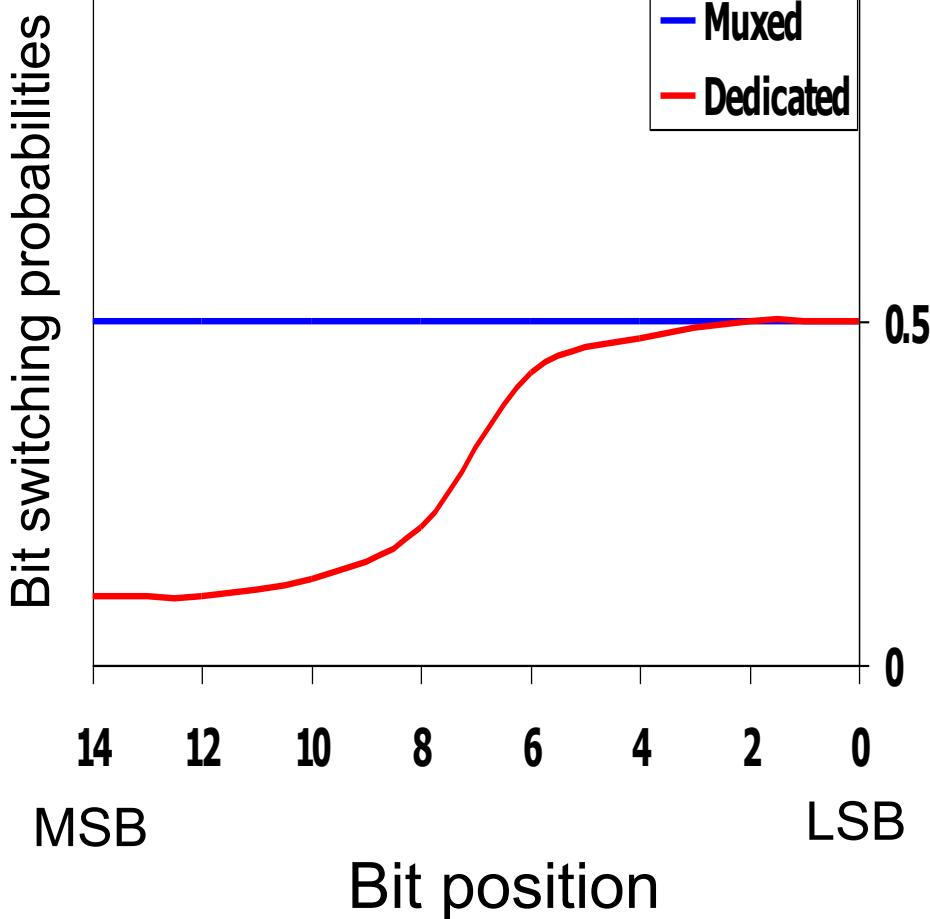
Bus Multiplexing

- ❑ Buses are a significant source of power dissipation due to high switching activities and large capacitive loading
 - 15% of total power in Alpha 21064
 - 30% of total power in Intel 80386
- ❑ Share long data buses with time multiplexing (S_1 uses even cycles, S_2 odd)



- ❑ But what if data samples are correlated (e.g., sign bits)?

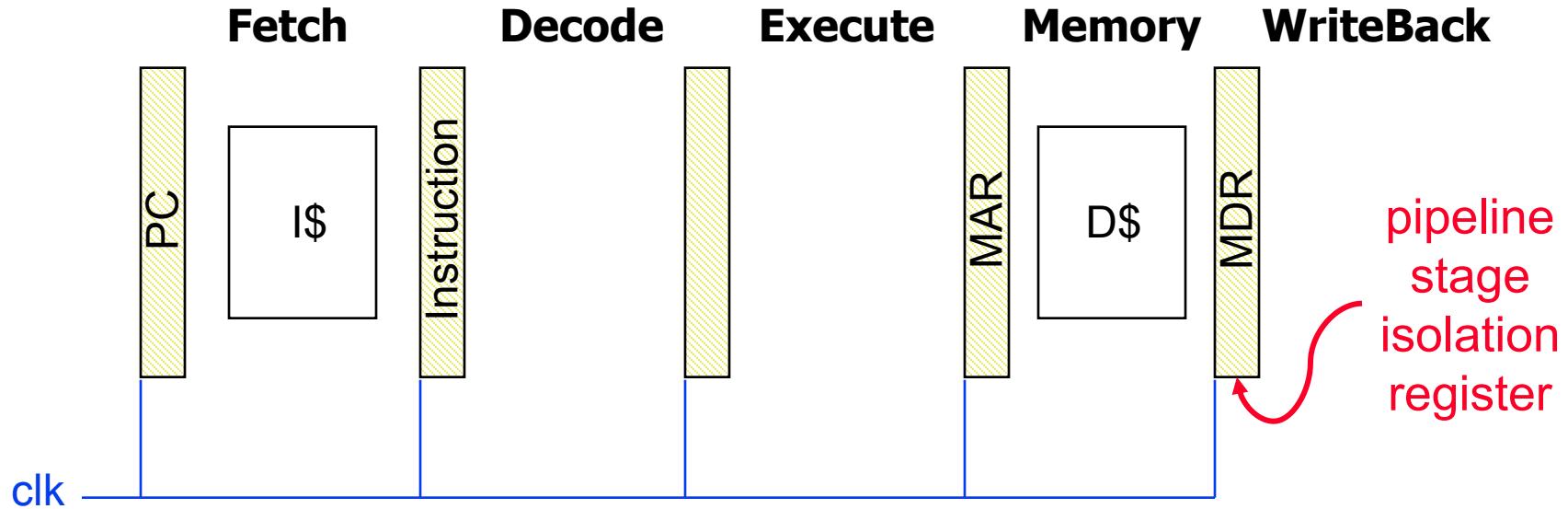
Correlated Data Streams



- For a shared (multiplexed) bus advantages of data correlation are lost (bus carries samples from two uncorrelated data streams)
 - Bus sharing should not be used for **positively** correlated data streams
 - Bus sharing may prove advantageous in a **negatively** correlated data stream (where successive samples switch sign bits) - more random switching

Glitch Reduction by Pipelining

- ❑ Glitches depend on the **logic depth** of the circuit - gates deeper in the logic network are more prone to glitching
 - arrival times of the gate inputs are more spread due to delay imbalances
 - usually affected more by primary input switching
- ❑ Reduce logic depth by adding pipeline registers
 - additional energy used by the clock and pipeline registers

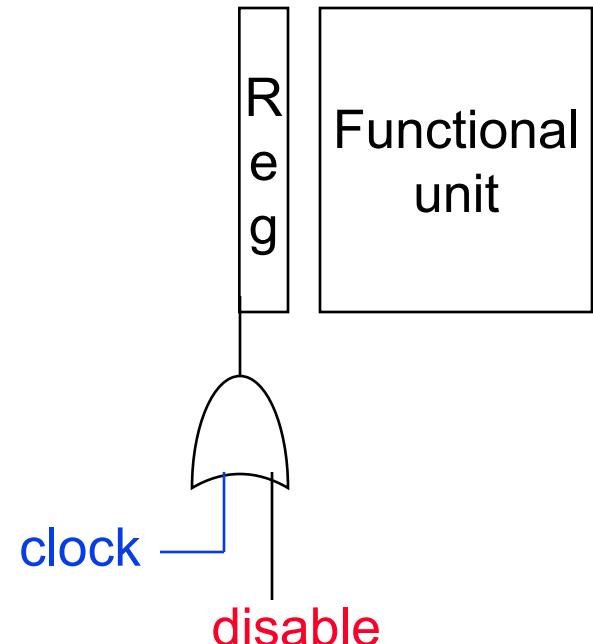


Power and Energy Design Space

	Constant Throughput/Latency	Variable Throughput/Latency
Energy	Design Time	Non-active Modules
Active	Logic Design Reduced V_{dd} Sizing Multi- V_{dd}	Clock Gating
Leakage	+ Multi- V_T	Sleep Transistors Multi- V_{dd} Variable V_T

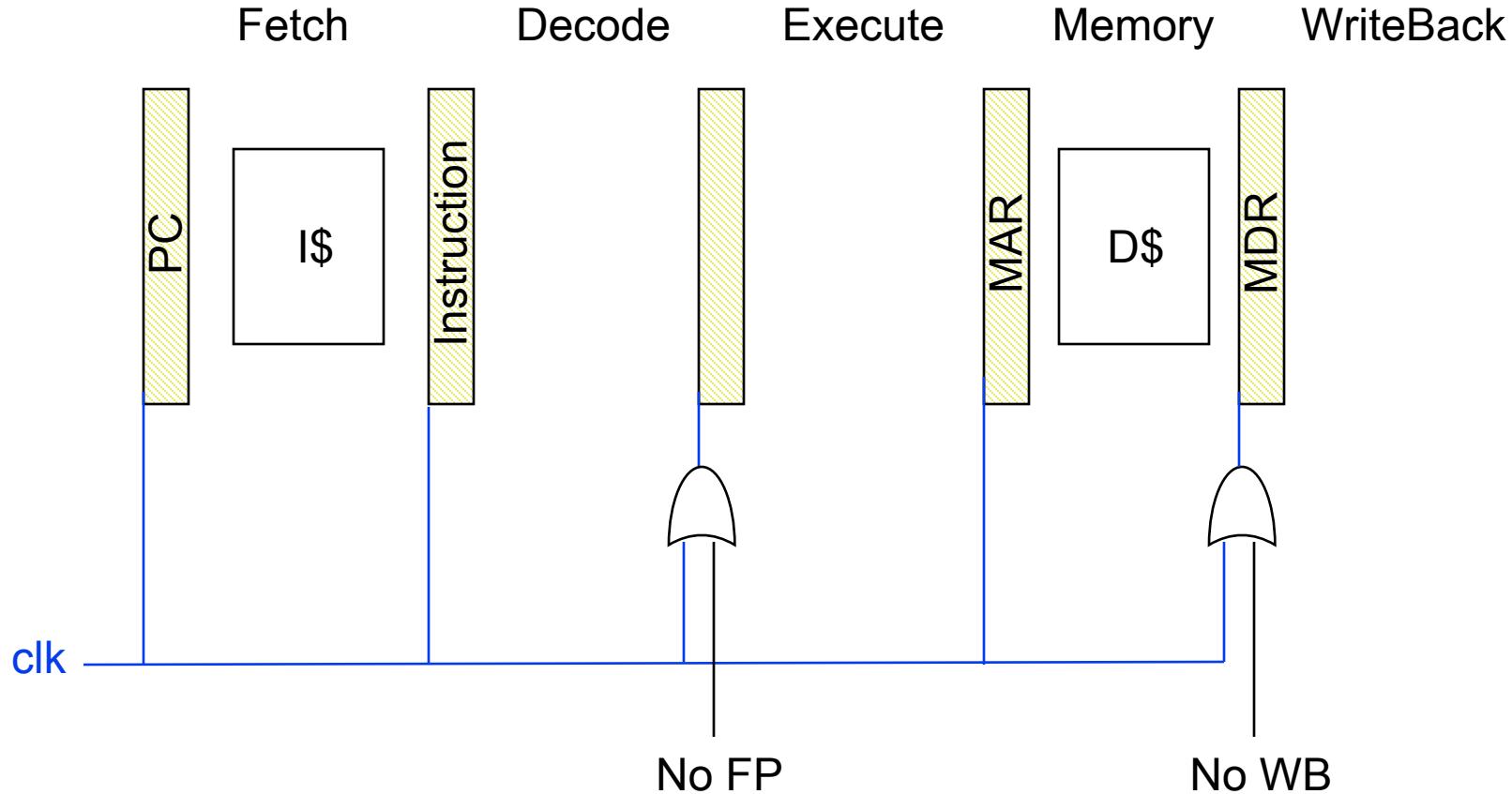
Clock Gating

- ❑ Most popular method for power reduction of clock signals and functional units
- ❑ Gate off clock to idle functional units
 - ❑ e.g., floating point units
 - ❑ need logic to generate **disable** signal
 - increases complexity of control logic
 - consumes power
 - timing critical to avoid clock glitches at OR gate output
 - ❑ additional gate delay on clock signal
 - gating OR gate can replace a buffer in the clock distribution tree



Clock Gating in a Pipelined Datapath

- ❑ For idle units (e.g., floating point units in Exec stage, WB stage for instructions with no write back operation)



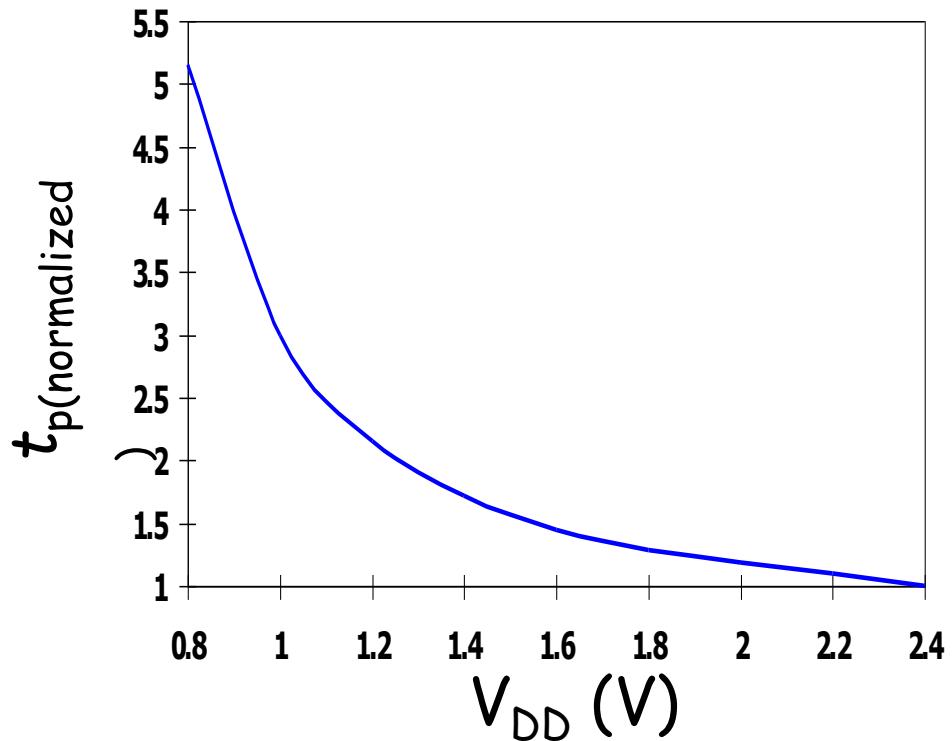
Power and Energy Design Space

	Constant Throughput/Latency	Variable Throughput/Latency	
Energy	Design Time	Non-active Modules	
Active	Logic Design Reduced V_{dd} Sizing Multi-V_{dd}	Clock Gating	DFS, DVS (Dynamic Freq, Voltage Scaling)
Leakage	+ Multi- V_T	Sleep Transistors Multi- V_{dd} Variable V_T	+ Variable V_T

Review: Dynamic Power as a Function of V_{DD}

V_{DD}

- Decreasing the V_{DD} decreases dynamic energy consumption (quadratically)
- But, increases gate delay (decreases performance)



- Determine the critical path(s) at design time and use high V_{DD} for the transistors on those paths for speed. Use a lower V_{DD} on the other logic to reduce dynamic energy consumption.

Dynamic Frequency and Voltage Scaling

❑ Intel's SpeedStep

- ❑ Hardware that steps down the clock frequency (dynamic frequency scaling – DFS) when the user unplugs from AC power
 - PLL from 650MHz → 500MHz
- ❑ CPU stalls during SpeedStep adjustment

❑ Transmeta LongRun

- ❑ Hardware that applies **both** DFS **and** DVS (dynamic supply voltage scaling)
 - 32 levels of V_{DD} from 1.1V to 1.6V
 - PLL from 200MHz → 700MHz in increments of 33MHz
- ❑ Triggered when CPU load change is detected by software
 - heavier load → ramp up V_{DD} , when stable speed up clock
 - lighter load → slow down clock, when PLL locks onto new rate, ramp down V_{DD}
- ❑ CPU stalls only during PLL relock (< 20 microsec)

Dynamic Thermal Management (DTM)



Trigger Mechanism:
When do we enable
DTM techniques?



Initiation Mechanism:
How do we enable
technique?



Response Mechanism:
What technique do we
enable?

DTM Trigger Mechanisms



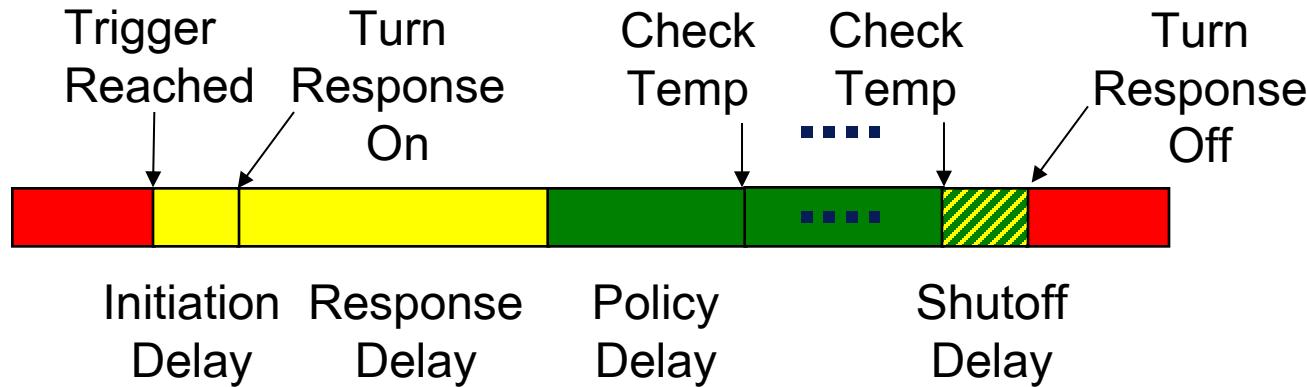
- ❑ Mechanism: How to deduce temperature?
- ❑ Direct approach: on-chip temperature sensors
 - ❑ Based on differential voltage change across 2 diodes of different sizes
 - ❑ May require >1 sensor
 - ❑ Hysteresis and delay are problems
- ❑ Policy: When to begin responding?
 - ❑ Trigger level set too high means higher packaging costs
 - ❑ Trigger level set too low means frequent triggering and loss in performance
 - ❑ Choose trigger level to exploit difference between average and worst case power

DTM Initiation and Response Mechanisms



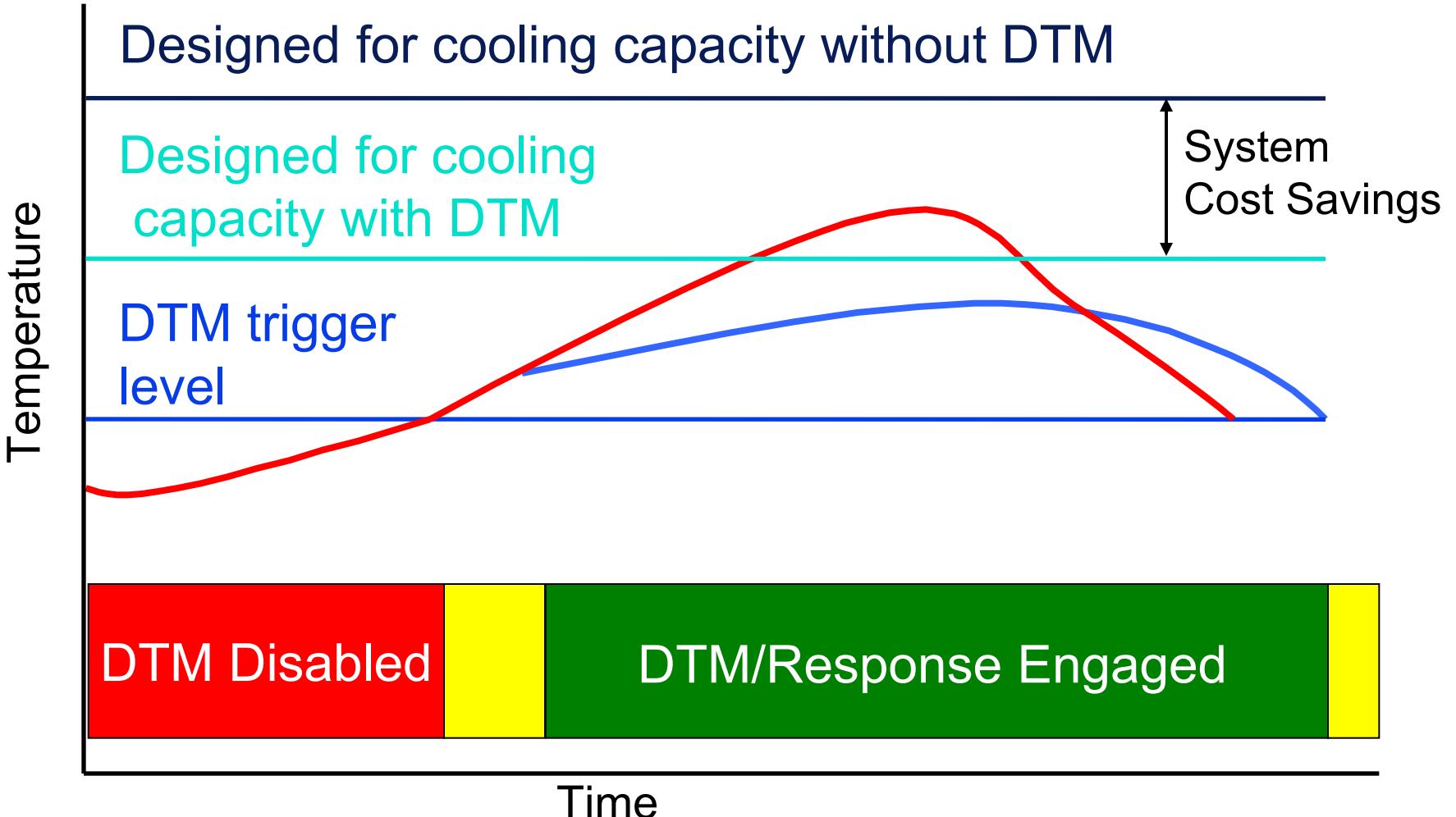
- ❑ Operating system or microarchitectural control?
 - ❑ Hardware support can reduce performance penalty by 20-30%
- ❑ Initiation of policy incurs some delay
 - ❑ When using DVS and/or DFS, much of the performance penalty can be attributed to enabling/disabling overhead
 - ❑ Increasing policy delay reduces overhead; smarter initiation techniques would help as well
- ❑ Thermal window (100Kcycles+)
 - ❑ Larger thermal windows “smooth” short thermal spikes

DTM Activation and Deactivation Cycle



- Initiation Delay – OS interrupt/handler
- Response Delay – Invocation time (e.g., adjust clock)
- Policy Delay – Number of cycles engaged
- Shutoff Delay – Disabling time (e.g., re-adjust clock)

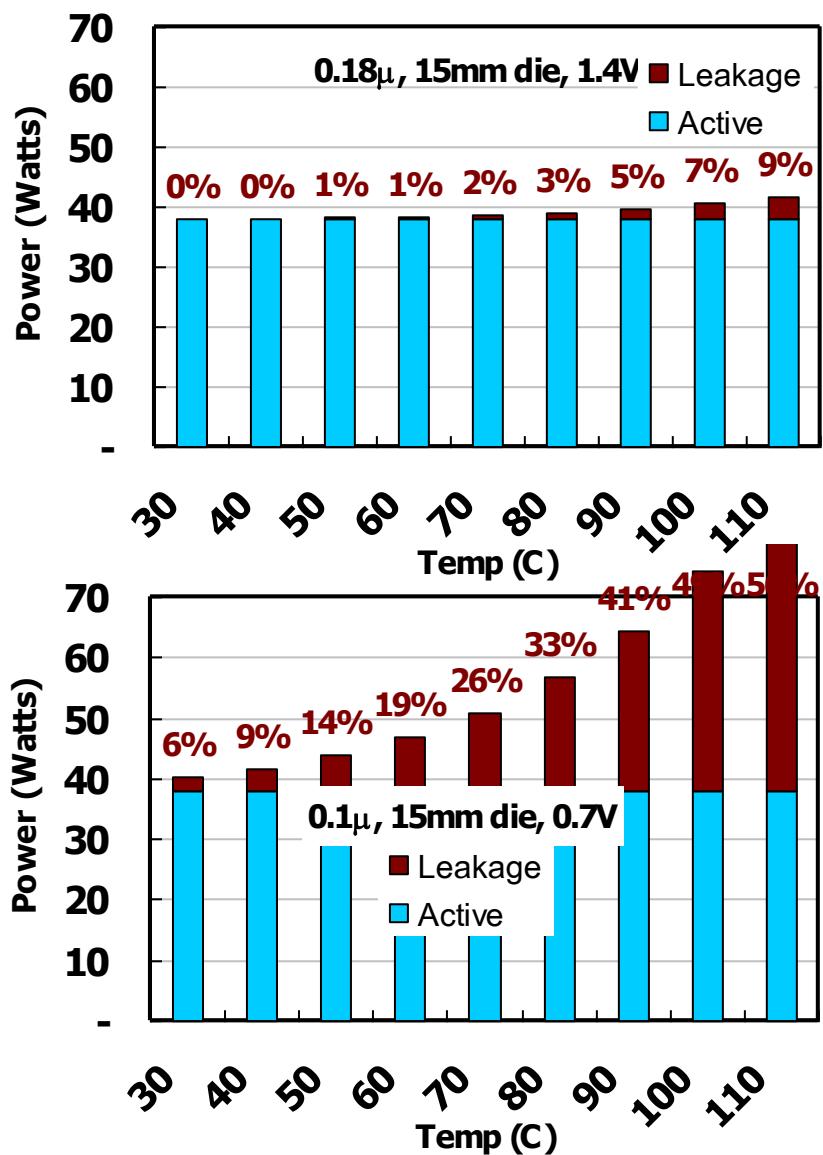
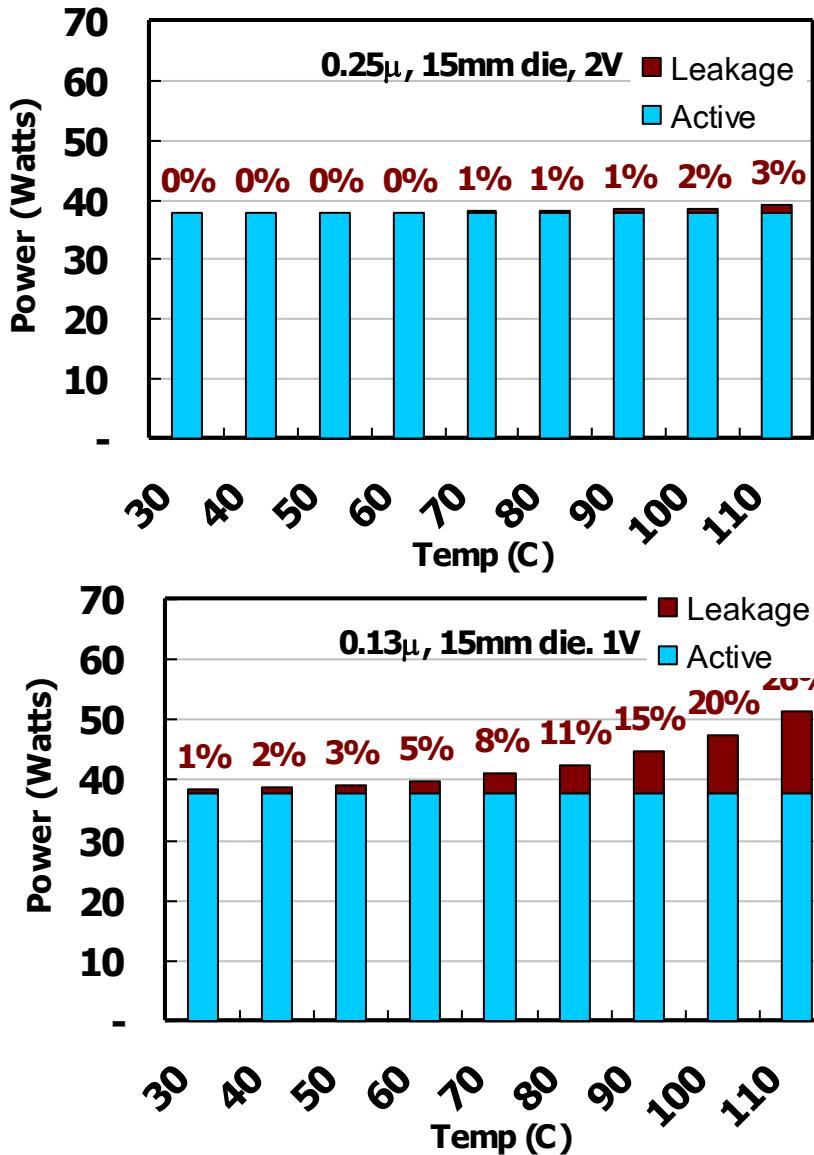
DTM Savings Benefits



Power and Energy Design Space

	Constant Throughput/Latency	Variable Throughput/Latency	
Energy	Design Time	Non-active Modules	
Active	Logic Design Reduced V_{dd} Sizing Multi- V_{dd}	Clock Gating	DFS, DVS (Dynamic Freq, Voltage Scaling)
Leakage	+ Multi- V_T	Sleep Transistors Multi- V_{dd} Variable V_T	+ Variable V_T

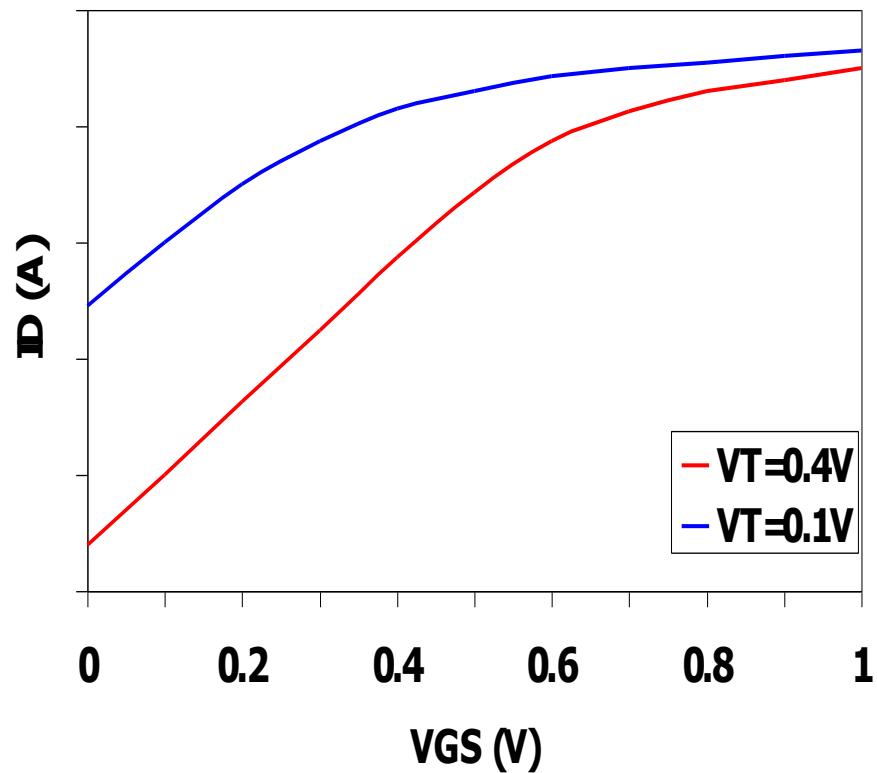
Speculated Power of a 15mm μ P



Review: Leakage as a Function of Design Time

V_T

- ❑ Reducing the V_T **increases** the sub-threshold leakage current (exponentially)
- ❑ But, reducing V_T **decreases** gate delay (increases performance)



- ❑ Determine the critical path(s) at **design time** and use low V_T devices on the transistors on those paths for speed. Use a high V_T on the other logic for leakage control.

Review: Variable V_T (ABB) at Run Time

□ $V_T = V_{T0} + \gamma(\sqrt{|-2\phi_F|} + V_{SB}) - \sqrt{|-2\phi_F|}$

where V_{T0} is the threshold voltage at $V_{SB} = 0$

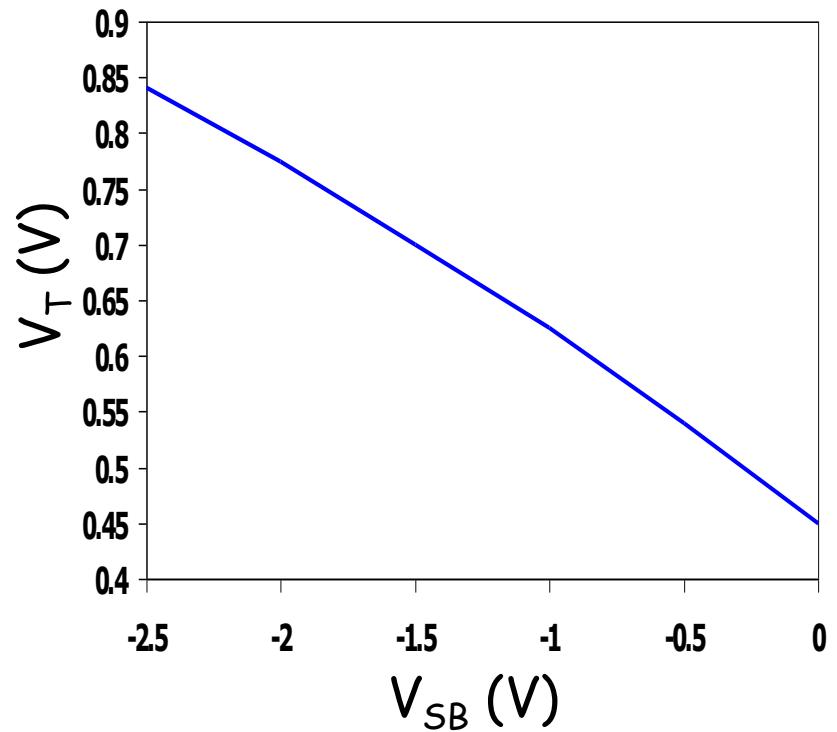
V_{SB} is the source-bulk (substrate) voltage

γ is the **body-effect coefficient**

□ For an n-channel device,
the substrate is normally tied
to ground

□ A negative bias causes V_T to increase from 0.45V to 0.85V

□ Adjusting the substrate bias at **run time** is called **adaptive body-biasing (ABB)**



Next Lecture and Reminders

❑ Next lecture

- ❑ System level interconnect
 - Reading assignment – Rabaey, et al, xx

❑ Reminders

- ❑ Project final reports due December 5th
- ❑ Final grading negotiations/correction (except for the final exam) must be concluded by December 10th
- ❑ Final exam scheduled
 - Monday, December 16th from 10:10 to noon in 118 and 121 Thomas