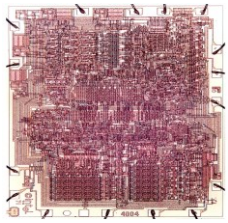
VLSI Design Automation

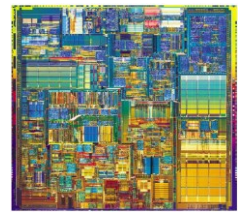
IC Products

- 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)

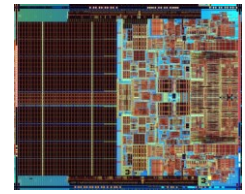
Integrated Circuit Revolution



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

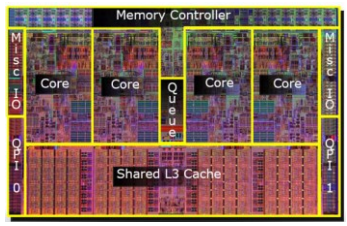


2000: **Intel Pentium 4**
Clock speed: 1.5 GHz
Transistors: 42 million
Technology: 0.18μm
CMOS



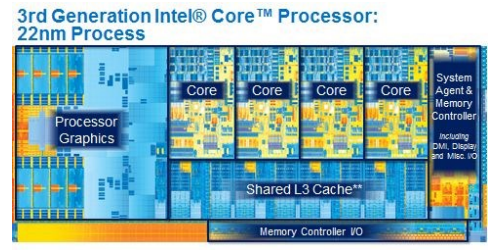
2006: **Intel Core 2 Duo**
Clock speed: 3.73 GHz
Transistors: 1 billion
Technology: 65nm CMOS

Integrated Circuit Revolution



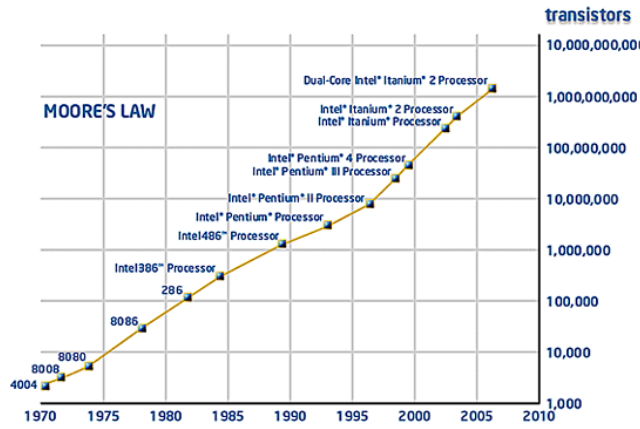
2009: **Intel Core i7 Quadricore**

Technology: 45nm CMOS



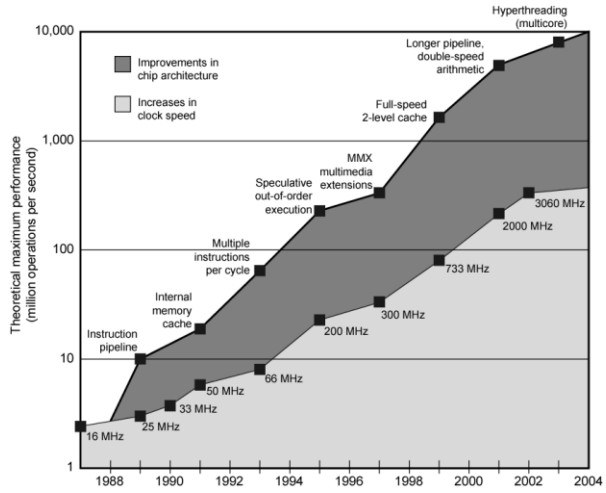
Moore's Law

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



Semiconductor Growth

Intel Microprocessor Performance



Device Complexity

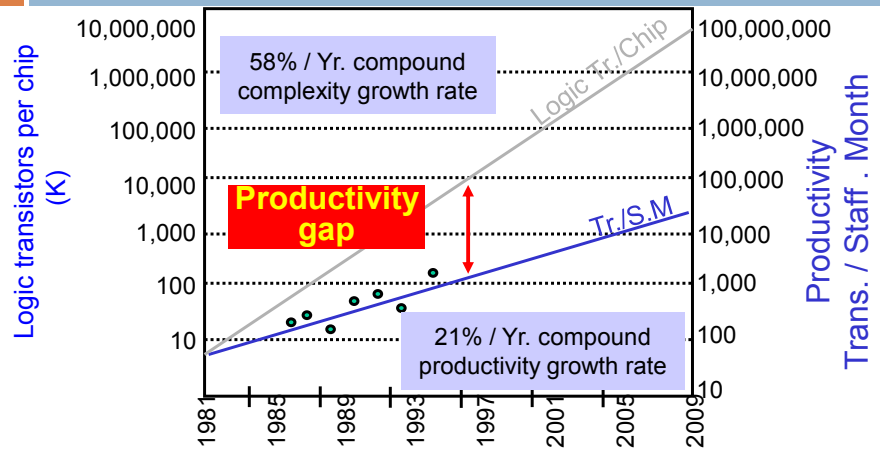
- Exponential increase in device complexity
  - Increasing with Moore's law (or faster)!
- Require exponential increases in design productivity

We have exponentially more transistors!

Stronger Market Pressures

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

How Are We Doing?



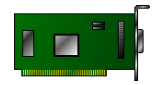
Role of EDA: close the productivity gap

Evolution of Design Methodology

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

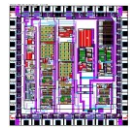
ASIC/ASSP Design

Yesterday
Bus Standards,
Predictable, Preverified

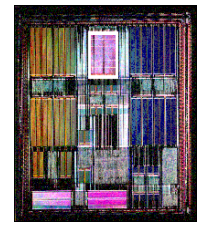


System-Board Integration

IP/Block Authoring



Today
VSI Compatible Standards,
Predictable, Preverified



System-Chip Integration

What's Happening in SoCs?

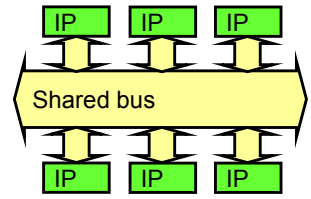
- Technology: no slow-down in sight!

Faster and smaller transistors: 90 → 65 → 45 → 32 → 22 nm

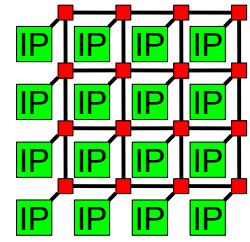
- ➔ … but slower wires, lower voltage, more noise!
  - ✓ 80% or more of the delay of critical paths will be due to interconnects
- Design complexity: from 2 to 10 to 100 cores!
  - ➔ Design reuse is essential
  - ➔ …but differentiation/innovation is key for winning on the market!
- Performance and power: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

Communication Architectures

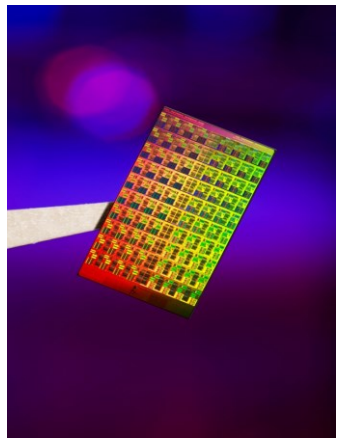
- Shared bus
  - ➔ Low area
  - ➔ Poor scalability
  - ➔ High energy consumption



- Network-on-Chip
  - ➔ Scalability and modularity
  - ➔ Low energy consumption
  - ➔ Increase of design complexity

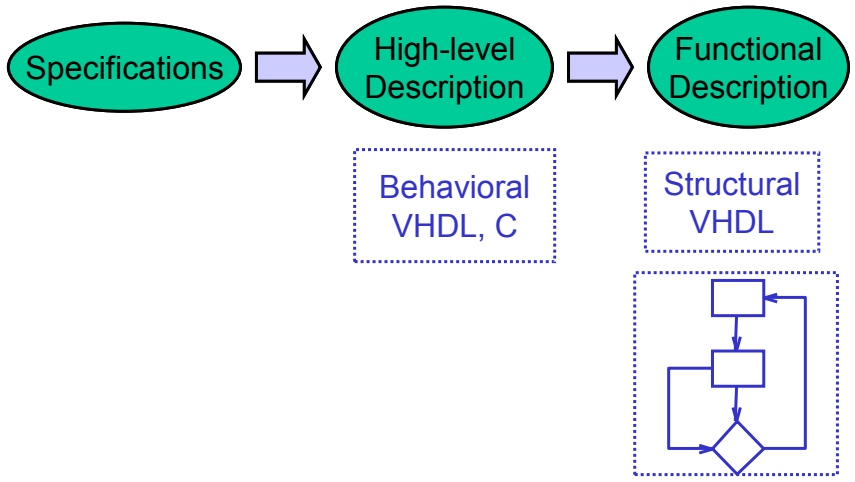


Intel's Teraflops

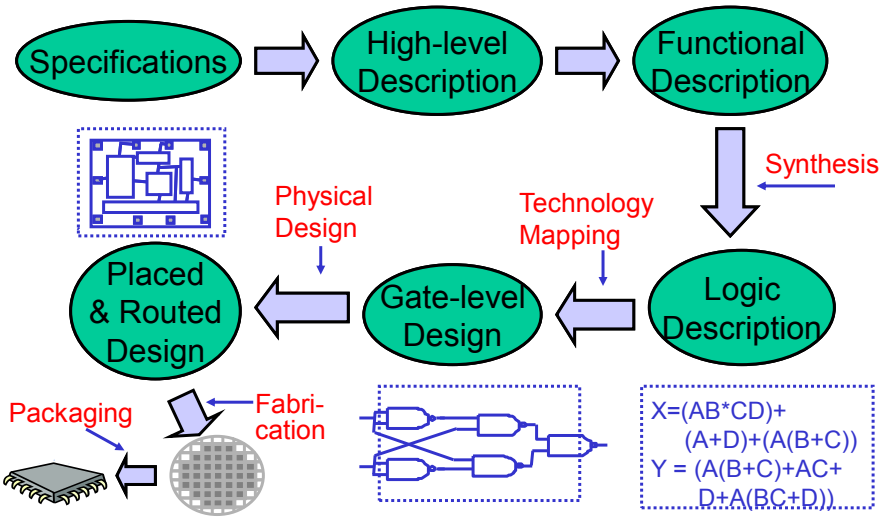


- 100 Million transistors
- 80 cores, 160 FP engines
- Teraflops perf. @ 62 Watts
- On-die mesh network
- Power aware design

IC Design Steps

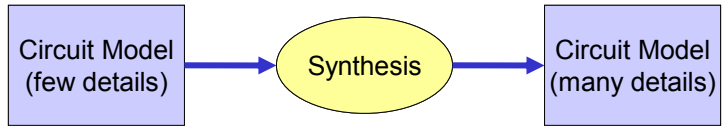


IC Design Steps

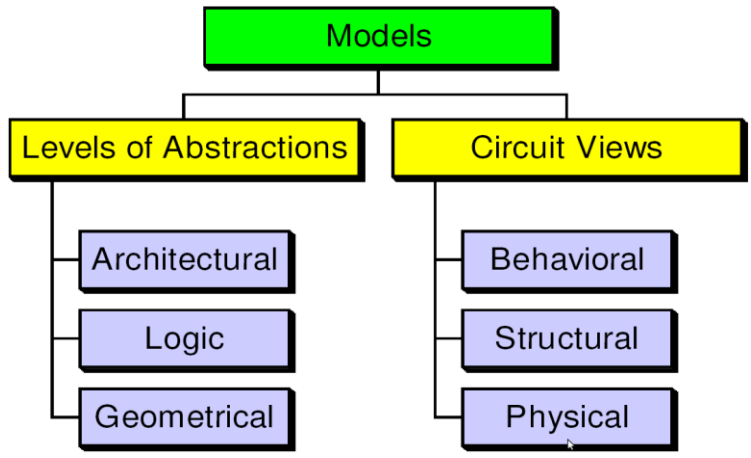


Circuit Models

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



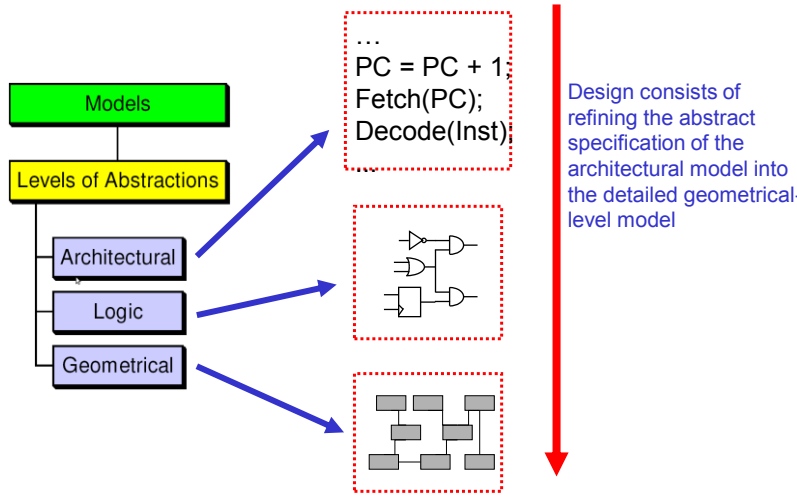
Model Classification



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, ...

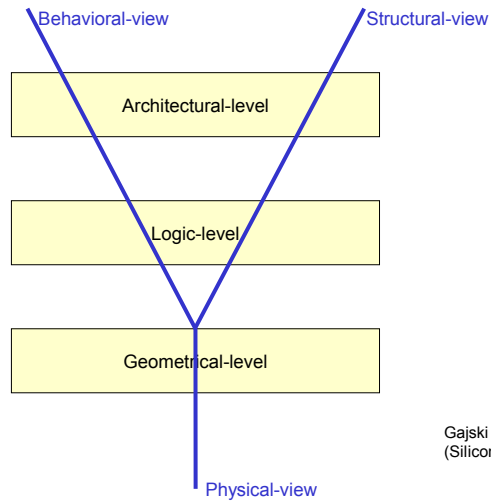
Levels of Abstraction



Views of a Model

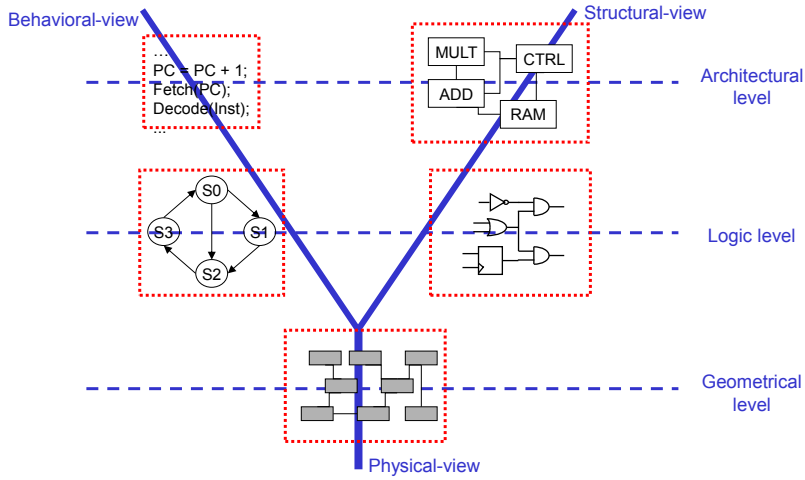
- Behavioral
  - Describe the function of a circuit *regardless* of its implementation
- Structural
  - Describe a model as an *interconnection* of components
- Physical
  - Relate to the *physical object* (e.g., transistors) of a design

The Y-chart



Gajski and Kuhn's Y-chart
(Silicon Compilers, Addison-Wesley, 1987)

The Y-chart



Synthesis