# **VLSI** Design Automation

# Outline

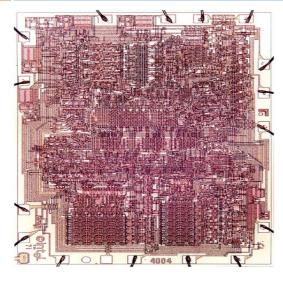
- Technology trends
- VLSI Design flow (an overview)

## **IC** Products

- Processors
  - CPU, DSP, Controllers
- Memory chips
  - RAM, ROM, EEPROM
- Analog
  - Mobile communication, audio/video processing
- Programmable
  - PLA, FPGA
- Embedded systems
  - Used in cars, factories
  - Network cards
- System-on-chip (SoC)

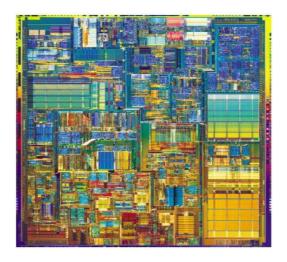


## Integrated Circuit Revolution



1972: Intel 4004 Microprocessor Clock speed: 108 KHz # Transistors: 2,300 # I/O pins: 16 Technology: 10µm

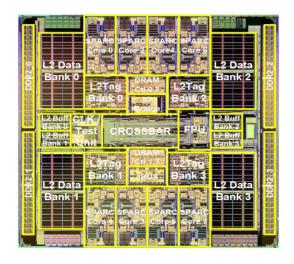
## Integrated Circuit Revolution



2000: Intel Pentium 4 Processor

Clock speed: 1.5 GHz # Transistors: 42 million Technology: 0.18µm CMOS

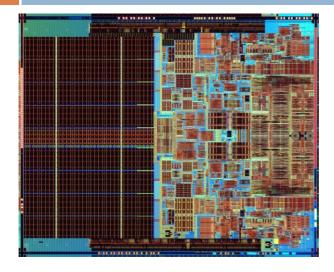
## Integrated Circuit Revolution



2005: Sun UltraSpartc T1 8 cores, 4 threads per core Clock speed: 1.2 GHz # Transistors: 200 million

# Transistors: 300 million Technology: 90nm CMOS

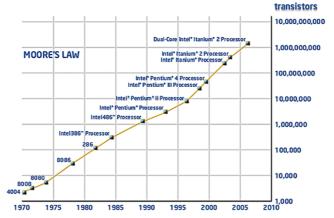
## Integrated Circuit Revolution



2006: Intel Core 2 Duo Clock speed: 3.73 GHz # Transistors: 1 billion Technology: 65nm CMOS

## Moore's Law

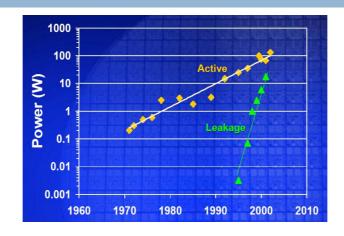
 Gordon Moore predicted in 1965 that the number of transistors that can be integrated on a die would double every 18 months.



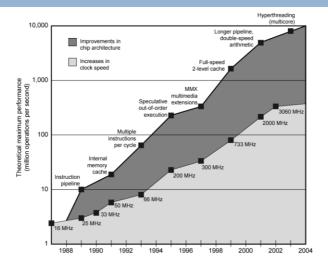
## Semiconductor Growth



# Processor Power (Watts)



### Intel Microprocessor Performance



## **Device Complexity**

- Exponential increase in device complexity
  - Increasing with Moore's law (or faster)!
- Require exponential increases in design productivity

We have exponentially more transistors!

## Heterogeneity on Chip

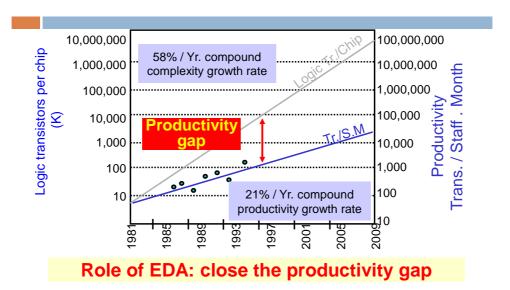
- Greater diversity of on chip elements
  - Processors
  - Software
  - Memory
  - Analog

More transistors doing different things!

## Stronger Market Pressures

- Time-to-market
  - Decreasing design window
  - Less tolerance for design revisions

## How Are We Doing?

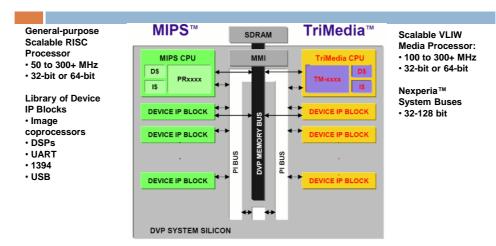


#### **Evolution of Design Methodology**

■ We are now entering the era of block-based design



#### **Evolution of SoC Platforms**



2 Cores: Philips' Nexperia PNX8850 SoC platform for High-end digital video (2001)

### What's Happening in SoCs?

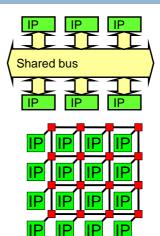
■ Technology: no slow-down in sight!

Faster and smaller transistors:  $90 \rightarrow 65 \rightarrow 45 \rightarrow 32 \rightarrow 22$  nm

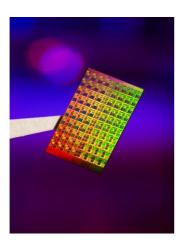
- → ... but slower wires, lower voltage, more noise!
  - $\checkmark$  80% or more of the delay of critical paths will be due to interconnects
- Design complexity: from 2 to 10 to 100 cores!
  - → Design reuse is essential
  - → ...but differentiation/innovation is key for winning on the market!
- Performance and power:
  - → Performance requirements keep going up
  - ...but power budgets don't!

#### Communication Architectures

- Shared bus
  - → Low area
  - → Poor scalability
  - → High energy consumption
- Network-on-Chip
  - → Scalability and modularity
  - → Low energy consumption
  - → Increase of design complexity

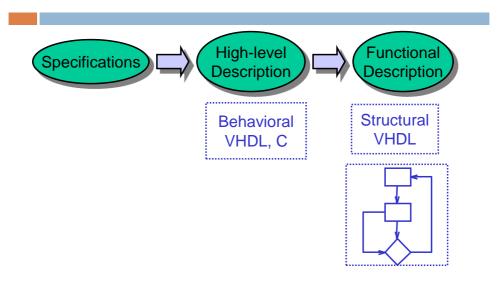


## Intel's Teraflops

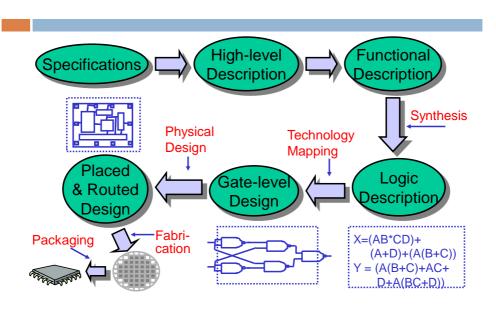


- 100 Million transistors
- 80 cores, 160 FP engines
- Teraflops perf. @ 62 Watts
- On-die mesh network
- Power aware design

## IC Design Steps

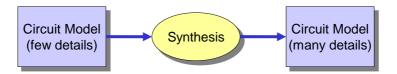


## IC Design Steps

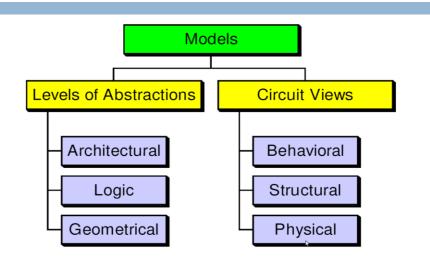


### Circuit Models

- A model of a circuit is an abstraction
  - A representation that shows relevant features without associated details



## **Model Classification**



### Levels of Abstraction

#### Architectural

- A circuit performs a set of operation, such as data computation or transfer
  - √ HDL models, Flow diagrams, ...

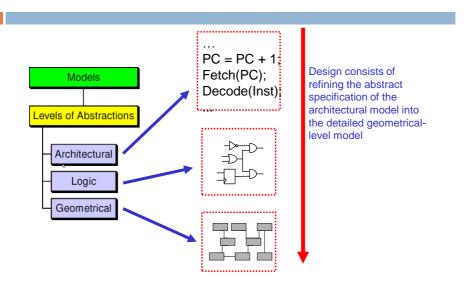
#### Logic

- A circuit evaluate a set of logic functions
  - √ FSMs, Schematics, ...

#### Geometrical

- A circuit is a set of geometrical entities
  - ✓ Floor plans, layouts, ...

### Levels of Abstraction



## Views of a Model

#### Behavioral

Describe the function of a circuit <u>regardless</u> of its implementation

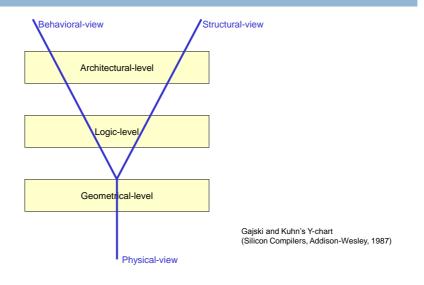
#### Structural

Describe a model as an interconnection of components

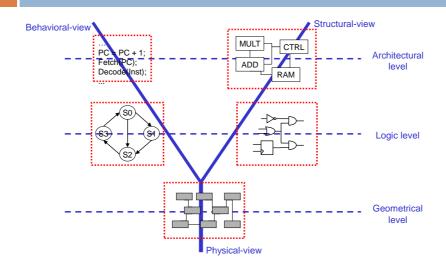
#### Physical

Relate to the physical object (e.g., transistors) of a design

## The Y-chart



## The Y-chart



## Synthesis

