Real-Time Dynamic Voltage Hopping on MPSoCs

Tohru Ishihara System LSI Research Center, Kyushu University

Background

- Low Power / Low Energy
 - Growth of portable electronics market
- Peak Performance
 - Growth of real-time applications



- Scalability and adaptability
 - Energy saving without losing the peak performance
- Real-time DVS on a multi-core processor

DVS Processor

- Processor can dynamically change its clock frequency
- Programmers can specify the clock frequency using an I/ O instruction
- The operating voltage is adjusted to the minimum value which guarantees correct operations of the processor



T. Ishihara and H. Yasuura, "Voltage Scheduling Problem for Dynamically Variable Voltage Processor," in Proc. of ISLPED'98, pp.197-202, Aug., 1998.

DVS Pros and Cons

Pros

- Quadratic reduction of energy consumption
 Cons
 - Low performance at low operatir
 - Large overhead of DC-DC conv



T. Burd and R. Brodersen, "Design Issues for Dynamic Voltage Scaling", ISLPED 2000.

$$t_{TRAN} = \frac{2 \cdot C}{I_{MAX}} \cdot |V_{DD1} - V_{DD2}|$$

$$E_{TRAN} = (1 - \eta) \cdot C \cdot |V_{DD1}^2 - V_{DD2}^2|$$
Typically 0.9

This prevents

real-time

control of DVS

processors

• C=100
$$\mu$$
F \cdot I_{MAX}=1A

•
$$V_{DD1} = 1.0 > V_{DD2} = 0.68$$

•
$$t_{\text{TRAN}} = 64 \mu \text{s}$$
, $E_{\text{TRAN}} = 4.6 \mu \text{J}$

Multi-Performance Processor (1/2)



Multi-Performance Processor (2/2)

□ Inter MPU cores: multiple MPU cores run concurrently

□ Intra MPU core: a single PE core runs alternatively



Overview of Prototype

- Based on Media embedded Processor (MeP) originally developed by Toshiba
- Designed with commercial 90nm process technology



Synthesis Flow

Characterize cells using different voltages

- 1.0V, 0.75V, 0.72V, 0.7V, 0.68V, 0.55V, 0.52V, 0.5V
- Determine clock frequency of H-PE
 - 200MHz with 1.0V
- Determine bus clock frequency
 - 66MHz which is a quotient of 200MHz
- \square Determine clock speed and V_DD of L-PE
 - 66MHz@0.52V which minimizes the energy of L-PE
- \square Determine clock speed and $V_{\scriptscriptstyle DD}$ of M-PE

133MHz@0 68V which minimizes the energy of M-PF

Comparison with DVS (1/2)

- □ 15 GP registers are transferred through stack
- 16 SP registers are transferred through dedicated bus
- □ The other registers like pipeline registers are flushed



Comparison with DVS (2/2)

- Extract a critical path from our 1.0V design
- Measure the delay of the path using HSPICE for different operating voltages



MPP Pros and Cons

Pros

- Low transition overhead
 - Two orders of magnitude less than that of DVS
- Higher performance at low operating voltage
 - Each PE core is optimized for the target supply voltage

Cons

- Large area overhead
 - □ Limited number of clock speeds
- Need multiple voltage sources



Comparison with CMP

- Heterogeneous chip multi-processor (CMP)
- Processor1 runs faster and consumes higher energy than Processor2

Task migration can be a better solution if it reduces the energy w/o violating a real-time constraint



Power Results of MPEG2 encode



- Stack is placed in the data scratchpad memory
- HW configuration is fixed before entering the main routine

Energy and Execution Time



Application of DVS Processor

- Motivation
 - Most tasks complete much earlier than their WCET
- Approach (for periodical tasks only)
 - Divide a 1-frame video encoding task into 33 slices
 - Exploit slack time of previous slices in the current slice



S. Lee and T. Sakurai, "Run-time voltage hopping for low-power real-time systems," in Proc. Asia South Pacific Design Automation Conference., Jan. 2000, pp. 381-386.

Experiments



Layout Image of MPU-core1

Designed with commercial 90nm CMOS technology



D-SPM	0.62mm ²	15.0%
I-SPM	0.40mm ²	9.5%
I-Cache	0.74mm ²	17.5%
High-end PE	0.19mm ²	4.5%
Middle-end PE	0.21mm ²	5.0%
Others	2.07mm ²	48.5%
Total	4.23mm ²	100%

Summary

- Small overhead compared with DVS
 Transition time : 100x smaller
 Transition Energy : 1000x smaller
- More energy efficient at low voltage
 Clock frequency : 30% more efficient
- Large area overhead
 ~25% area overhead

Thank you!!

Real-Time Voltage Hopping (1/2)



Real-Time Voltage Hopping (2/2)



