# **MPSoC 2004**

# Business Challenges and MP Mike Muller CTO ARM



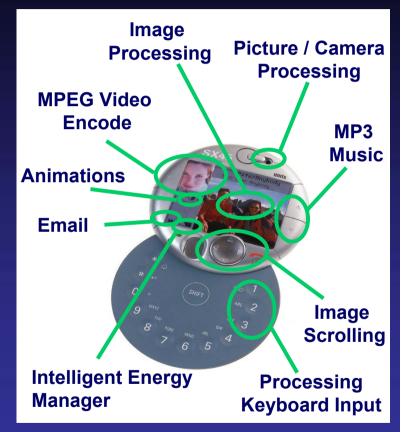
## Is IP Just a Passing Fashion?

In 1983 Transistors vs. Gates Transparent Latches vs. D-Types 45° vs. 90° Manhattan Rules Uncommitted Logic Arrays vs. ASICs In 1993 Gates D-Types 90° Manhattan Rules ■ ASICs In 2003 Back to the beginning

# **Need for Parallel Processing**

- Run multiple applications simultaneously
- Execute multiple algorithms
  - Decode & encode both video and audio stream
- Uniprocessor Solutions

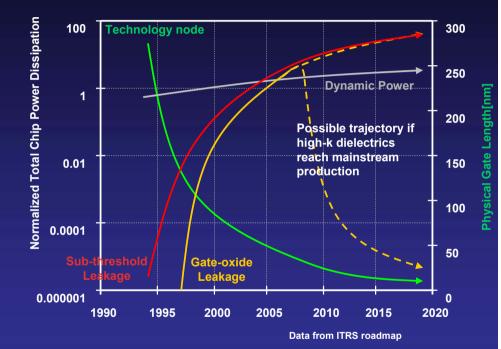
  - Media signal processing
  - Deeper pipelines
  - Multi-issue
- Multiprocessor solutions



# **Is Silicon Our Friend?**

#### Technology scaling trends are not in our favour

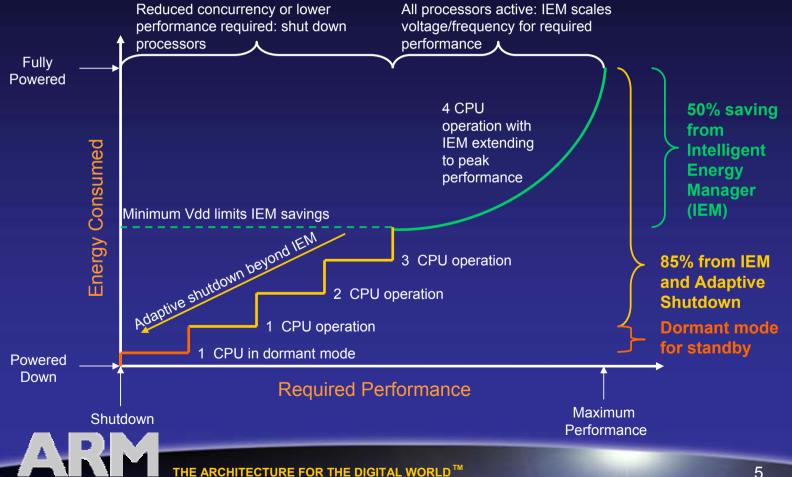
- Leakage power
- New processes are expensive
- Diminishing performance gains from process scaling
- Dynamic power remains high



Solutions need to cut across traditional boundaries
 (SW / architecture / microarch / circuits)

### **MPCore Multiprocessor: Saving Energy**

MPCore multiprocessor extends control over power usage by providing both voltage and frequency scaling and turning off unused processors



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## Where Best to Apply Parallelism

'Optimal' support for both ILP and TLP brings the most performance for the least cost / effort

#### Effort / Cost for ILP

Expensive on hardware to continue to attempt to extract instruction level parallelism (ILP)



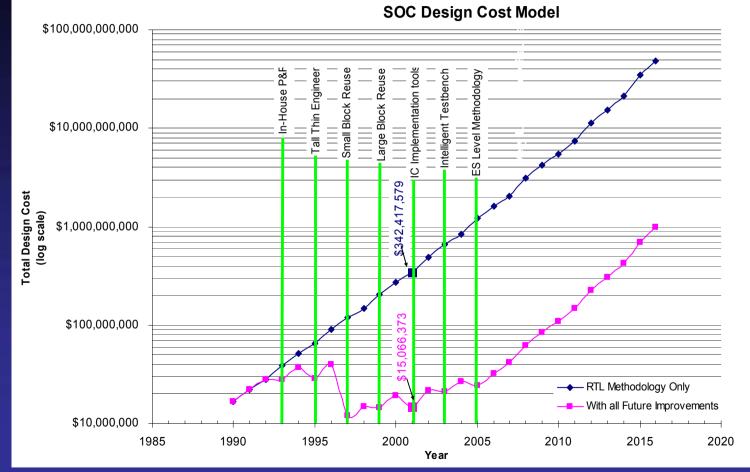
Performance Gained

Effort / Cost for TLP/SMP

Expensive on hardware and software to continue to attempt to share work between more instances of thread level parallelism (TLP)



## The Design Crisis is here to stay



ITRS 2003 SoC Design Cost Model/Synopsys

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### **IP Will Bring 75% of Productivity Gains**

Year	DT Productivity Impact	Gates Per Designer	Description
Tear		per Year	Description
1990	Design Technology	4,000	
1993	In-House Place and Route	5,550	Automated Block Placement and Routing
1995	Tall Thin Engineer	9,090	Engineer can pursue all tasks to
			complete design block from RTL to GDSII
1997	Small (2K-75K) Block	40,000	Blocks from 2,500 –74,999 gates
	Reuse		
1999	Large (75K-1M) Block	56,000	Blocks from 75,000-1M gates
	Reuse		
2001	IC Implementation Suite	91,000	Tightly integrated toolset that goes from
			RTL synthesis to GDSIII through IC place
			and route
2003	Intelligent Test Bench	125,000	RTL verification tool (cockpit) using an
			ES-level description with tracking and
			reporting of code coverage
2005	ES Level Methodology	200,000	A behavioral and an architectural level
			(where HW and SW are identified and
			handed off to design teams)
2007	Very Large (>1M) Block	600,000	Blocks >1M gates; intellectual-property
	Reuse		cores

ITRS 2003 SoC Design Cost Model/Synopsys
Multi Processing is excellent IP Reuse

#### Major Internal Costs in CPU Development

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New Instructions Definition 2 CPU Implementation

Platform Implementation Ongoing Support Cost (Sustaining)

4

- Upfront definition of instructions to be added to ISA
- CPU design, implementation, verification and validation
- Software tools, compilers, debuggers and boards
- Platform infrastructure
- Busing
- Peripheral development
- Implementation, verification and validation
- OS porting

 In-house support staff

# **1** Cost of New Instruction Definition

- Architectural definition of new instructions
- Mostly research with some high-level engineering
- Builds on cumulative dollars already invested in the architecture

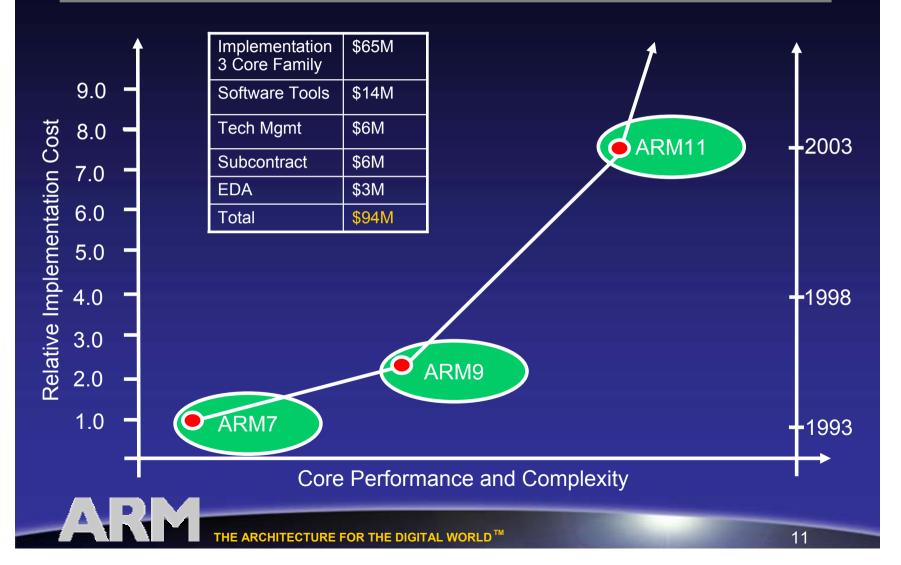
Addition of significant ISA extension



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\$3M

# **2** Incremental Implementation Cost



# **3** Cost of SoC Platforms

Platforms\$10-15M per platform

AMBA bus infrastructure
 Ongoing cross-platform cost
 Total ~\$6M per generation
 \$20M invested to date

Peripheral development
 Ongoing cross-platform cost
 \$3M per year



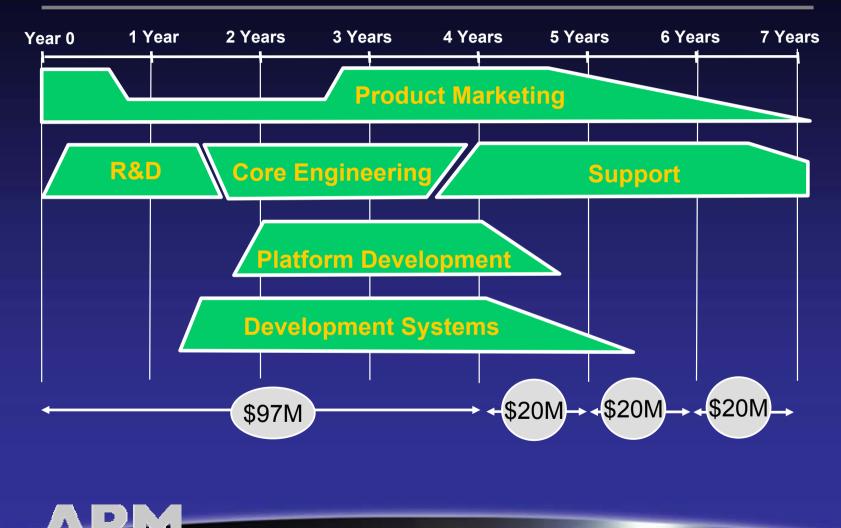
# **(4)** Ongoing Sustaining Costs

	Cost	
10 Support Heads	\$3M	
3 Product Managers	\$1M	
AMBA	\$2M	On-chip Bus Development
Peripheral Engineering	\$3M	Platform Peripherals
3 <sup>rd</sup> Party Tools Community	\$8M	Apportioned Share of Spend
Brand and High-Level Mkting	\$3M	Apportioned Share
Total	\$20M/yr	



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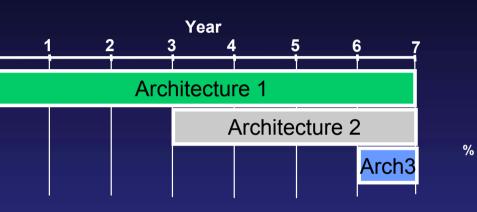
## **5-Year Time to Revenue**



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# **Commitment to Roadmap Treadmill**

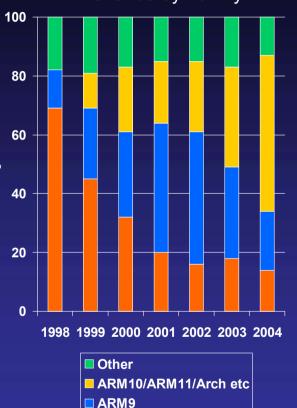
Revenue by Family



- Each generation is more expensive
- BUT it's not just a top right world
- Need to invest across the performance spectrum

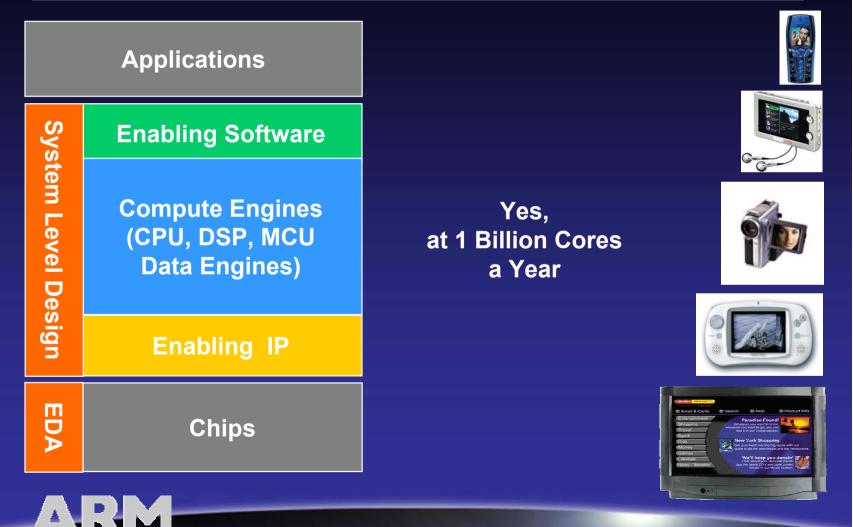
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Need to reuse for MP solutions



ARM7

## So is the IP Space Viable?



# **But It's Expensive**

Engineering Annual cost of the CPU treadmill +\$45M Cost of a current high-end architecture +\$97M Next generation x 4 again Third-party community 10 x the investment ■ Time to revenue ~5 years 2x the life expectancy of CEO ■ A little better for a CTO ☉ As implementation costs rise it's even more important to have standard platforms

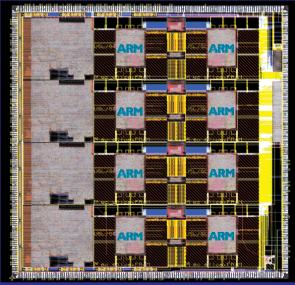


# **Technology Challenges**

1-billion transistor ASIC by 2007
 For example 20 x 1GHz CPUs

Critical Issues
 Programming model
 Power & noise
 Reliability and security
 Correctness & verification
 Interconnect

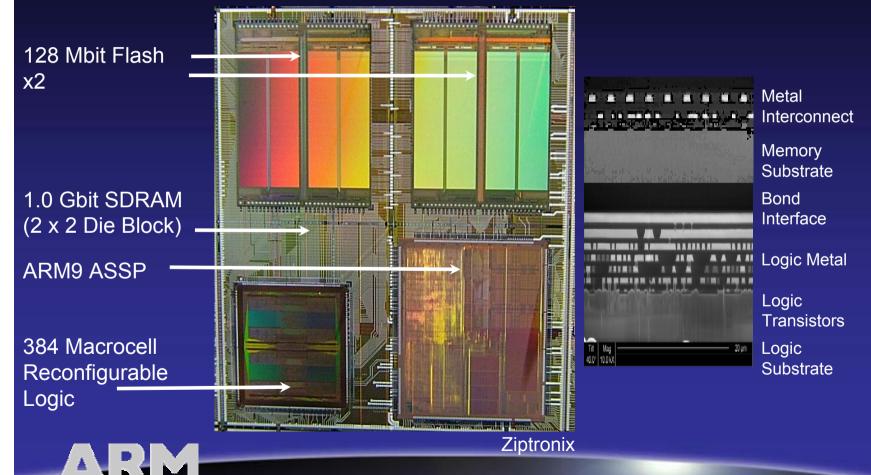




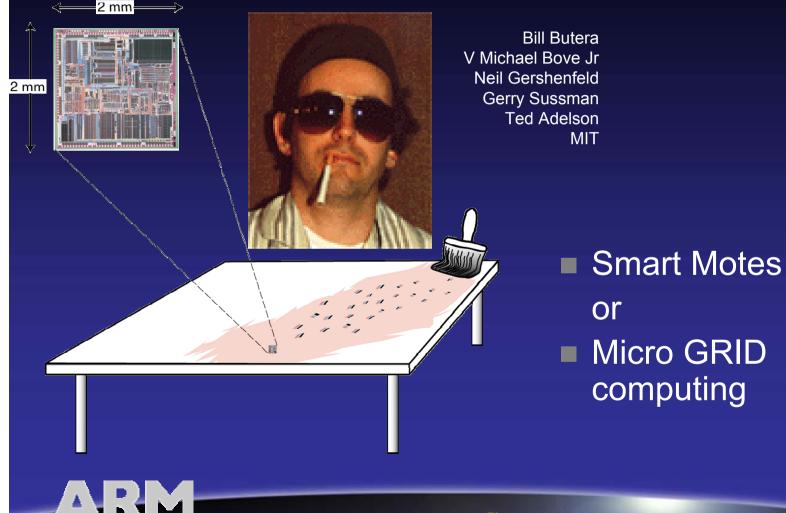
8 x ARM966E-S<sup>™</sup> from Agere

# A Quick Way to 1 Billion in 3D

#### Die 15 x 17 mm

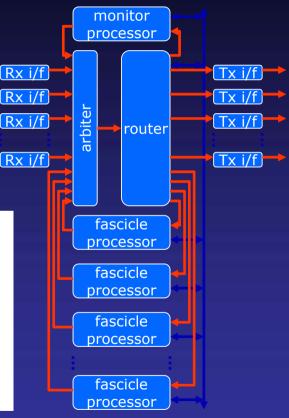


## **Towards a Billion Processors**



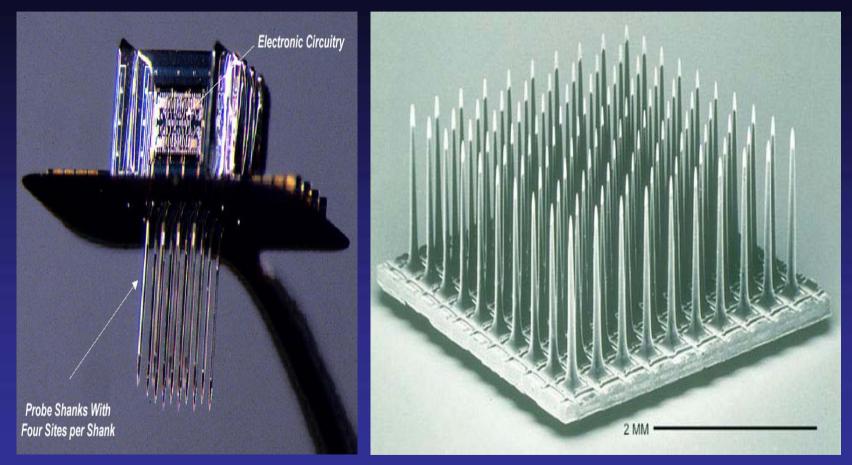
# **Neural Systems Engineering**

Long-term goal: Model 1 billion neurons in real time Short-term goals: Understand how to build complex, Rx i/f asynchronous neural systems Point-to-point links Delay-insensitive Robust 4000 ш Low power Async packets Source ID routing 10000 ID is payload Steve Furber Manchester University



### Last Year





#### **Cyberkinetics inc**

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