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)

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	imulation of the designs with Modelsim		
4	ower Reports and Discussion 9		
5	aplementation and Power Reports 11		

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

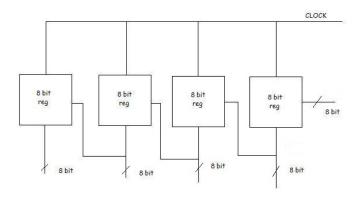


Figure 1: Converter using a 8-bit Shift Register

As we can see in Figure 1, the input data flows continuously through the registers. On every rising clock edge each of the 8-bit registers takes on a new state. The rightmost register takes its state from the input of the whole shiftregister block and all the other registers take their states from the outputs of the previous register. This can be seen as the 8-bit registers shifting the input eight bits from right to left as the next eight bits of the 32-bit word are taken in, until after four clock cycles the outputs of the registers form the whole 32-bit word which is readable from the block's output. All components of this block are driven with the same clock signal, which ensures that the 8-bit registers change their state at the same time and no data is lost.

2.2 Design B: Register with Enable

In Figure 2 we see another design for a serial to parallel converter. In this design we use multiplexors to control when the 8-bit registers should take on a new state. The multiplexors are controlled by enable signals generated from a 2-bit counter. The multiplexors take in two inputs, one from the output of the 8-bit register the multiplexor contols and one from the input of the whole shiftregister block. When a multiplexor is enabled by an enable signal it lets through the data from the block input, otherwise it lets through the data from the 8-bit register output. This way we can make the 8-bit registers change their state only when the bits which that particular register is supposed to put to the output of the whole block come in from the input. The 8-bit registers still operate on each rising clock edge, but since their state remains the same they consume less power in this activity. Of course the multiplexors and the logic for the enable signals consume power as well, and in this case we expect the consumption from the multiplexors and the logic to exceed the power savings from restricting the number of state changes.

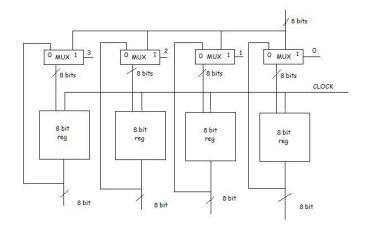


Figure 2: Converter using 8-bit Registers with Enable

2.3 Design C: Register with Clock-Gating

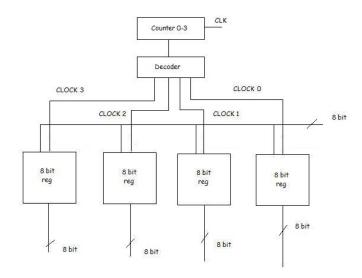


Figure 3: Converter using 8-bit Registers with Clock Gating

In Figure 3 we see the third and last design for a serial to parallel converter we used in the exercise. In this design we restirct the the amount of register state changes by not driving the 8-bit registers with the clock directly but instead using a 2-bit counter and a decoder to give a rising clock edge only to one 8-bit register at a time. We time these rising edges so, that when the bits which a particular 8-bit register is supposed to put to the output of the whole block come in from the input, then a rising edge is given to that 8-bit register and it will change its state. In this design the 8-bit registers operate only when they change their state on every fourth clock cycle. This means that they consume much less power. Of course the logic for dividing the clock consumes power as well, but we expect that the power savings which are gained by reducing the operation of the 8-bit registers outweighs this, since we're

not only restricting the number of state changes but we're completely removing the "idle" operations.

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 looses its old value.

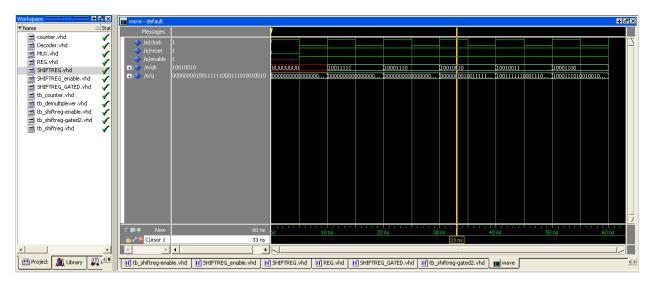


Figure 4: Simulation screenshot for Design A at 33ns

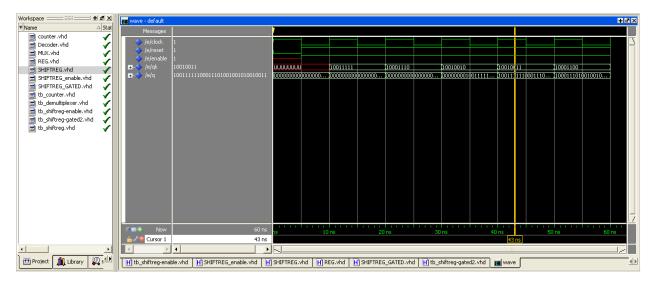


Figure 5: Simulation screenshot for Design A at 43ns

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.

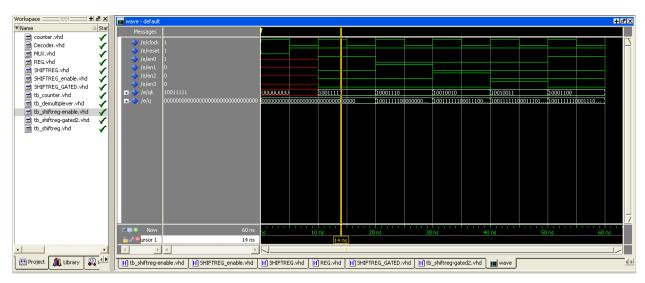


Figure 6: Simulation screenshot for Design B at 14ns

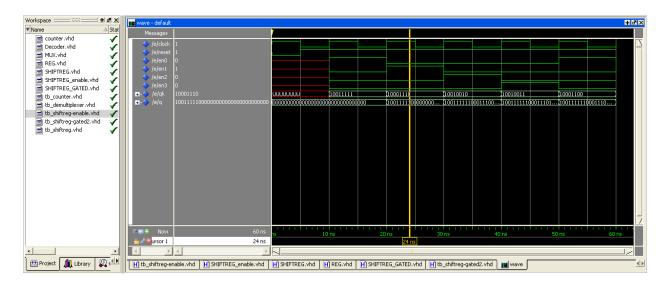


Figure 7: Simulation screenshot for Design B at 24ns

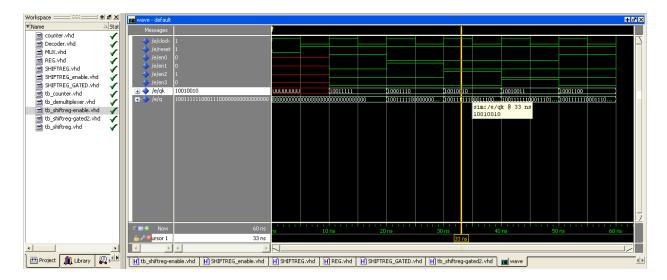


Figure 8: Simulation screenshot for Design B at 33ns

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

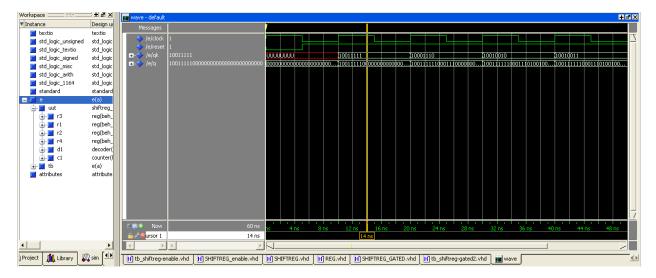


Figure 9: Simulation screenshot for Design C at 14ns

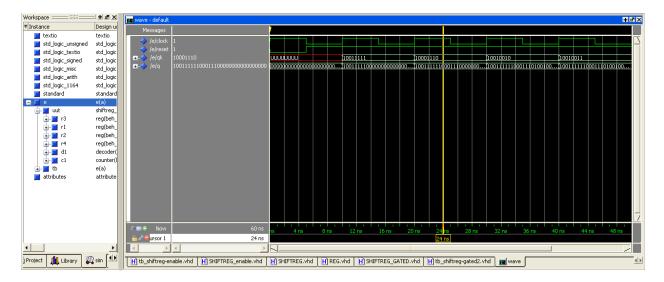


Figure 10: Simulation screenshot for Design C at 24ns

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 Qk in the next clock event. If the enable signal is SET, the register is loaded with Qk, 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 discripancy is because the analysis does not containt 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 disspation 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 accommodate 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
                 CLOCK : In
       Port (
                                 std_logic;
                 RESET : In
                                 std_logic;
                              std_logic;
std_logic_vector (7 downto 0);
                ENABLE : In
                    QK : In
                     Q : InOut std_logic_vector (31 downto 0) );
end SHIFTREG;
architecture BEHAVIORAL of SHIFTREG is
    {f process}({\hbox{RESET}},{\hbox{CLOCK}})
       \begin{tabular}{ll} \bf variable & i\ , j\ , k\ , l & : & integer\ ; \\ \end{tabular}
     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) \le q(i-8);
                  end loop;
                  q(7 \text{ downto } 0) \le qk;
        end if;
    end process;
end BEHAVIORAL;
configuration CFG_SHIFTREG_BEHAVIORAL of SHIFTREG is
   for BEHAVIORAL
   end for;
end CFG_SHIFTREG_BEHAVIORAL;
```

Listing 2: SHIFTREG_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 SHIFTREG_ENABLE is
   Port (
                   CLOCK : In
                                   std_logic;
                   RESET : In
                                   std_logic;
                                   std_logic_vector (7 downto 0);
                   QK : In
                   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 SHIFTREG_ENABLE;
{\bf architecture} \ \ {\bf BEH\_SHIFTREG\_ENABLE} \ \ {\bf of} \ \ {\bf SHIFTREG\_ENABLE} \ \ {\bf 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: \ \textbf{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);
         m1: MUX port map (Q(31 downto 24), QK, en0, Qout0);
         m2: MUX port map (Q(23 downto 16), QK, en1, Qout1);
         m3: \ MUX \ \textbf{port} \ \ \textbf{map} \ \left(Q(15 \ \ \textbf{downto} \ \ 8) \ , \ \ QK, \ \ en2 \ , \ \ Qout2) \ ;
         m4: MUX port map (Q(7 \text{ 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));
\mathbf{end} \;\; \mathrm{BEH\_SHIFTREG\_ENABLE};
\textbf{configuration} \ \ \text{CFG\_SHIFTREG\_enable\_SCHEMATIC} \ \ \textbf{of} \ \ \text{SHIFTREG\_ENABLE} \ \ \textbf{is}
   for BEH_SHIFTREG_ENABLE
   end for;
end CFG_SHIFTREG_enable_SCHEMATIC;
```

Listing 3: SHIFTREG_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 SHIFTREG_GATED is
       Port (
                  CLK : In
                                 std_logic;
                  RESET : In
                                    std_logic;
                      QK : In
                                    std_logic_vector (7 downto 0);
                       Q : \mathbf{Out}
                                    std_logic_vector (31 downto 0));
end SHIFTREG_GATED;
architecture BEH_SHIFTREG_GATED of SHIFTREG_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
                              in std_logic_vector(1 downto 0);
       port (
                   I :
                              out std_logic_vector(3 downto 0)
                     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));
          {\tt r2: REG \ port \ map \ (QK, \ out\_decoder (2), \ Reset \, , \ Q(23 \ downto \ 16));}
          r3: REG \hspace{0.1cm} \textbf{port} \hspace{0.1cm} \textbf{map} \hspace{0.1cm} (QK, \hspace{0.1cm} out\_decoder \hspace{0.1cm} (1) \hspace{0.1cm}, \hspace{0.1cm} Reset \hspace{0.1cm}, \hspace{0.1cm} Q(15 \hspace{0.1cm} \textbf{downto} \hspace{0.1cm} 8));
          r4: REG port map (QK, out_decoder(0), Reset, Q(7 downto 0));
end BEH_SHIFTREG_GATED;
\textbf{configuration} \ \ \textbf{CFG\_SHIFTREG\_GATED\_SCHEMATIC} \ \ \textbf{of} \ \ \textbf{SHIFTREG\_GATED} \ \ \textbf{is}
    for BEH_SHIFTREG_GATED
   end for;
end CFG_SHIFTREG_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 : \ \textbf{in} \ std\_logic\_vector(7 \ \textbf{downto} \ 0);
                   Clock, Reset : in std_logic;
                   Q : out std_logic_vector(7 downto 0));
end entity REG;
architecture BEH_REG of REG is
   p0: process (Clock, Reset) is
       begin
       if (Reset = '0') then
          Q <= \; (\,\mathbf{others} \; \Longrightarrow \; \, `0\; `)\,;
       elsif rising_edge(clock) then
          Q \leq D;
       end if;
   end process p0;
end architecture BEH_REG;
```

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 BEHLMUX of MUX is
   begin
   process (Q0,Q1,enable) is
      begin
      if (enable = '0') then
        Qmux \le Q0;
      elsif (enable = '1') then
        \mathrm{Qmux}\, <= \, \mathrm{Q1}\,;
           else
        Qmux <= (others => '0');
      end if;
   end process;
end architecture BEHLMUX;
```

Listing 6: COUNTER.vhd

```
library ieee;
use ieee.std_logic_1164.all;
use ieee.std_logic_unsigned.all;
entity counter is
port (
                in std_logic;
      clock:
      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 \le Pre_Q + "01";
            end if;
    end process;
    Qc \le Pre_Q;
end beh_counter;
```

Listing 7: DECODER.vhd

```
library ieee;
use ieee.std_logic_1164.all;
entity DECODER is
port (
                in std_logic_vector(1 downto 0);
        I :
        O:
                out std_logic_vector(3 downto 0)
end DECODER;
architecture BEHLDECODER of DECODER is
begin
    process (I)
    begin
    case I is
            when "00" \Rightarrow O <= "1000";
            when "11" => O <= "0001";
            when others \Rightarrow O <= "1000";
        end case;
   end process;
end BEH_DECODER;
```

Listing 8: Power Report Design A

************ Report : power -analysis_effort low Design : SHIFTREG Version: X-2005.09-SP1: Fri Nov 16 20:21:52 2007 **Library**(s) Used: $SIGNOFF/bc_1.10V_m40C_wc_0.90V_105C/PT_LIB/CORE90GPSVT_NomLeak.db)$ Operating Conditions: NomLeak Library: CORE90GPSVT Wire Load Model Mode: enclosed Wire Load Model Design Library SHIFTREG $area_0to1K$ CORE90GPSVT Global Operating Voltage = 1Power-specific unit information : Voltage Units = 1VCapacitance Units = 1.000000pfTime Units = 1nsDynamic Power Units = lmW (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 : SHIFTREG_ENABLE Version: X-2005.09-SP1Date : 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 Wire Load Model Design Library SHIFTREG_ENABLE CORE90GPSVT $area_0to1K$ CORE90GPSVT MUX_3 area_0to1K MUX_2 CORE90GPSVT $area_0to1K$ ${\tt CORE90GPSVT}$ MUX_{-1} $area_0to1K$ 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 = 1VCapacitance Units = 1.000000 pfTime Units = 1nsDynamic 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%)(100%)Total Dynamic Power = 46.9849 uW

= 800.4604 nW

Cell Leakage Power

Listing 10: Power Report Design C ************ Report : power -analysis_effort low Design: SHIFTREG_GATED Version: X-2005.09-SP1: 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 Wire Load Model Design Library SHIFTREG_GATED $area_0to1K$ CORE90GPSVT CORE90GPSVT counter area_0to1K DECODER CORE90GPSVT $area_0to1K$ REG_{-3} ${\tt CORE90GPSVT}$ $area_0to1K$ REG_2 $area_0to1K$ CORE90GPSVT REG_{-1} $area_0to1K$ CORE90GPSVT REG_0 $area_0to1K$ CORE90GPSVT Global Operating Voltage = 1Power-specific unit information : Voltage Units = 1VCapacitance Units = 1.000000 pfTime Units = 1nsDynamic Power Units = lmW (derived from V,C,T units) Leakage Power Units = 1pWCell Internal Power = 26.4885 uW (81%)Net Switching Power 6.1442 uW (19%)Total Dynamic Power = 32.6327 uW(100%)

= 834.9294 nW

Cell Leakage Power