

02207 : Advanced Digital Design Techniques

Design for Low Power by Reducing Switching
Activity

LAB 2

Group *dt07*

Markku Eerola (s053739)

Rajesh Bachani (s061332)

Josep Renard (s071158)

November 19, 2007

Contents

1	Introduction	2
1.1	Authors by Section	2
2	Designs for Serial to Parallel Conversion	3
2.1	Design A: Shift Register	3
2.2	Design B: Register with Enable	3
2.3	Design C: Register with Clock-Gating	4
3	Simulation of the designs with Modelsim	5
4	Power Reports and Discussion	8
5	Implementation and Power Reports	10

1 Introduction

The purpose of this exercise was to estimate the power dissipation in a digital circuit due to the switching activity in the cells. Power is dissipated in a digital circuit, dynamically, in two ways; one, the power that is spent in charging or discharging the capacitance load connected to the output of the cell, and two, the power dissipated inside the cell due to short circuit currents and the internal capacitance charging or discharging. This holds for combinational cells. For sequential cells, there is extra power spent at every clock cycle, even if the output of the cell does not change. This is because there is some reaction to every clock cycle in sequential cells, which would take some power.

Static power in digital circuits is due to the internal leakage currents in CMOS. Though, in this exercise, we are particularly interested in analyzing the dynamic power dissipation.

We estimate the dynamic power in a serial to parallel converter. The converter takes in 8 bits (one byte) in every clock cycle, and gives out 32 bits (4 bytes) after every 4 clock cycles. The input byte at the first clock cycle is the most significant byte in the output, whereas the input byte in the fourth clock cycle is the lowest significant byte. The converter, thus, waits for four clock cycles to produce an output. We refer to the register holding the most significant byte in the output as the most significant register, and that holding the least significant byte as the least significant register.

The report is organized as follows. In section 2, we discuss three designs for a serial to parallel converter. In section 3, we simulate the VHDL code for the designs using Modelsim, and verify that all the designs are working correctly. Section 4 contains the power results obtained from the synthesis of the VHDL using Design Vision, and Synopsys VSS for annotating the switching activity in a given time period. In this section, we discuss and justify the results obtained. Later, in section 5, the VHDL is provided, alongwith the power reports from Design Vision.

1.1 Authors by Section

- *Markku Eerola*
- *Josep Renard*
- *Rajesh Bachani*

2 Designs for Serial to Parallel Conversion

In this section, we give an overview of the three designs for serial to parallel conversion, which are evaluated for their power consumption in this exercise.

2.1 Design A: Shift Register

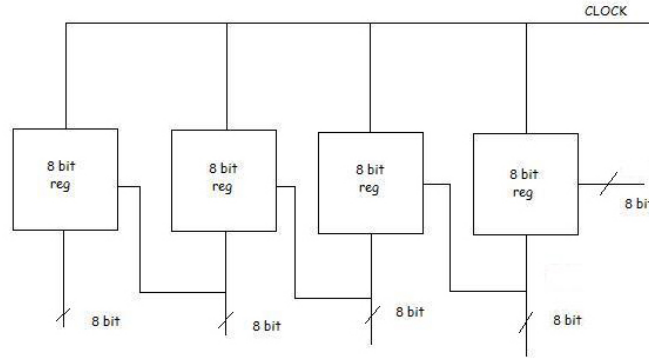


Figure 1: Converter using a 8-bit Shift Register

The shift register is implemented with a simple way, first he makes a movements of 8 bits to the next significant 8 bits and finally he stores on the eight first the input data, the shift register works until the clock stops. Here the input is only connected with the register of less important bits.

2.2 Design B: Register with Enable

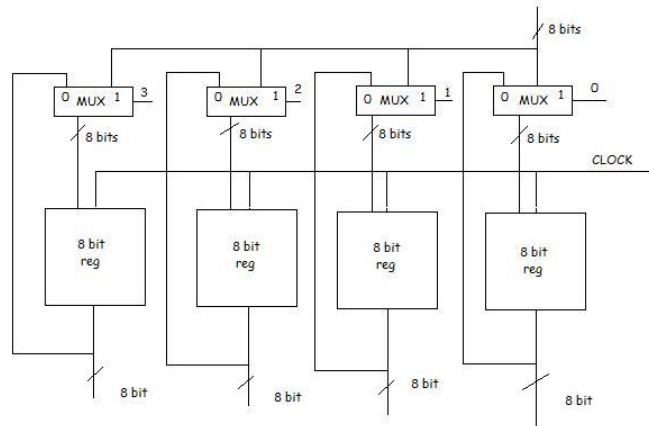


Figure 2: Converter using 8-bit Registers with Enable

For implement the shift register with an enable signal we use a multiplexor that open the door for store in a register, I mean the multiplexor is a filter that manage which register

is going to store the input data, so the shift functionality is secure, the multiplexor make possible to store the first input on the most significant bits without through for the previous registers like the default shift register. In that version the input data is connected at the multiplexor and he give to the register the previous value of the register or the new input depending the value of the enable.

2.3 Design C: Register with Clock-Gating

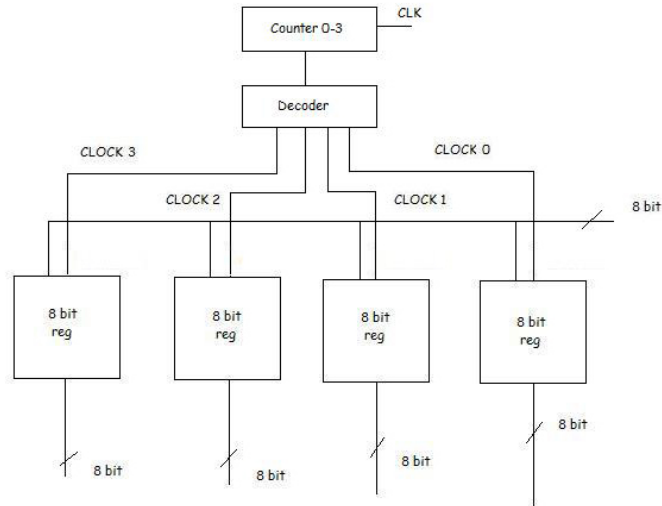


Figure 3: Converter using 8-bit Registers with Clock Gating

The shift register gated is developed using the same idea that the enable of doesn't across for all the registers to store the most significant 8 bits, but now we manage the clocks of the registers, how? very easy. We use a counter that is continuously counting 0 to 3 and depending the number of the counter the next entity, the decoder, enables a register for store the data with his clock, so the decoder open the register to store with the clock. The registers receive the input data all the time but only which is with the clock period open can store the data.

3 Simulation of the designs with Modelsim

All the three designs are simulated with Modelsim, to verify the functionality.

The following two screenshots demonstrate the working of implementation for Design A. The first screenshot is taken at 33ns while the second is taken at 43ns. It can be seen that in the new clock cycle, the 8 bit registers have rippled their values to the more significant register, and the value of Qk for that clock cycle is fed into the least significant register. The most significant register loses its old value.

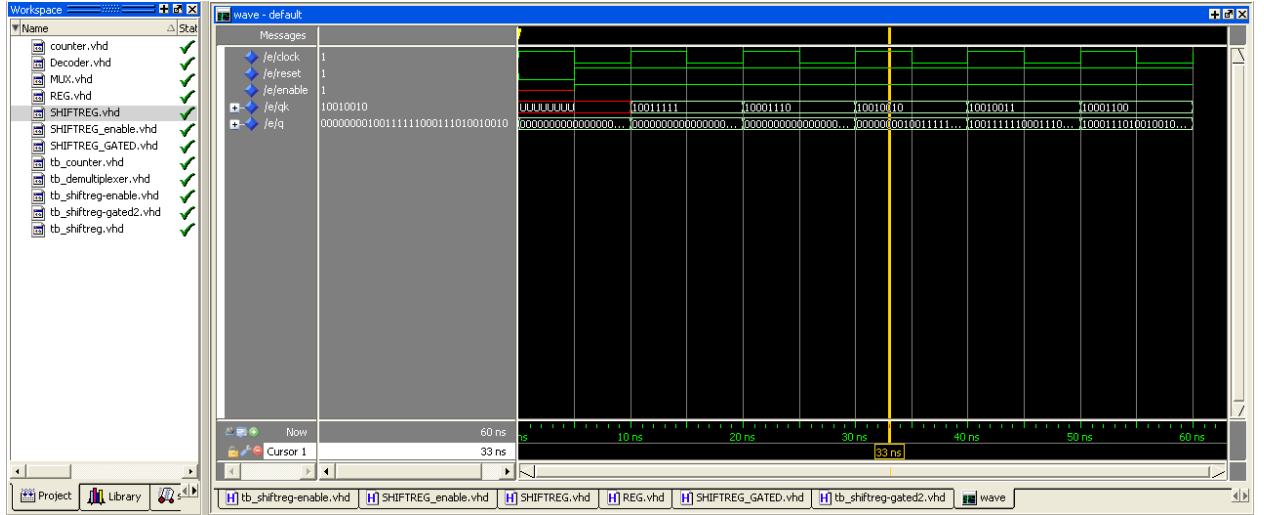


Figure 4: Simulation screenshot for Design A at 33ns

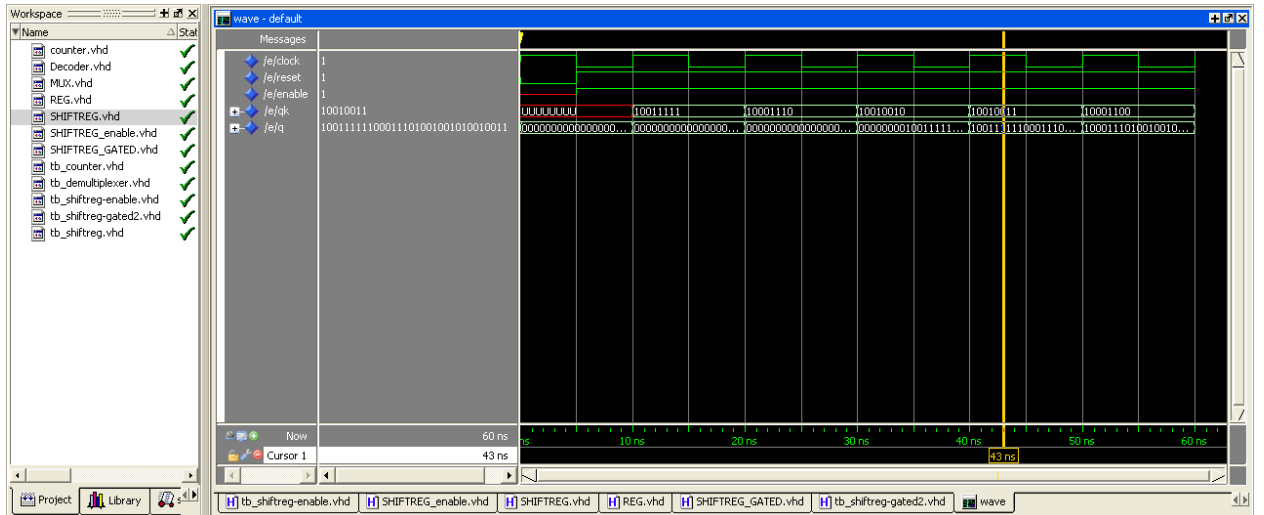


Figure 5: Simulation screenshot for Design A at 43ns

The following screenshots are from the simulation of Design B. In the first instance, at 14ns on the timeline, we have some value at Qk, but it has not been transferred in any way to the output Q. Then, at 24ns, the value of Qk in the previous clock cycle is loaded into the most significant register. Further on, at 33ns, the value of Qk in the previous clock cycle is loaded into the second most significant register. This repeats for four clock cycles, after which the most significant register is again loaded.

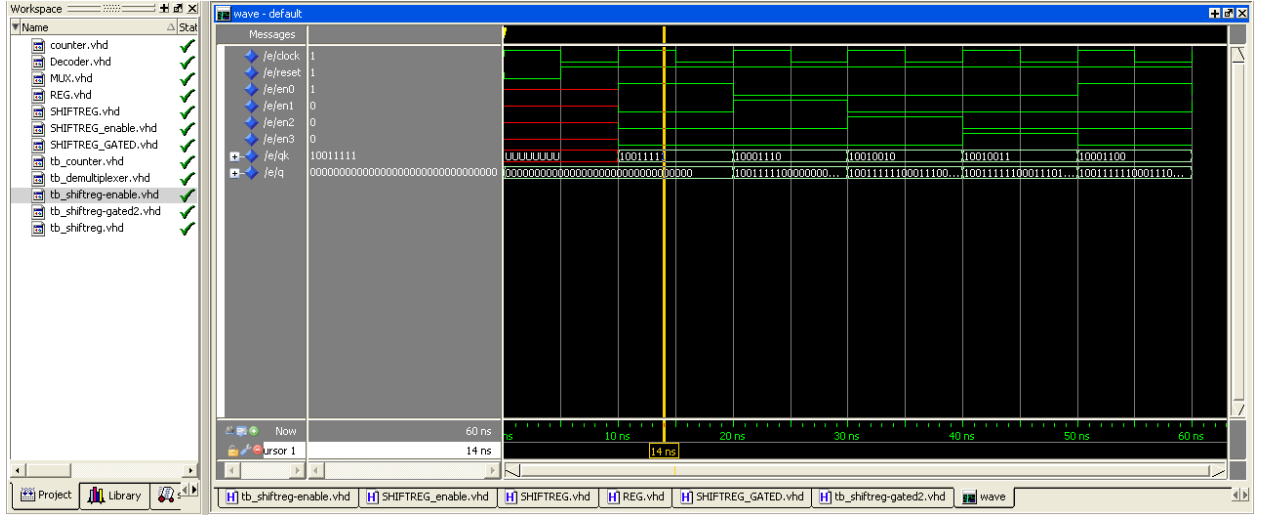


Figure 6: Simulation screenshot for Design B at 14ns

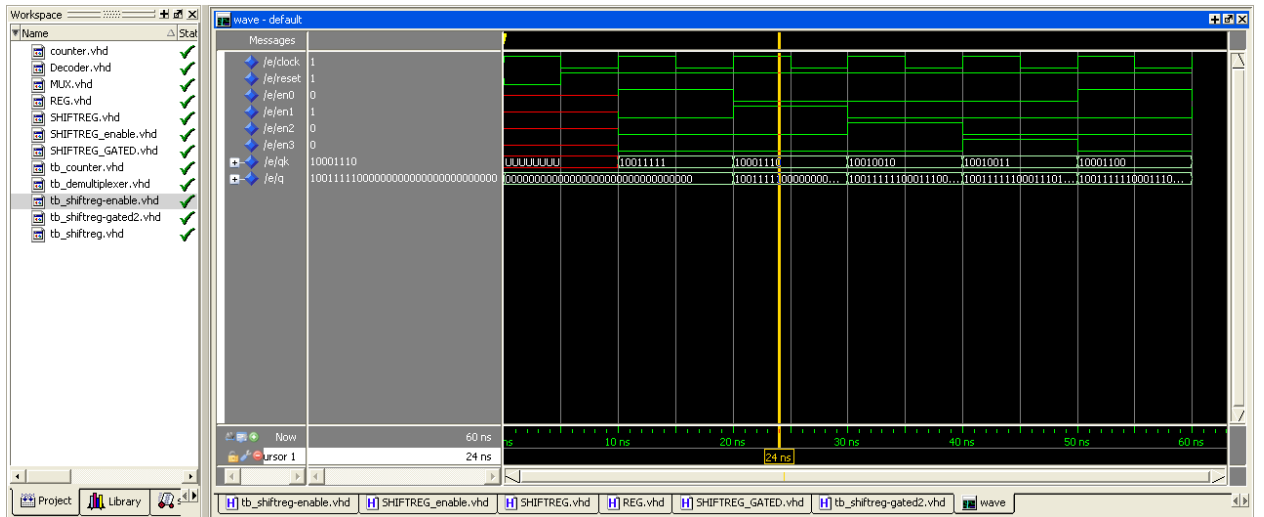


Figure 7: Simulation screenshot for Design B at 24ns

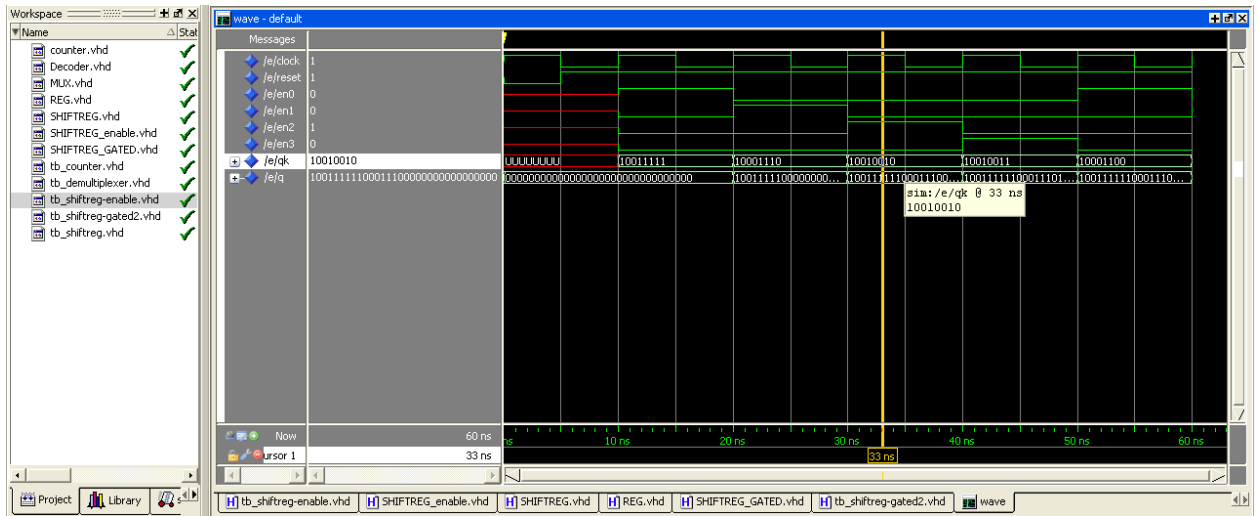


Figure 8: Simulation screenshot for Design B at 33ns

Then, for Design C, we have the following screenshots. As we can see, the values of Qk are transferred to different registers every clock cycle. This is practically the same functionality as Design B. The only difference though is that in Design C, Qk is transferred in the same clock cycle, while in Design B, it happens one clock cycle later. Ofcourse, the internal working of the two designs are completely different, which has already been discussed in section 2

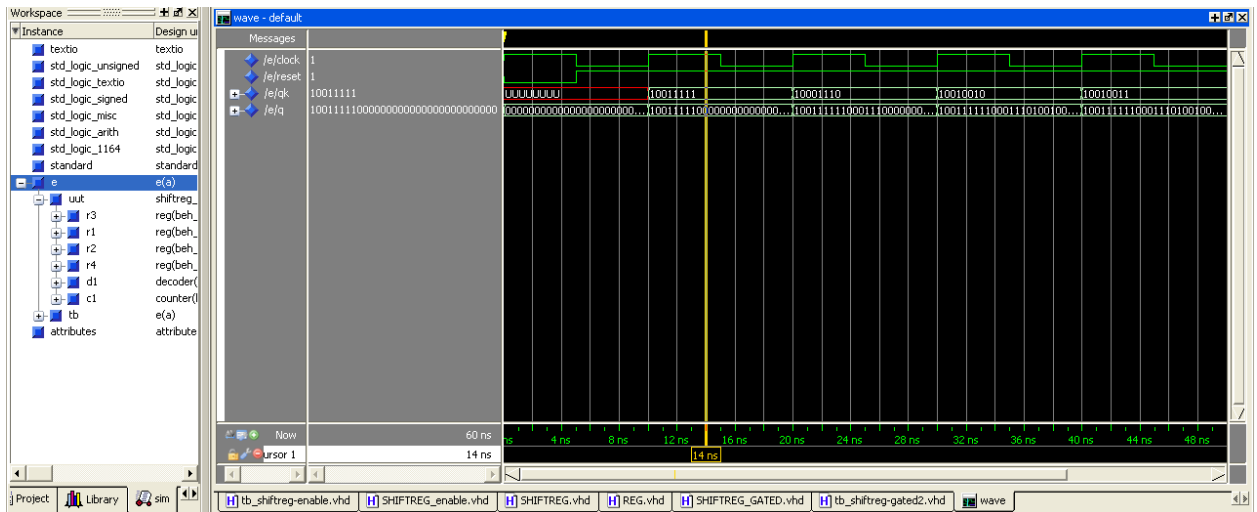


Figure 9: Simulation screenshot for Design C at 14ns

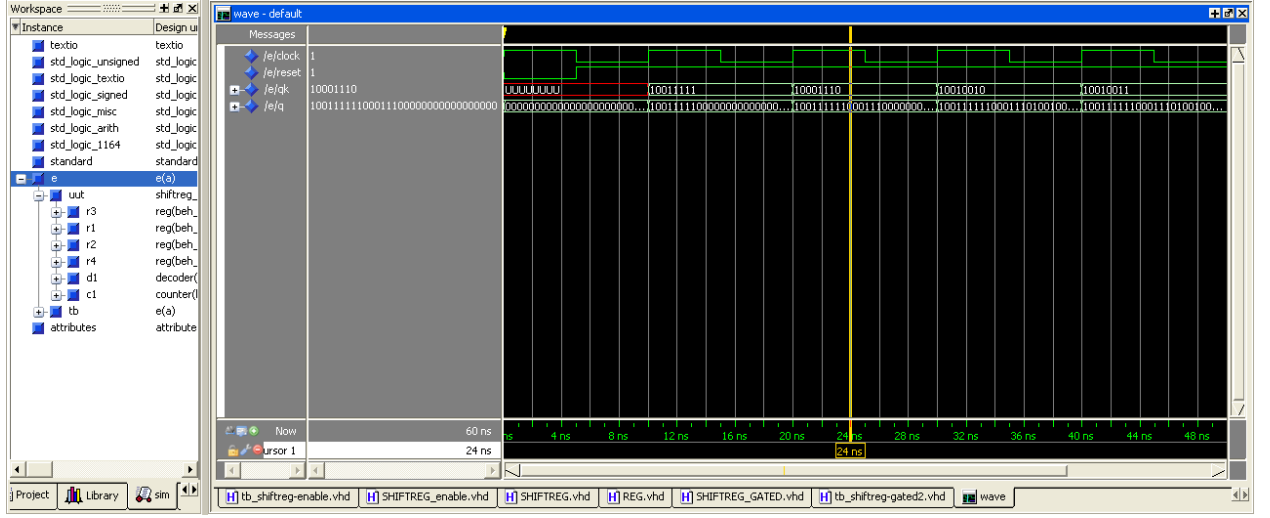


Figure 10: Simulation screenshot for Design C at 24ns

4 Power Reports and Discussion

In this section we discuss the results obtained from the power-aware synthesis of the three designs. The Synopsys VSS Simulator is used to annotate the switching activity, based on a testbench for each design. This switching activity is used by Design Vision, to estimate the total dynamic power for the design. We have synthesized the designs for clock time periods of 2ns and 10ns, and have got the same results for all the three designs for the two clock periods. The power reports obtained from the synthesis are presented in section 5. Though, for a short recap, the results can be seen in table 1:

	Total Dynamic Power	Cell Leakage Power
Design A	55.2 uW	773.7 nW
Design B	47 uW	800.5 nW
Design C	32.6 uW	835.0 nW

Table 1: Overview of Results from Power Reports

It is quite clear from the results that Design A consumes the most power (dynamic), while Design C is the most efficient, among the three designs. Though, this was expected at the beginning of the exercise. The static power, which comes from the internal leakage currents, is considerably low as compared to the dynamic power, in all the designs. So, we would not consider it in our analysis. Also, we would mean dynamic power when writing power, from now on.

In Design A, there is a transition at the output of each of the four registers, in every clock cycle. The input Qk is transferred from one register to the adjacent more significant register, every clock cycle, until it reaches the most significant register where it is just overwritten in the next clock cycle. This is the reason why the design is much consuming in terms of power: in every clock cycle, there is a switching activity in all the output bits of the four registers. Since switching accounts for a lot of power, for the entire time line of the simulation, we have

high levels of power consumption.

Design B is efficient than Design A. Switching in Design B is controlled by the enable signals, which indicate which register should be loaded with Q_k in the next clock event. If the enable signal is SET, the register is loaded with Q_k , otherwise, the output of the register remains the same. Rather, the previous value is reloaded into the register - which does have some power cost. What makes this design efficient than Design A is the reduction in the switching activity since the output of the register changes only when the enable signal is SET.

An overhead in this design, though, is the logic for the enable signals. It is interesting to note here that we have not implemented the logic for the enable signals as a separate combinational block. The enable signals are governed from the test bench, which was provided for the exercise. Thus there is no measure of the power dissipation in the enable block, which we think would be considerable. Also, from the lecture notes, we see that the ratio of power dissipated in Design A to that in Design B is 1:1.19, which indicates that Design B should consume more power. We believe this discrepancy is because the analysis does not contain the power dissipation in the logic for the enable signals.

Lets consider Design C now. It is quite clear that this design is most efficient when compared with both Design A and Design B. This design is based on clock-gating, which means that the original clock signal is not sent directly to the registers, but sent only when the register should be loaded with a new value. So, if there is a clock signal, the register would function normally, and power is dissipated both internally and for charging/discharging the load (if the output changes). But for other cases, the clock would be cut off completely, thus saving atleast the internal power dissipation due to clock cycles. In Design B, even if the enable for a register was RESET, which meant that the register output would not change, still, since there was a clock cycle there was some power dissipated internally in the cell. This is avoided heavily in Design C.

We see that the attempt to reduce power dissipation has been successful, without affecting the functionality of the circuit. Though, with the reduction in power, there are added overheads, which cost us in area and timing. With extra logic in Design B and Design C, we need more area to accomodate the logic. And also, there is a little delay added to the critical path.

5 Implementation and Power Reports

Listing 1: SHIFTREG.vhd

```
library IEEE;
  use IEEE.std_logic_1164.all;
  use IEEE.std_logic_misc.all;
  use IEEE.std_logic_signed.all;
  use IEEE.std_logic_arith.all;

entity SHIFTREG is
  Port (  CLOCK : In      std_logic;
         RESET : In      std_logic;
         ENABLE : In      std_logic;
         QK : In      std_logic_vector (7 downto 0);
         Q : InOut    std_logic_vector (31 downto 0) );
end SHIFTREG;

architecture BEHAVIORAL of SHIFTREG is

  begin
    process(RESET,CLOCK)
      variable i,j,k,l : integer;
      begin

        if ( RESET = '0' ) then
          for i in 0 to 31 loop
            q(i) <= '0';
          end loop;
        elsif ((CLOCK = '1') AND (CLOCK'EVENT)) then
          for i in 31 downto 8 loop
            q(i) <= q(i-8);
          end loop;
          q(7 downto 0) <= qk;
        end if;

      end process;
    end BEHAVIORAL;

  configuration CFG.SHIFTREG.BEHAVIORAL of SHIFTREG is
    for BEHAVIORAL
      end for;
  end CFG.SHIFTREG.BEHAVIORAL;
```

Listing 2: SHIFTRREG_ENABLE.vhd

```

library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.std_logic_misc.all;
use IEEE.std_logic_signed.all;
use IEEE.std_logic_arith.all;

entity SHIFTRREG_ENABLE is
    Port (
        CLOCK : In    std_logic;
        RESET : In    std_logic;
        QK : In       std_logic_vector (7 downto 0);
        Q : InOut    std_logic_vector (31 downto 0);
        en0 : In std_logic;
        en1 : In std_logic;
        en2 : In std_logic;
        en3 : In std_logic
    );
end SHIFTRREG_ENABLE;

architecture BEH_SHIFTRREG_ENABLE of SHIFTRREG_ENABLE is
    component REG is
        port(
            D : in  std_logic_vector(7 downto 0);
            Clock, Reset : in std_logic;
            Q : out std_logic_vector(7 downto 0)
        );
    end component REG;

    component MUX is
        port (
            Q0 : in  std_logic_vector(7 downto 0);
            Q1 : in  std_logic_vector(7 downto 0);
            enable: in std_logic;
            Qmux : out std_logic_vector(7 downto 0)
        );
    end component MUX;

    signal Qout0, Qout1, Qout2, Qout3 : std_logic_vector(7 downto 0);
begin
    m1: MUX port map (Q(31 downto 24), QK, en0, Qout0);
    m2: MUX port map (Q(23 downto 16), QK, en1, Qout1);
    m3: MUX port map (Q(15 downto 8), QK, en2, Qout2);
    m4: MUX port map (Q(7 downto 0), QK, en3, Qout3);

    r1: REG port map (Qout0, Clock, Reset, Q(31 downto 24));
    r2: REG port map (Qout1, Clock, Reset, Q(23 downto 16));
    r3: REG port map (Qout2, Clock, Reset, Q(15 downto 8));
    r4: REG port map (Qout3, Clock, Reset, Q(7 downto 0));
end BEH_SHIFTRREG_ENABLE;

configuration CFG_SHIFTRREG_enable_SCHEMATIC of SHIFTRREG_ENABLE is
    for BEH_SHIFTRREG_ENABLE
    end for;
end CFG_SHIFTRREG_enable_SCHEMATIC;

```

Listing 3: SHIFTRREG_GATED.vhd

```

library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.std_logic_misc.all;
use IEEE.std_logic_signed.all;
use IEEE.std_logic_arith.all;

entity SHIFTRREG_GATED is
    Port (    CLK : In      std_logic;
            RESET : In      std_logic;
            QK : In      std_logic_vector (7 downto 0);
            Q : Out      std_logic_vector (31 downto 0) );
end SHIFTRREG_GATED;

architecture BEHSHIFTRREG_GATED of SHIFTRREG_GATED is
    component Counter is
        port(
            clock:    in std_logic;
            clear: in std_logic;
            Qc:    out std_logic_vector(1 downto 0)
        );
    end component Counter;

    component REG is
        port(
            D : in std_logic_vector(7 downto 0);
            Clock, Reset : in std_logic;
            Q : out std_logic_vector(7 downto 0)
        );
    end component REG;

    component DECODER is
        port(
            I:      in std_logic_vector(1 downto 0);
            O:      out std_logic_vector(3 downto 0)
        );
    end component DECODER;

    signal out_counter : std_logic_vector(1 downto 0);
    signal out_decoder : std_logic_vector(3 downto 0);
    begin

        c1: Counter port map (CLK, Reset, out_counter);

        d1: DECODER port map (out_counter, out_decoder);

        r1: REG port map (QK, out_decoder(3), Reset, Q(31 downto 24));
        r2: REG port map (QK, out_decoder(2), Reset, Q(23 downto 16));
        r3: REG port map (QK, out_decoder(1), Reset, Q(15 downto 8));
        r4: REG port map (QK, out_decoder(0), Reset, Q(7 downto 0));

    end BEHSHIFTRREG_GATED;

    configuration CFG.SHIFTRREG_GATED_SCHEMATIC of SHIFTRREG_GATED is
        for BEHSHIFTRREG_GATED
            end for;
    end CFG.SHIFTRREG_GATED_SCHEMATIC;

```

Listing 4: REG.vhd

```

library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.std_logic_misc.all;
use IEEE.std_logic_signed.all;
use IEEE.std_logic_arith.all;

entity REG is
    port(
        D : in std_logic_vector(7 downto 0);
        Clock, Reset : in std_logic;
        Q : out std_logic_vector(7 downto 0));
end entity REG;

architecture BEHREG of REG is
begin
    p0: process (Clock, Reset) is
    begin
        if (Reset = '0') then
            Q <= (others => '0');
        elsif rising_edge(clock) then
            Q <= D;
        end if;
    end process p0;
end architecture BEHREG;

```

Listing 5: MUX.vhd

```

library IEEE;
use IEEE.std_logic_1164.all;
use IEEE.std_logic_misc.all;
use IEEE.std_logic_signed.all;
use IEEE.std_logic_arith.all;

entity MUX is
    port (
        Q0 : in std_logic_vector(7 downto 0);
        Q1 : in std_logic_vector(7 downto 0);
        enable: in std_logic;
        Qmux : out std_logic_vector(7 downto 0)
    );
end entity MUX;

architecture BEHMUX of MUX is
begin
    process (Q0,Q1,enable) is
    begin
        if (enable = '0') then
            Qmux <= Q0;
        elsif (enable = '1') then
            Qmux <= Q1;
        else
            Qmux <= (others => '0');
        end if;
    end process;
end architecture BEHMUX;

```

Listing 6: COUNTER.vhd

```

library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;

entity counter is
port(
    clock:    in std_logic;
    clear: in std_logic;
    Qc:    out std_logic_vector(1 downto 0)
);
end counter;

architecture beh_counter of counter is

    signal Pre_Q: std_logic_vector(1 downto 0);

begin

    process(clock , clear)
    begin
        if (clear = '0') then
            Pre_Q <= "11";
        elsif (clock='1' and clock'event) then
            Pre_Q <= Pre_Q + "01";
        end if;
    end process;
    Qc <= Pre_Q;
end beh_counter;

```

Listing 7: DECODER.vhd

```

library ieee;
use ieee.std_logic_1164.all;

entity DECODER is
port(
    I:    in std_logic_vector(1 downto 0);
    O:    out std_logic_vector(3 downto 0)
);
end DECODER;

architecture BEHDECODER of DECODER is
begin
    process (I)
    begin
        case I is
            when "00" => O <= "1000";
            when "01" => O <= "0100";
            when "10" => O <= "0010";
            when "11" => O <= "0001";
            when others => O <= "1000";
        end case;

    end process;
end BEHDECODER;

```

Listing 8: Power Report Design A

```

*****
Report : power
          -analysis_effort low
Design   : SHIFTRREG
Version  : X-2005.09-SP1
Date     : Fri Nov 16 20:21:52 2007
*****

Library(s) Used:

      CORE90GPSVT (File: /cell_libs/cmos090_50a/CORE90GPSVT.SNPS-AVT_2.1/
                   SIGNOFF/bc_1.10V_m40C_wc_0.90V_105C/PT_LIB/CORE90GPSVT.NomLeak.db)

Operating Conditions: NomLeak   Library: CORE90GPSVT
Wire Load Model Mode: enclosed

Design      Wire Load Model      Library
-----
SHIFTRREG   area_0to1K           CORE90GPSVT

Global Operating Voltage = 1
Power-specific unit information :
  Voltage Units = 1V
  Capacitance Units = 1.000000pf
  Time Units = 1ns
  Dynamic Power Units = 1mW      (derived from V,C,T units)
  Leakage Power Units = 1pW

      Cell Internal Power = 52.5652 uW   (95%)
      Net Switching Power =  2.6312 uW   (5%)
      -----
Total Dynamic Power      = 55.1964 uW   (100%)

Cell Leakage Power       = 773.6685 nW

```


Listing 9: Power Report Design B

```

*****
Report : power
          -analysis_effort low
Design   : SHIFTRREG_ENABLE
Version  : X-2005.09-SP1
Date     : Fri Nov 16 21:26:47 2007
*****

Library(s) Used:

CORE90GPHVT (File: /cell_libs/cmos090_50a/CORE90GPHVT.SNPS-AVT.2.1.a/
              SIGNOFF/bc_1.10V_m40C_wc_0.90V_105C/PT_LIB/CORE90GPHVT_NomLeak.db)
CORE90GPSVT (File: /cell_libs/cmos090_50a/CORE90GPSVT.SNPS-AVT.2.1/
              SIGNOFF/bc_1.10V_m40C_wc_0.90V_105C/PT_LIB/CORE90GPSVT_NomLeak.db)

Operating Conditions: NomLeak   Library: CORE90GPSVT
Wire Load Model Mode: enclosed

Design      Wire Load Model      Library
-----
SHIFTRREG_ENABLE  area_0to1K      CORE90GPSVT
MUX_3             area_0to1K      CORE90GPSVT
MUX_2             area_0to1K      CORE90GPSVT
MUX_1             area_0to1K      CORE90GPSVT
MUX_0             area_0to1K      CORE90GPSVT
REG_3             area_0to1K      CORE90GPSVT
REG_2             area_0to1K      CORE90GPSVT
REG_1             area_0to1K      CORE90GPSVT
REG_0             area_0to1K      CORE90GPSVT

Global Operating Voltage = 1
Power-specific unit information :
  Voltage Units = 1V
  Capacitance Units = 1.000000pf
  Time Units = 1ns
  Dynamic Power Units = 1mW      (derived from V,C,T units)
  Leakage Power Units = 1pW

Cell Internal Power = 42.5321 uW   (91%)
Net Switching Power = 4.4528 uW   (9%)
-----
Total Dynamic Power = 46.9849 uW   (100%)

Cell Leakage Power = 800.4604 nW

```

Listing 10: Power Report Design C

Report : power

-analysis_effort low

Design : SHIFTRREG.GATED

Version: X-2005.09-SP1

Date : Fri Nov 16 23:59:48 2007

Library(s) Used:

CORE90GPSVT (File: /cell_libs/cmos090_50a/CORE90GPSVT.SNPS-AVT.2.1/
SIGNOFF/bc_1.10V_m40C_wc_0.90V_105C/PT_LIB/CORE90GPSVT.NomLeak.db)

CORE90GPHVT (File: /cell_libs/cmos090_50a/CORE90GPHVT.SNPS-AVT.2.1.a/
SIGNOFF/bc_1.10V_m40C_wc_0.90V_105C/PT_LIB/CORE90GPHVT.NomLeak.db)

Operating Conditions: NomLeak Library: CORE90GPSVT

Wire Load Model Mode: enclosed

Design	Wire Load Model	Library
SHIFTRREG.GATED	area_0to1K	CORE90GPSVT
counter	area_0to1K	CORE90GPSVT
DECODER	area_0to1K	CORE90GPSVT
REG_3	area_0to1K	CORE90GPSVT
REG_2	area_0to1K	CORE90GPSVT
REG_1	area_0to1K	CORE90GPSVT
REG_0	area_0to1K	CORE90GPSVT

Global Operating Voltage = 1

Power-specific unit information :

Voltage Units = 1V

Capacitance Units = 1.000000pf

Time Units = 1ns

Dynamic Power Units = 1mW (derived from V,C,T units)

Leakage Power Units = 1pW

Cell Internal Power = 26.4885 uW (81%)

Net Switching Power = 6.1442 uW (19%)

Total Dynamic Power = 32.6327 uW (100%)

Cell Leakage Power = 834.9294 nW