

# Ultra-Low Power? Think Multi-ASIP SoC!

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# Ultra-low power SoC design

## ■ ITRS Roadmap

*Table 6b Power Supply and Power Dissipation—Long-term Years*

<i>Year of Production</i>	<i>2010</i>	<i>2012</i>	<i>2013</i>	<i>2015</i>	<i>2016</i>	<i>2018</i>
<i>Technology Node</i>	<i>hp45</i>		<i>hp32</i>		<i>hp22</i>	
<i>DRAM ½ Pitch (nm)</i>	<i>45</i>	<i>35</i>	<i>32</i>	<i>25</i>	<i>22</i>	<i>18</i>
<i>MPU/ASIC Metal 1 (M1) ½ Pitch (nm)</i>	<b>54</b>	<b>42</b>	<b>38</b>	<b>30</b>	<b>27</b>	<b>21</b>
<i>MPU/ASIC ½ Pitch (nm) (Un-contacted Poly)</i>	<b>45</b>	<b>35</b>	<b>32</b>	<b>25</b>	<b>22</b>	<b>18</b>
<i>MPU Printed Gate Length (nm) ††</i>	<b>25</b>	<b>20</b>	<b>18</b>	<b>14</b>	<b>13</b>	<b>10</b>
<i>MPU Physical Gate Length (nm)</i>	<b>18</b>	<b>14</b>	<b>13</b>	<b>10</b>	<b>9</b>	<b>7</b>
<i>Power Supply Voltage (V)</i>						
<i>Vdd (high-performance)</i>	<b>1.0</b>	<b>0.9</b>	<b>0.9</b>	<b>0.8</b>	<b>0.8</b>	<b>0.7</b>
<i>Vdd (Low Operating Power, high Vdd transistors)</i>	<b>0.7</b>	<b>0.7</b>	<b>0.6</b>	<b>0.6</b>	<b>0.5</b>	<b>0.5</b>
<i>Allowable Maximum Power [1]</i>						
<i>High-performance with heatsink (W)</i>	<b>218</b>	<b>240</b>	<b>251</b>	<b>270</b>	<b>288</b>	<b>300</b>
<i>Cost-performance (W)</i>	<b>120</b>	<b>131</b>	<b>138</b>	<b>148</b>	<b>158</b>	<b>168</b>
<i>Battery (W)—(hand-held)</i>	<b>2.8</b>	<b>3.0</b>	<b>3.0</b>	<b>3.0</b>	<b>3.0</b>	<b>3.0</b>

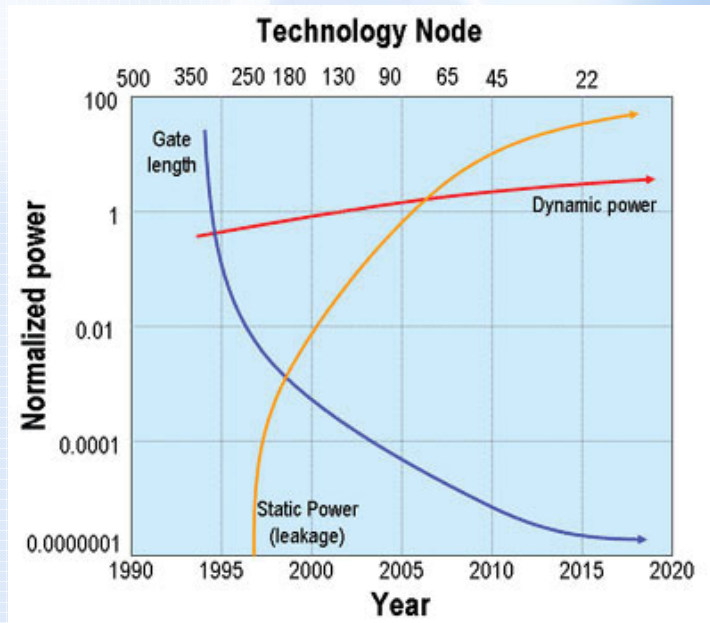
*[1] Power will be limited more by system level cooling and test constraints than packaging*

- Power budget (Watts) more or less constant, while chip complexity increases

[ITRS Roadmap 2003]



# Ultra-low power SoC design



["Moore's Law Meets Static Power", Computer, December 2003, IEEE Computer Society]



## Dynamic power

$$P_{dyn} = C \times (A \times f_{clock}) \times V_{dd}^2$$

- Low-voltage technology, voltage scaling
- Concurrency: task-, data-, instruction-level parallelism
- Avoid unnecessary switching: clock gating, operand isolation...

## Leakage power

$$P_{leak} = I_{leak} \times V_{dd}$$

$$\sim (a^{-Vt} \times N_{gates} \times W_{dev}) \times V_{dd}$$

- Multi-threshold cell libraries
- Power gating
- Minimal logic (application-specific)

# Ultra-low power SoC design

## ■ Holistic approach

- Ho·lis·tic *adj*

*" Emphasising the importance of the whole and the interdependence of its parts "*

- Design phases considered

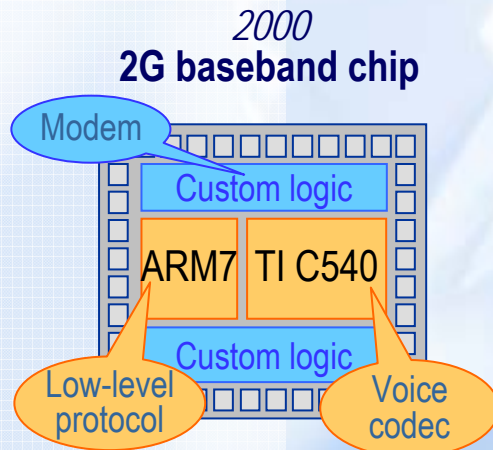
- System architecture
- Processor (ASIP) architecture
- Logic level





# System architecture

## ▶ System-on-Chip becomes Sea-of-Cores

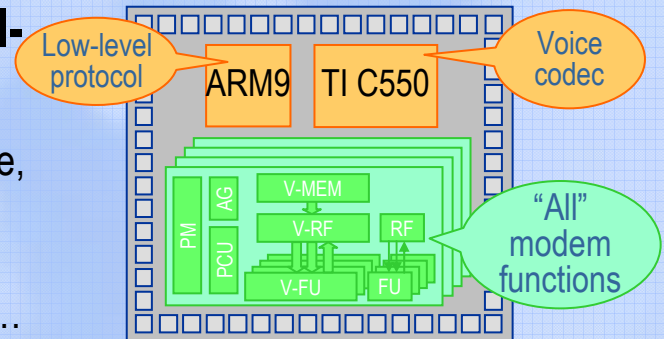


2005 ~ 2010  
≥ 3G baseband & radio chip  
Multi-standard, SDR



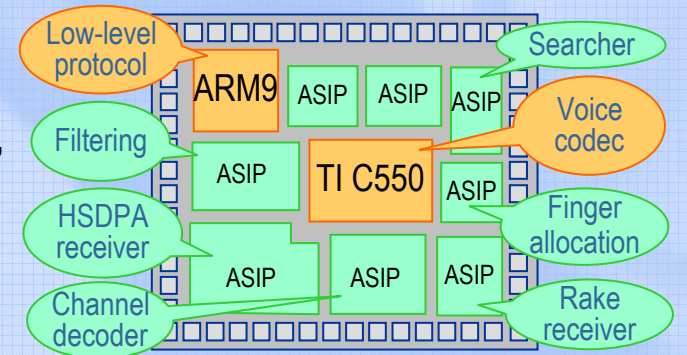
### ▶ Homogeneous, multi general-purpose processors

- VLIW/SIMD: NXP (EVP), Sandbridge, Atmel (Diopsis)...
- Array processor: Morpho, IMEC...
- Processor arrays: PicoChip, Cradle...



### ▶ Heterogeneous, multi-ASIP

- Configurable IP vendors: Tensilica, ARC, SiliconHive...
- **EDA vendors:** Target, CoWare, ASIP Solutions...



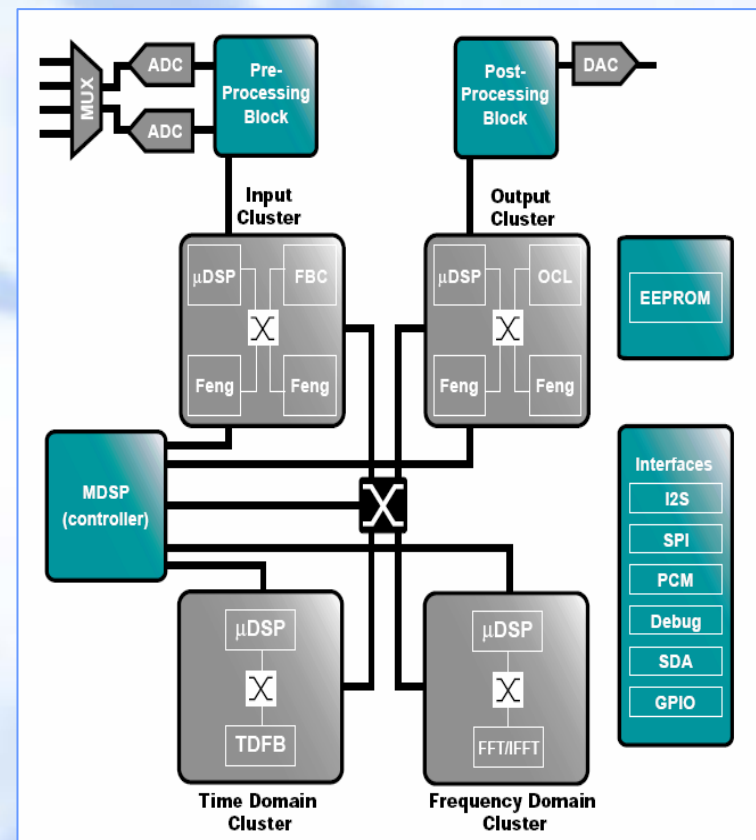
## ▶ Heterogeneous best for deep submicron power challenge!

- Each ASIP optimised for its function: minimal logic, balanced parallelism
- Well suited for power gating based on system requirements

# System architecture

## ► Example: Gennum's Voyager platform

- Used in hearing instruments and Bluetooth headsets
- Processor cores designed with Target's tool suite
- Multi-core
  - Microprocessor core
  - 4 "μ DSP" VLIW cores
  - 4 filter accelerators
- 0.04 mW/M-MAC, 42 MIPS at  $f_{\text{clock}} = 2 \text{ MHz}$  (0.13μ CMOS)



# ASIP architecture

## Concurrency

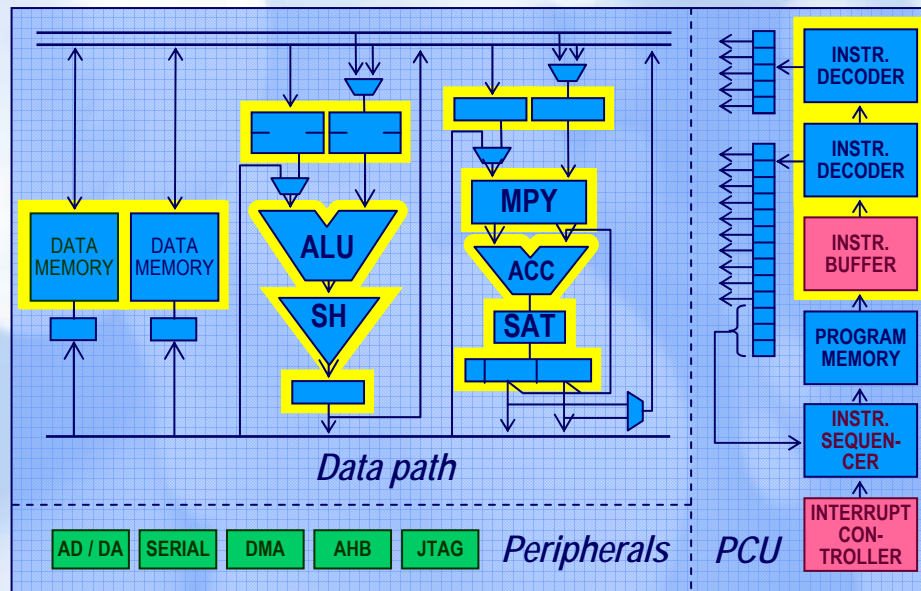
- Instr.-level parallelism (VLIW or encoded)
- Data-level parallelism (SIMD)

## Reduced memory access

- Memory hierarchy: data & instr. caches, loop buffer
- Distributed reg. architecture
- Encoded instruction set

## Arch. specialisation

- App.-specific data types
- App.-specific functional units and instructions
- Balanced pipeline

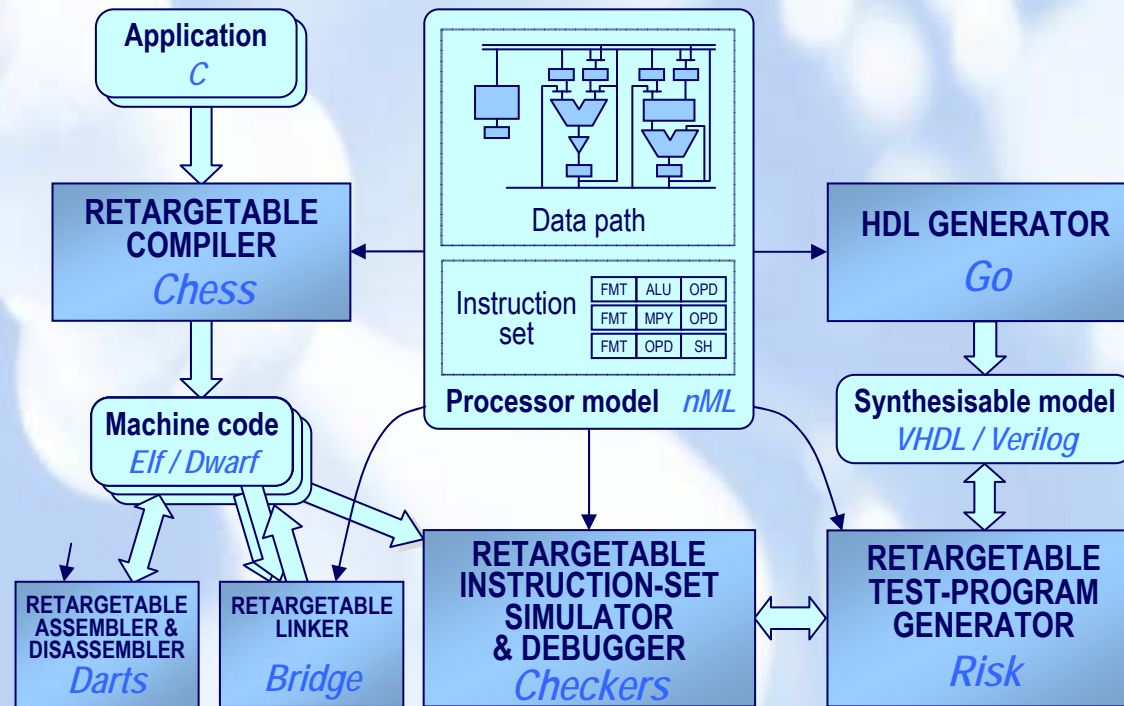


→ Optimise beyond the limitations of configurable processor templates!



# ASIP architecture

- True architectural exploration enabled by retargetable tool suite – “*Chess/Checkers*”



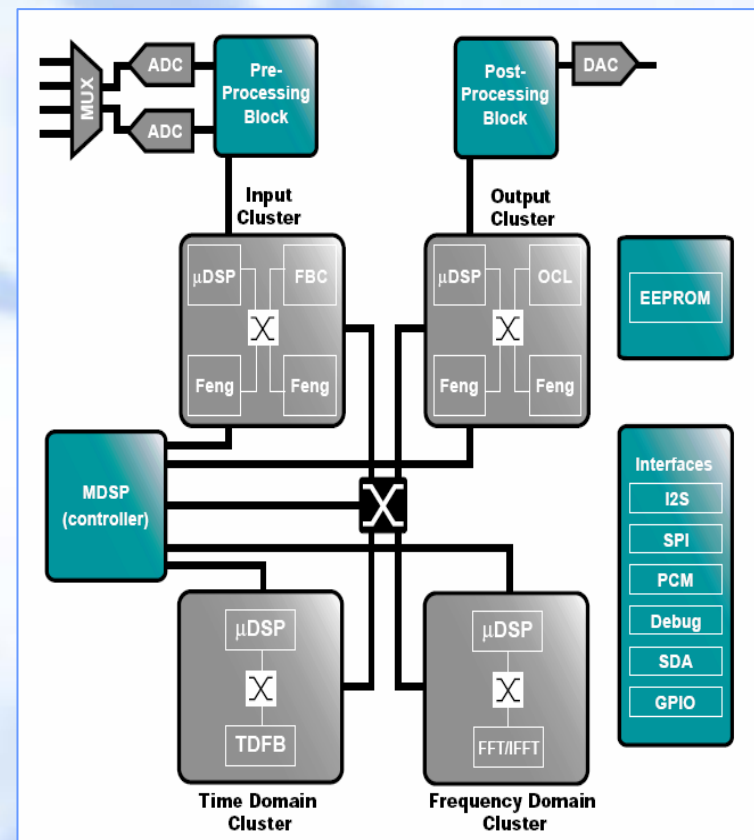
- Optimisation beyond reconfigurable processor templates
- Fast path to logic synthesis allows for accurate power estimations



# ASIP architecture

## ► Example: Gennum's Voyager platform

- 0.04 mW/M-MAC,  
42 MIPS at  $f_{\text{clock}} = 2 \text{ MHz}$   
(0.13 $\mu$  CMOS)
- $\mu$  DSP and filter engines:  
20-bit precision
- $\mu$  DSP: VLIW with dual MAC
- Filter accelerators:  
same algorithm consumes 4x less  
power than on  $\mu$  DSP



# Logic level

## ▶ HDL generator adds logic to avoid unnecessary switching

- Selective clock gating
- Selective operand isolation
- Latching of register file addresses in instruction decoder

## ▶ Example: audio DSP (90 nm technology, 200 MHz)

Design step	Power	Area
Go - Without low power options	91 $\mu$ W/MHz	
Go - Clock gating and operand isolation for FUs	57 $\mu$ W/MHz (-37%)	
Go - Operand isolation for muxes	44 $\mu$ W/MHz (-23%)	
Go - Register addresses from decoder	36 $\mu$ W/MHz (-18%)	36.9 kGates
Manual HDL design by low-power specialist	32 $\mu$ W/MHz (-11%)	36.6 kGates (-1%)



# Conclusions

## ▶ **Heterogeneous multi-ASIP SoCs best meet deep-submicron power challenge**

- Optimally balanced task / data / instruction-level parallelism → reduce dynamic power
- Minimal logic, power gating → reduce leakage power

## ▶ **Key is retargetable tool suite for efficient ASIP design**

- Enables true architectural exploration, beyond configurable processor templates
- Provides unified and efficient software development environment

## ▶ **Fast and efficient path to logic implementation**

- Includes logic-level power optimisations
- Enables fast and accurate power estimations

